Noise

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

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

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

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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/>