Noise

Noise allgemein - <https://thebookofshaders.com/11/>

Noisearten anschaulich <https://jordanpeck.me/2016/05/fastnoise/>

Noise anschaulich - <https://github.com/Scrawk/Procedural-Noise>

Poisson Disk Sampling – Visual: <https://bl.ocks.org/mbostock/dbb02448b0f93e4c82c3>

Poisson Disk Sampling <http://www.researcharcade.com/blog/games-development/procedural-generation-techniques-poisson-disc-sampling/>

Cellular Noise <http://jcgt.org/published/0008/01/02/paper.pdf>

No Man Sky - <https://www.youtube.com/watch?v=C9RyEiEzMiU&t=7s>

<https://www.youtube.com/watch?v=sCRzxEEcO2Y>

<https://www.youtube.com/watch?v=WumyfLEa6bU>

Papersammlung – Journal of computer graphics procedures <http://jcgt.org/>

Even More Tutorials verschiedenster Themen <https://www.youtube.com/c/Holistic3d/videos>

Procedural Generation <https://gamedevacademy.org/complete-guide-to-procedural-level-generation-in-unity-part-1/>

Sebastian Lague – Procedural Landmass Generation: <https://www.youtube.com/watch?v=wbpMiKiSKm8&list=PLFt_AvWsXl0eBW2EiBtl_sxmDtSgZBxB3>