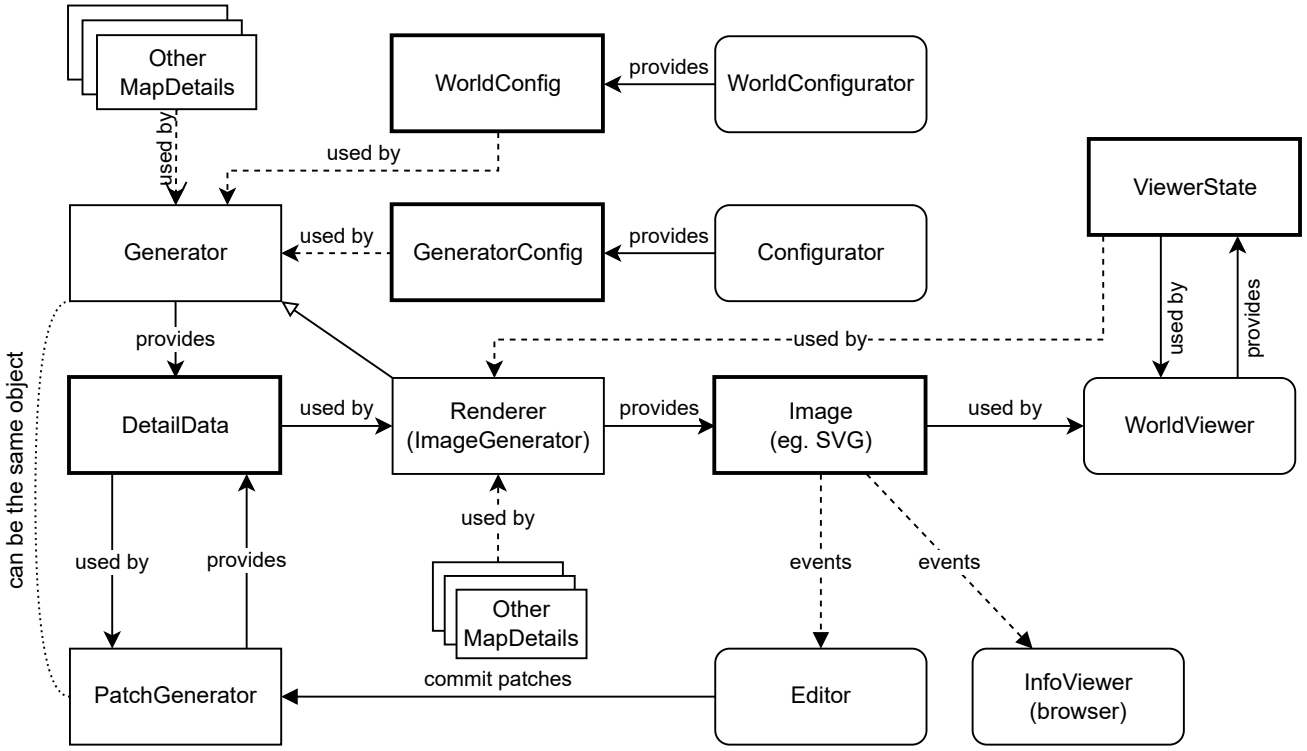
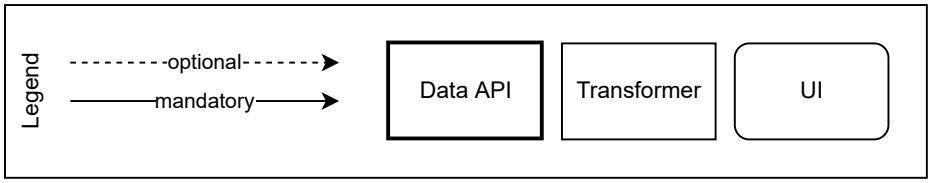
