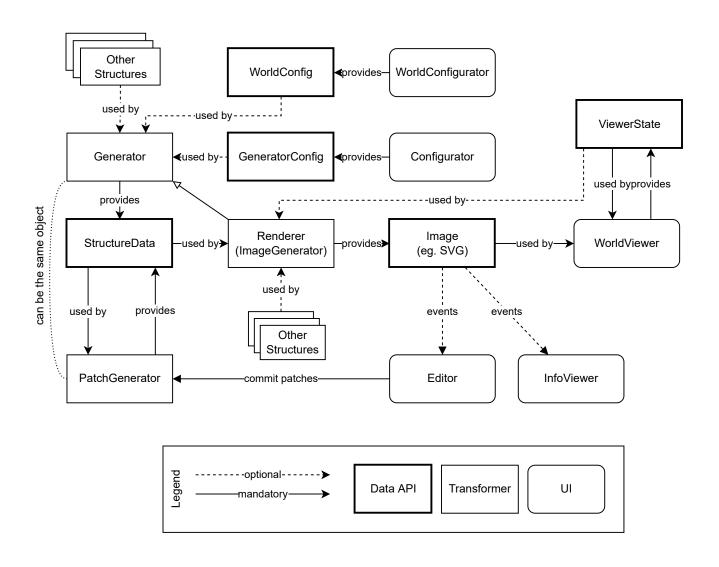
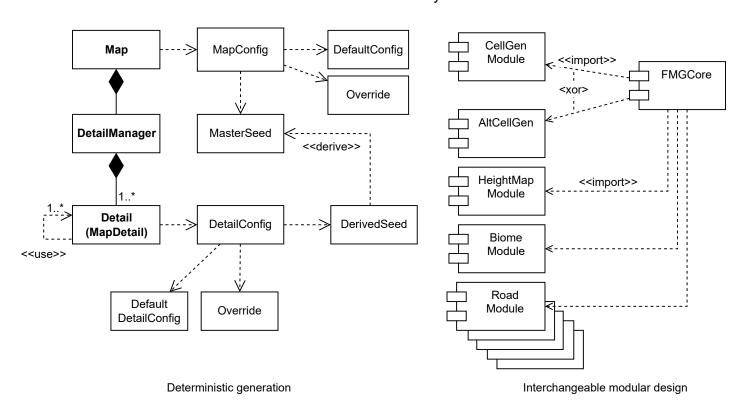
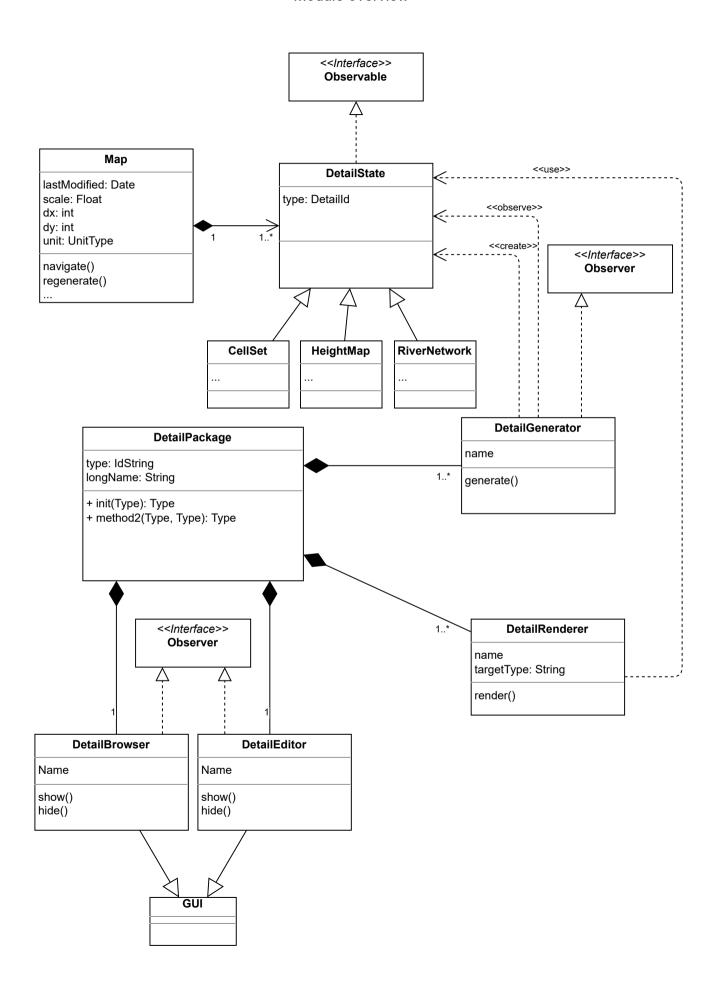
Abstraction design overview

