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Blanket of Snow

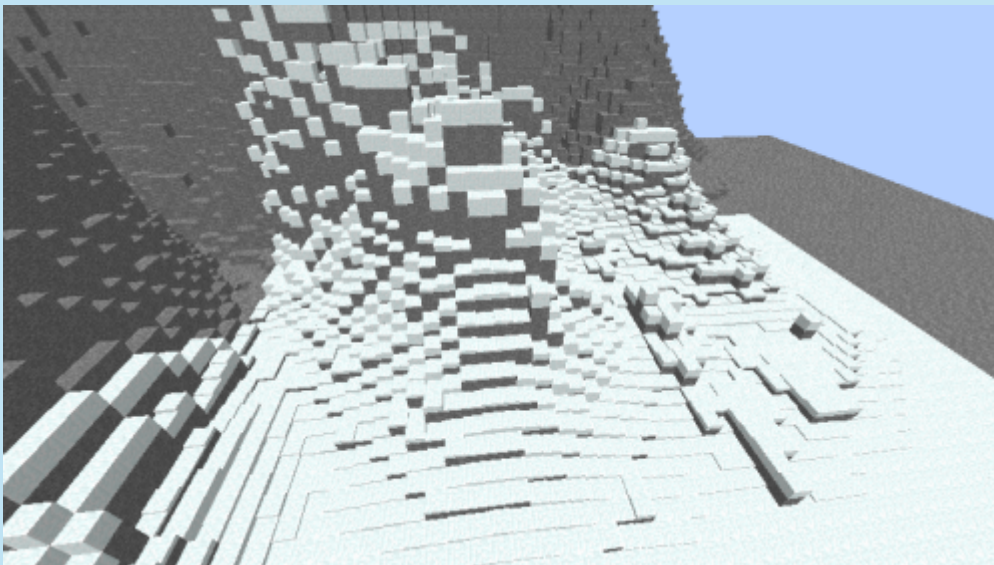
posted Apr 30, 2013, 9:15 PM by Adrian Brightmoore [updated Mar 5, 2019, 10:16 PM]

I was asked by @Anistuffs to prepare a filter that creates gradiated snow fields. It is an intriguing problem. I've called it 'BlanketOfSnow'.

I don't think I am solving it the right way yet. I think I need to take into account local minima and maxima and smoothly pack the blocks between them. At the moment I am averaging across a 2D field of heights.

What an odd hobby I have got.

v4 is Bedrock world compatible.



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|--|------------------------------|---------------------|-------------------|
|  BlanketOfSnow_v2.py (4k) | Adrian Brightmoore, Apr 3... | v.1 | ↓ |
|  BlanketOfSnow_v4.py (4k) | Adrian Brightmoore, Mar ... | v.1 | ↓ |

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