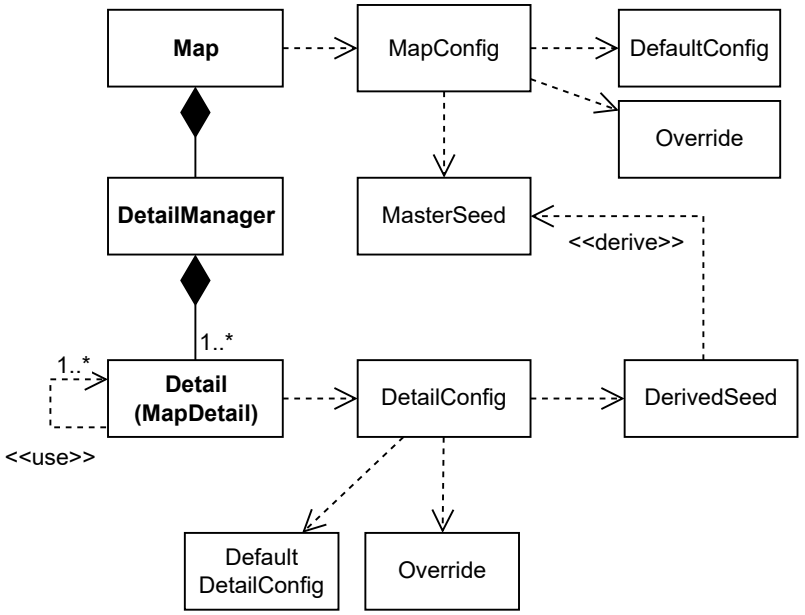
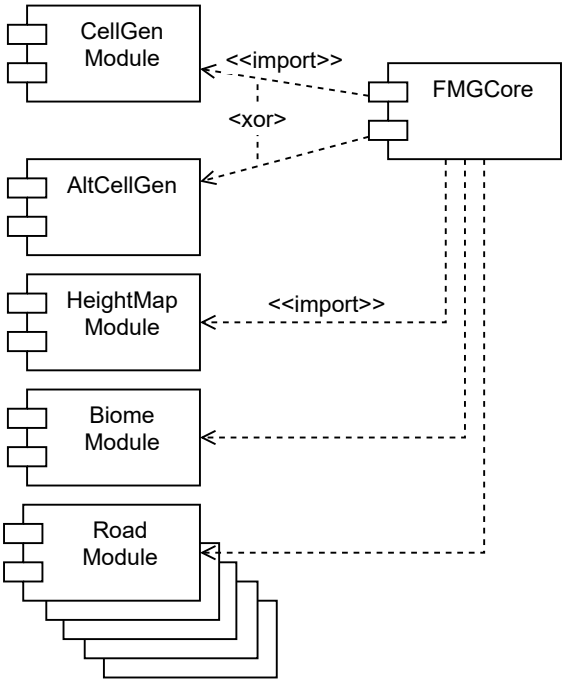
Abstraction design overview





