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# Tiled Terrain System for Games and Simulations

4/60

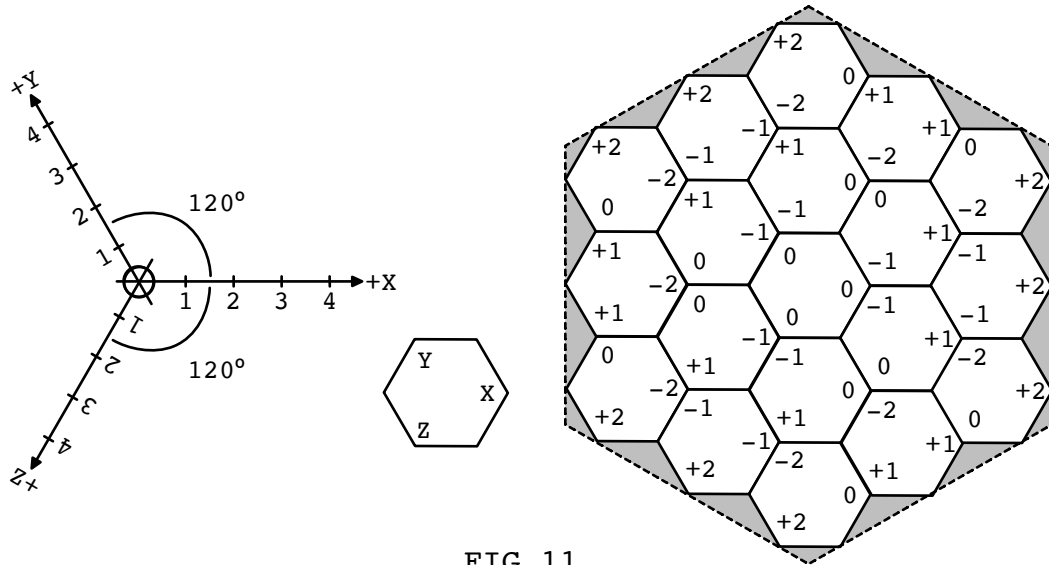


FIG.11

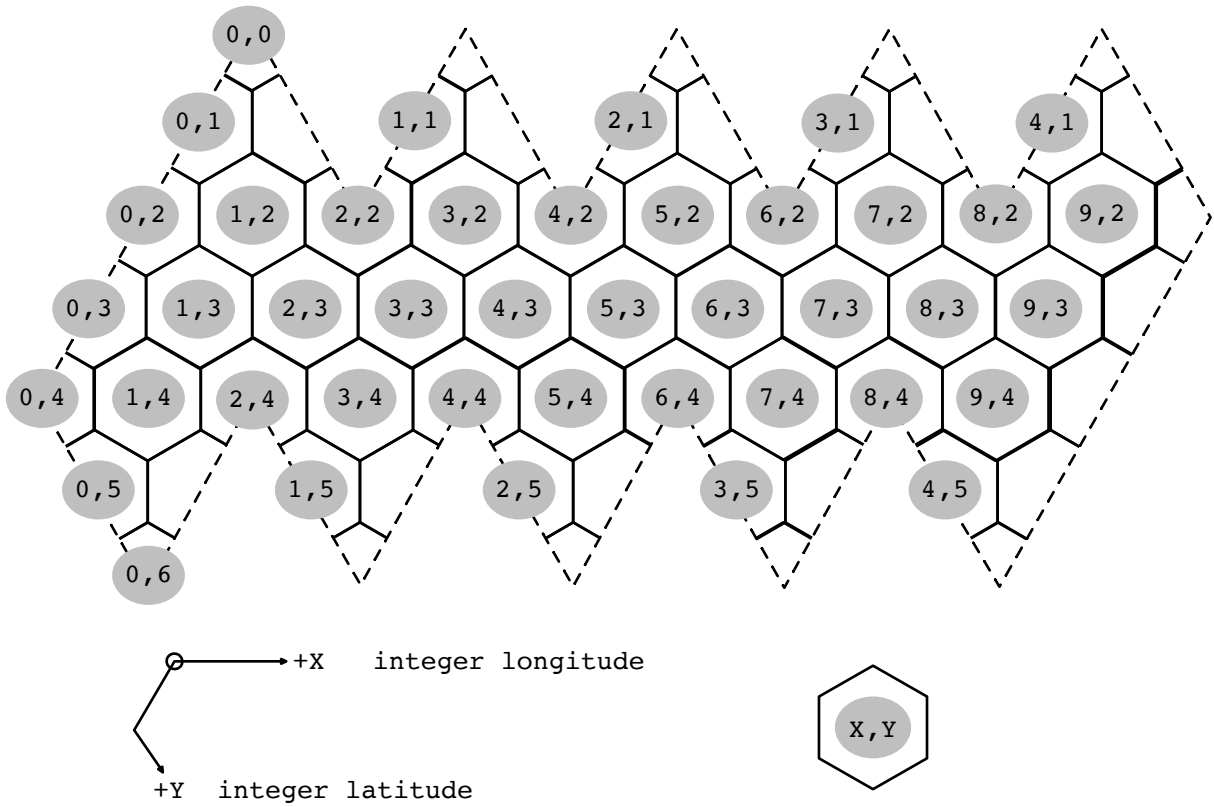


FIG.12