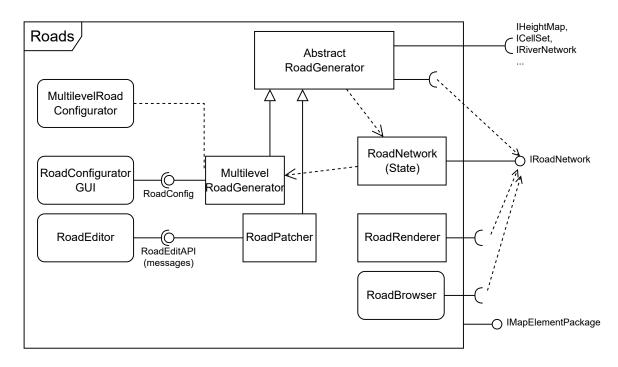


Modularity

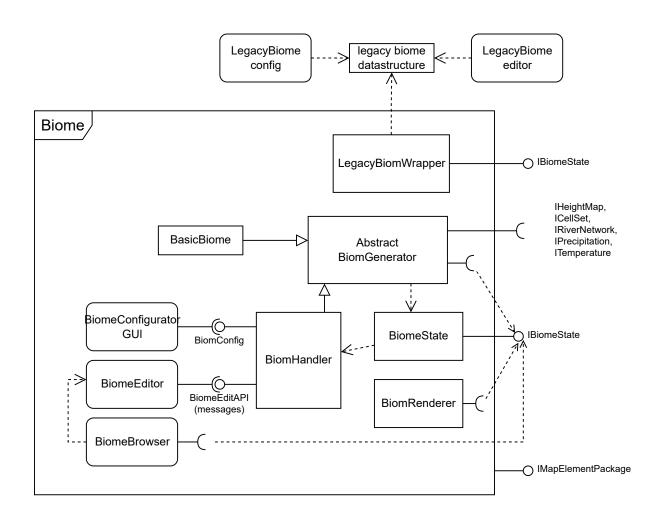




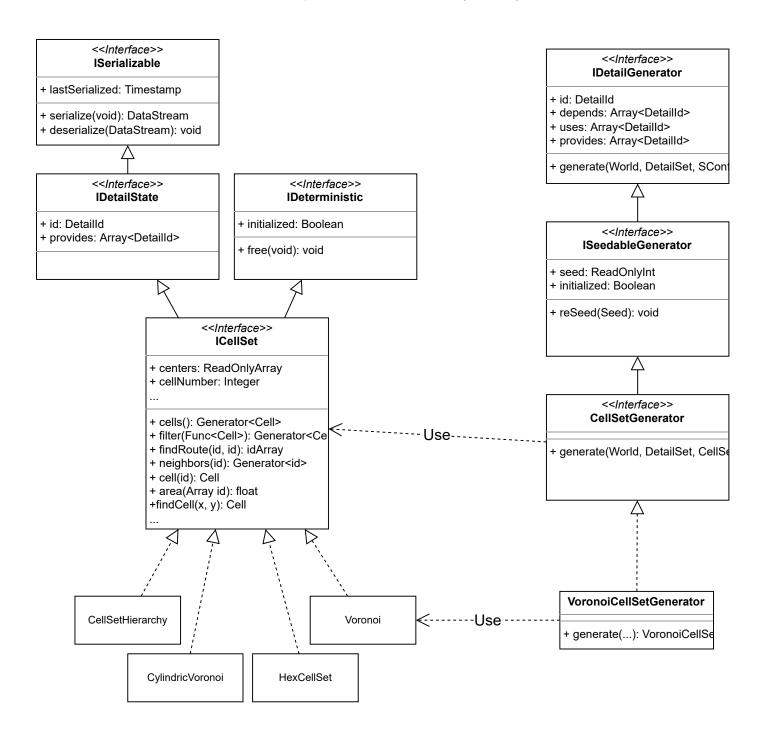
Package examples

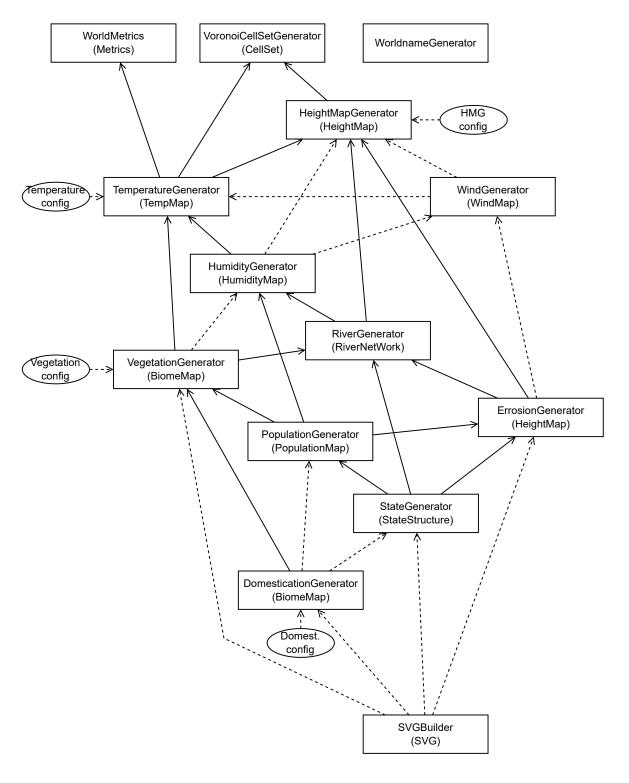


Modular design using patcher and generator context



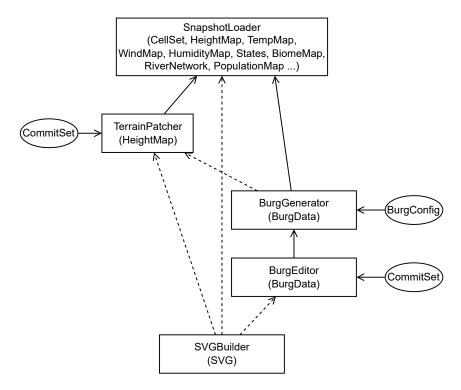
Supporting multiple generators, legacy generators/data, alternate GUI



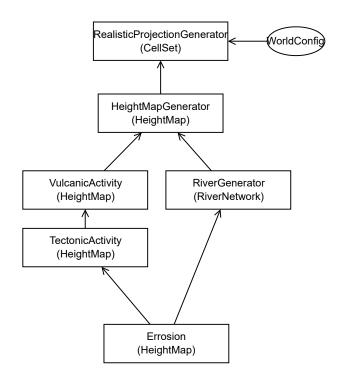


*All generators depend on VoronoiCellSet and most generators depend on WorldMetrics. These dependencies are not marked for brevity.

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