Modularity

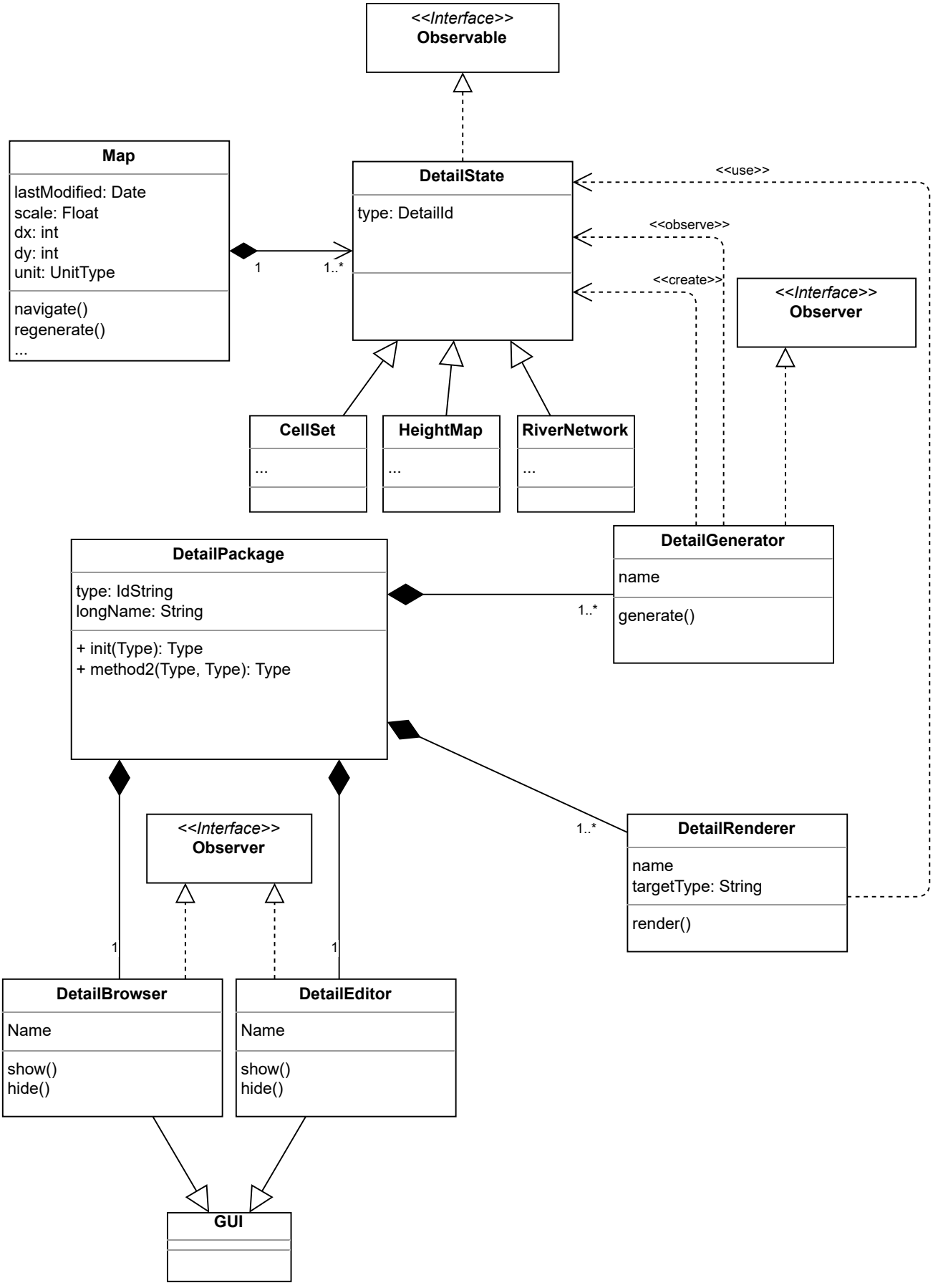




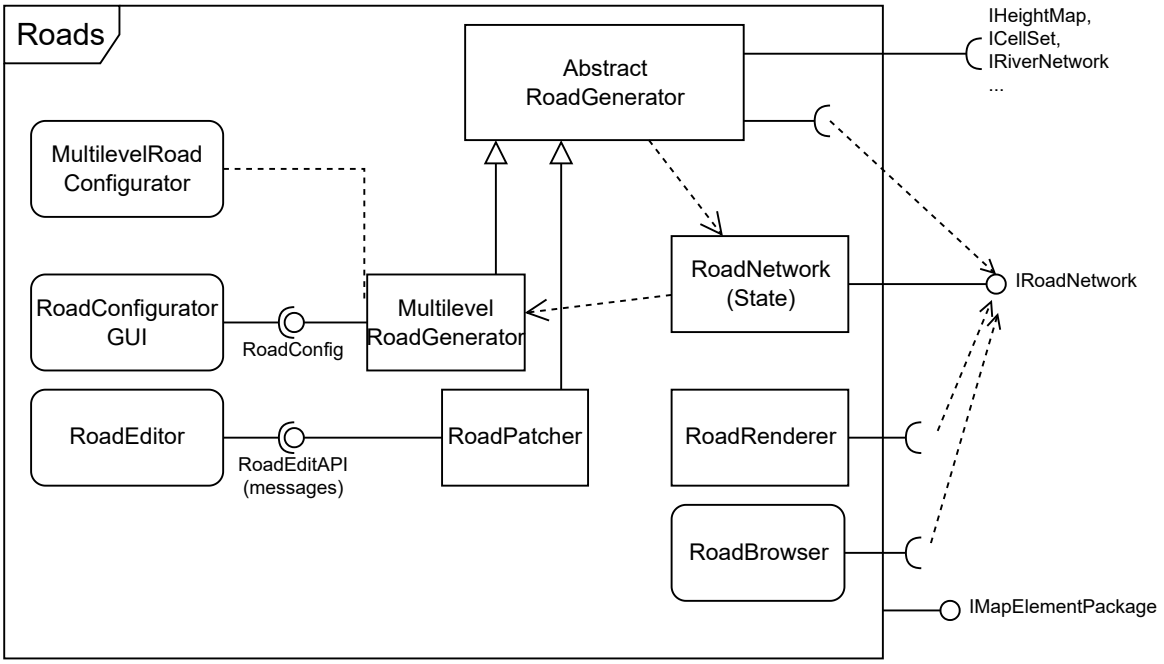
Deterministic generation

Interchangeable modular design

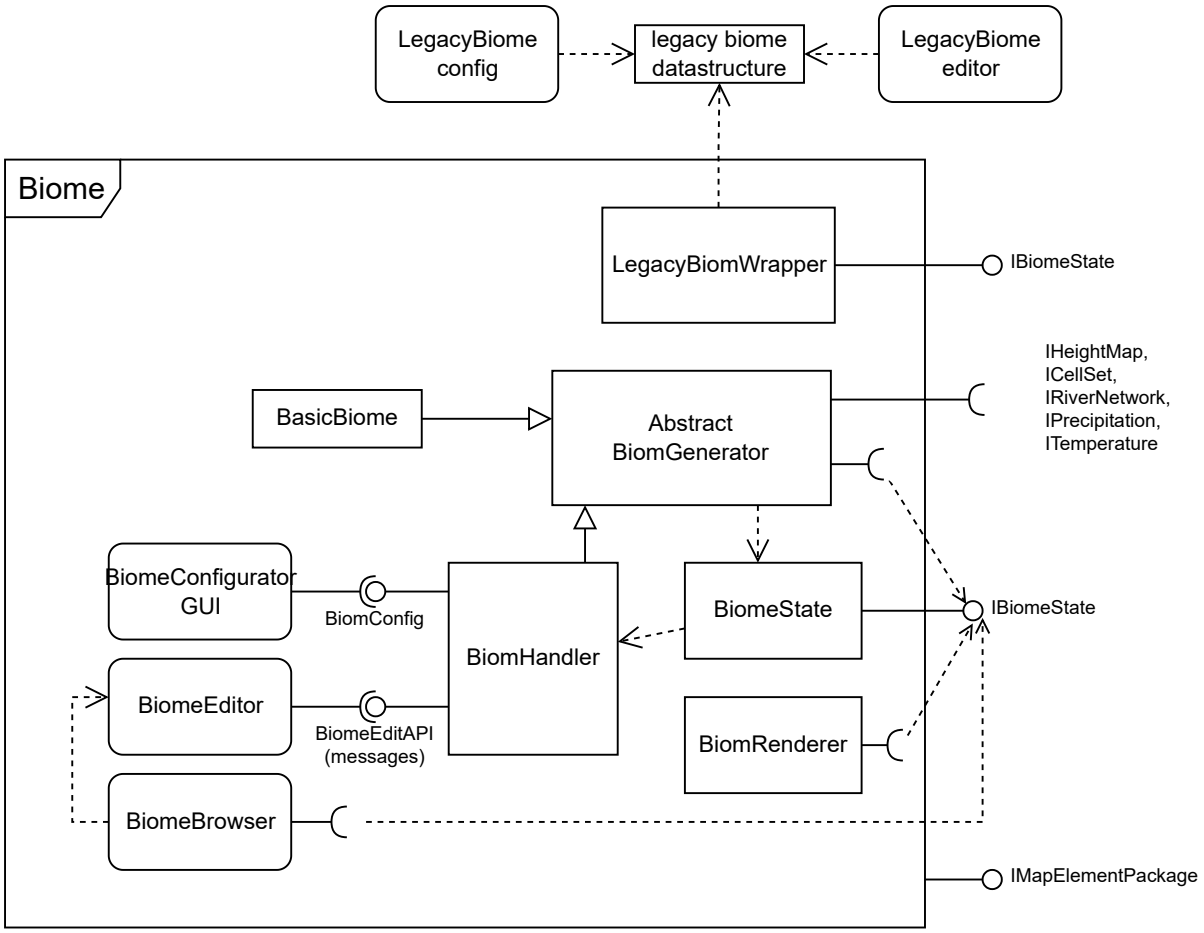
Module overview



Package examples

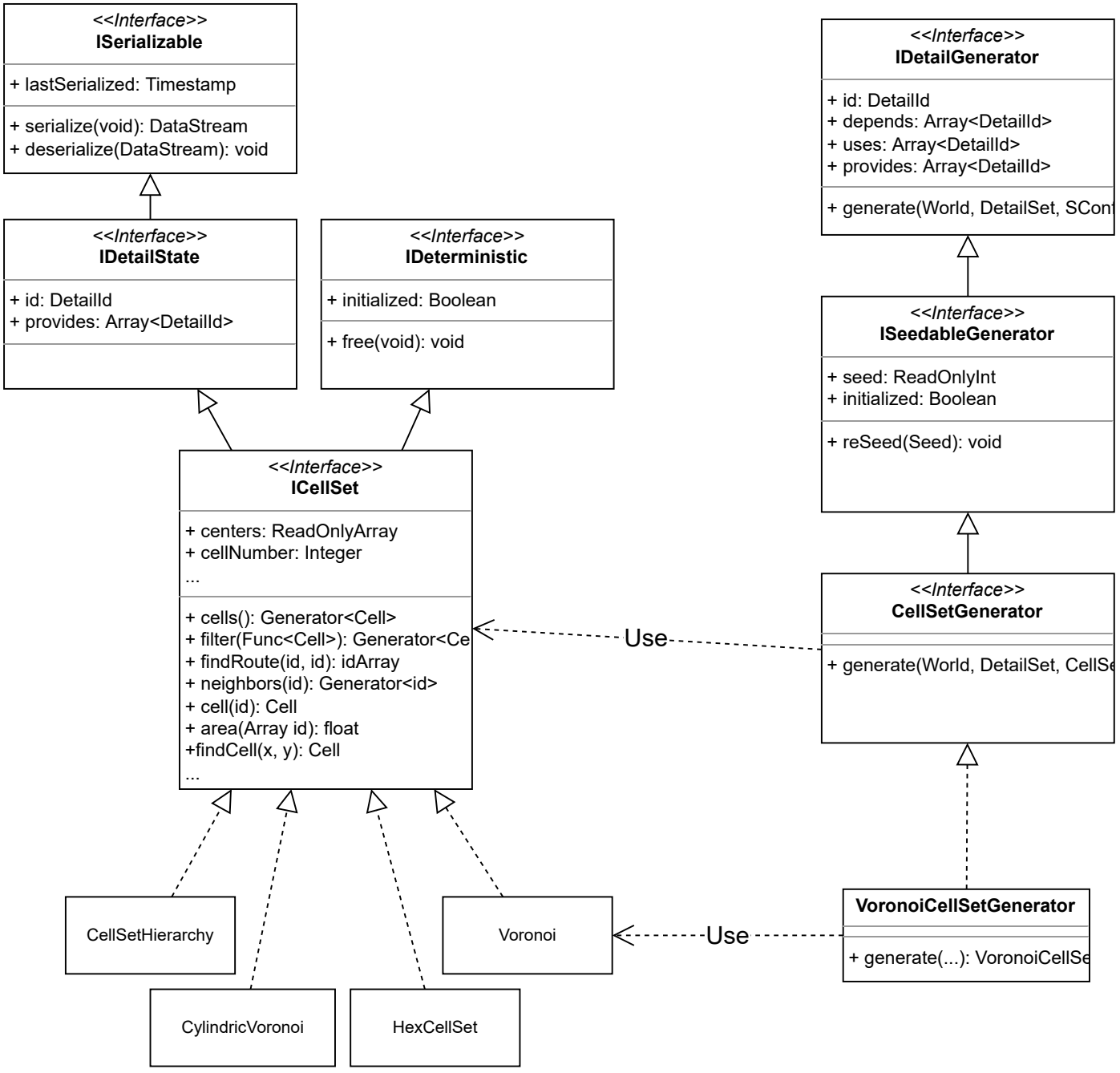


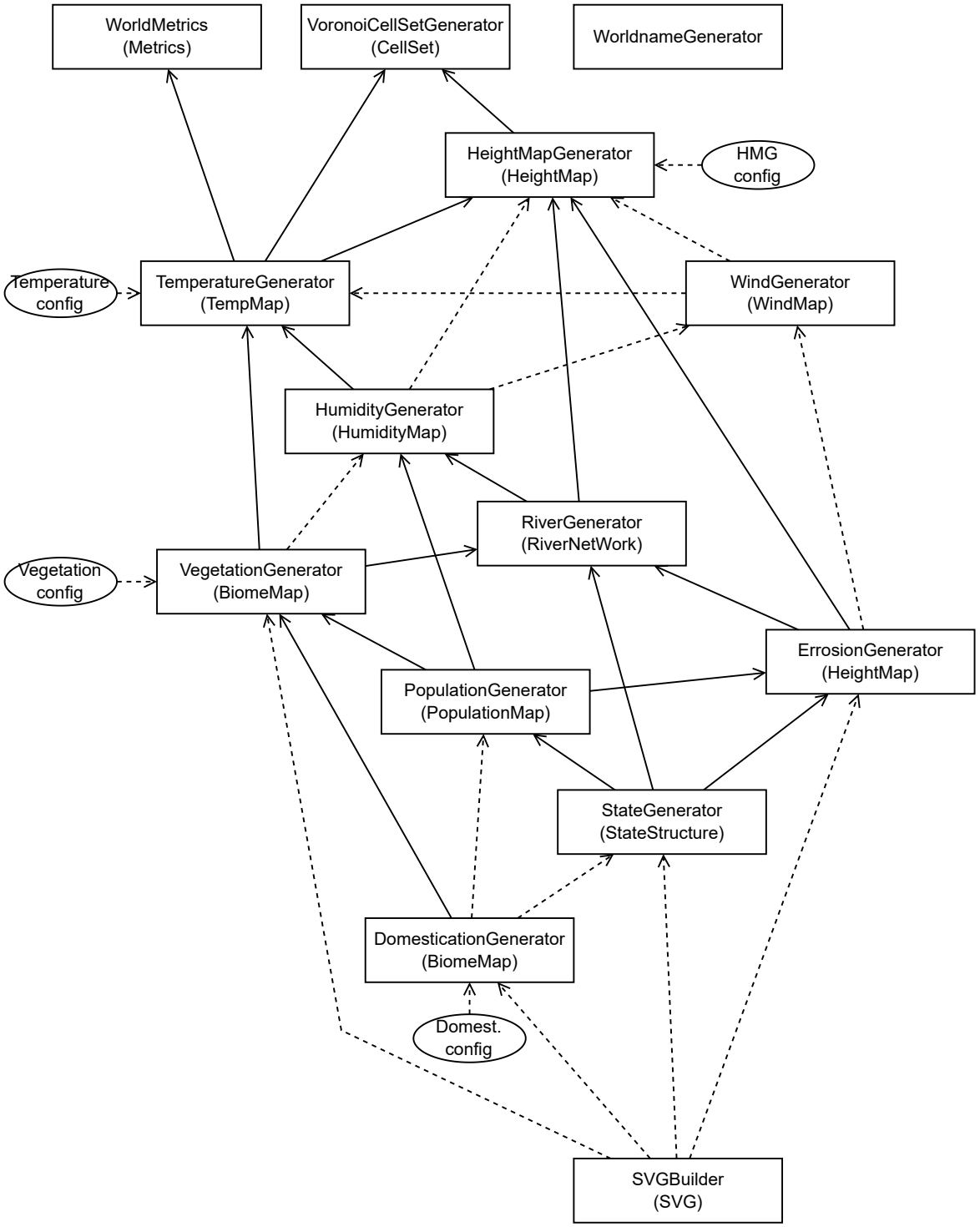
Modular design using patcher and generator context



Supporting multiple generators, legacy generators/data, alternate GUI

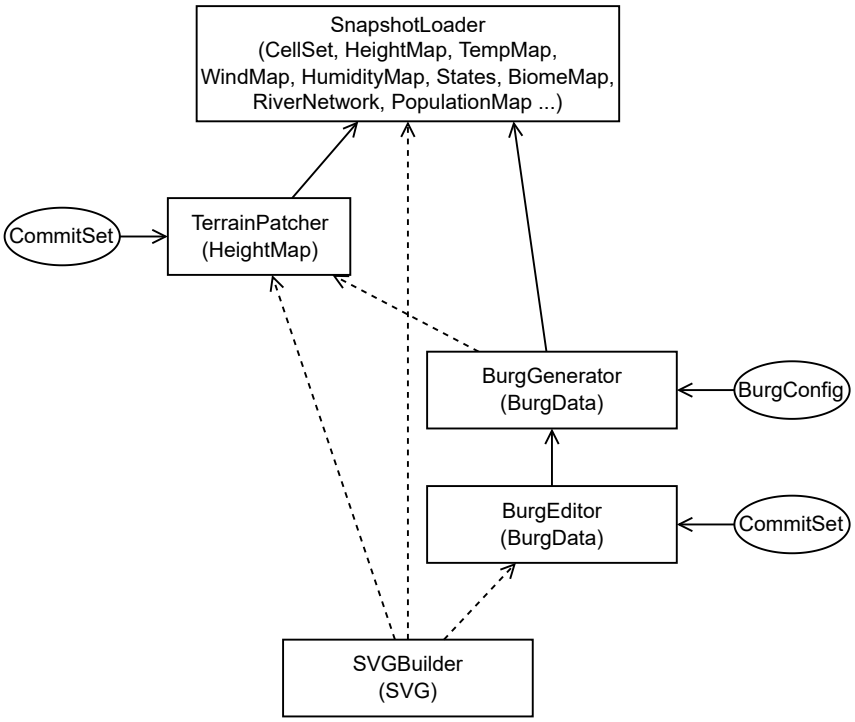
Example: StructureData API (CellSet)



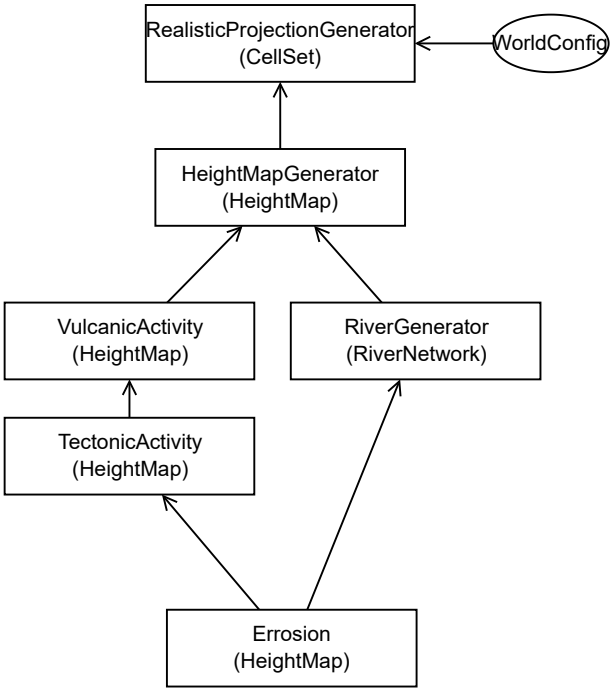


*All generators depend on VoronoiCellSet and most generators depend on WorldMetrics. These dependencies are not marked for brevity.

Example #1: Custom deterministic configurable world building DAG



Example #2: Preset and editing DAG



Example #3: Multilevel heightmap generation DAG

*All generator depends on VoronoiCellSet. Not marked for clarity