

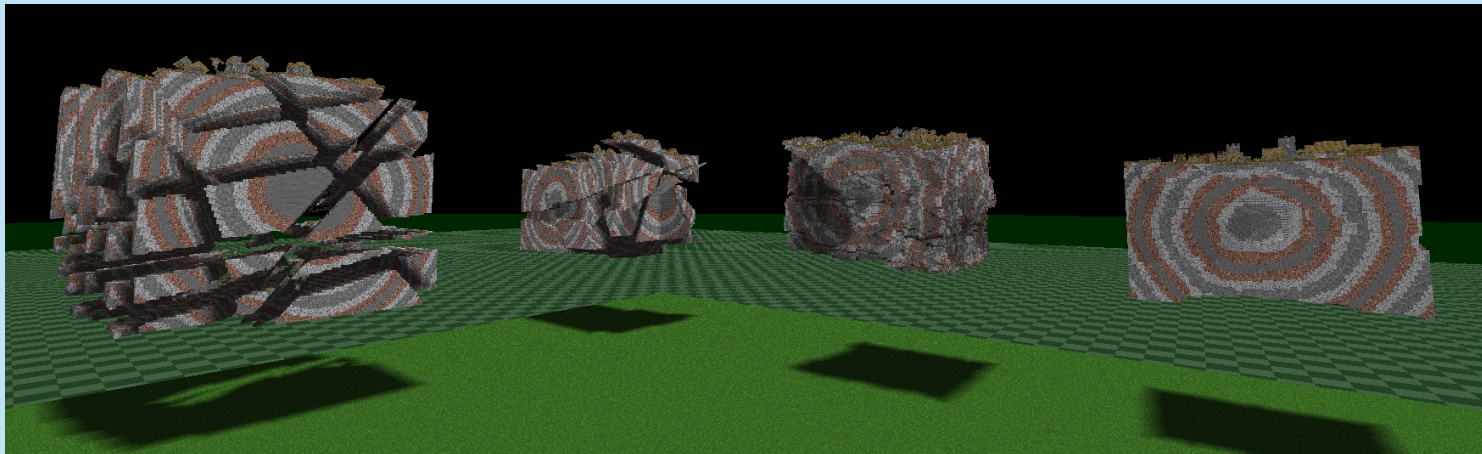
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## SHATTER

posted Oct 26, 2015, 10:31 PM by Adrian Brightmoore [ updated Nov 1, 2015, 10:28 PM ]

This filter is destructive. Always save a backup of your world!

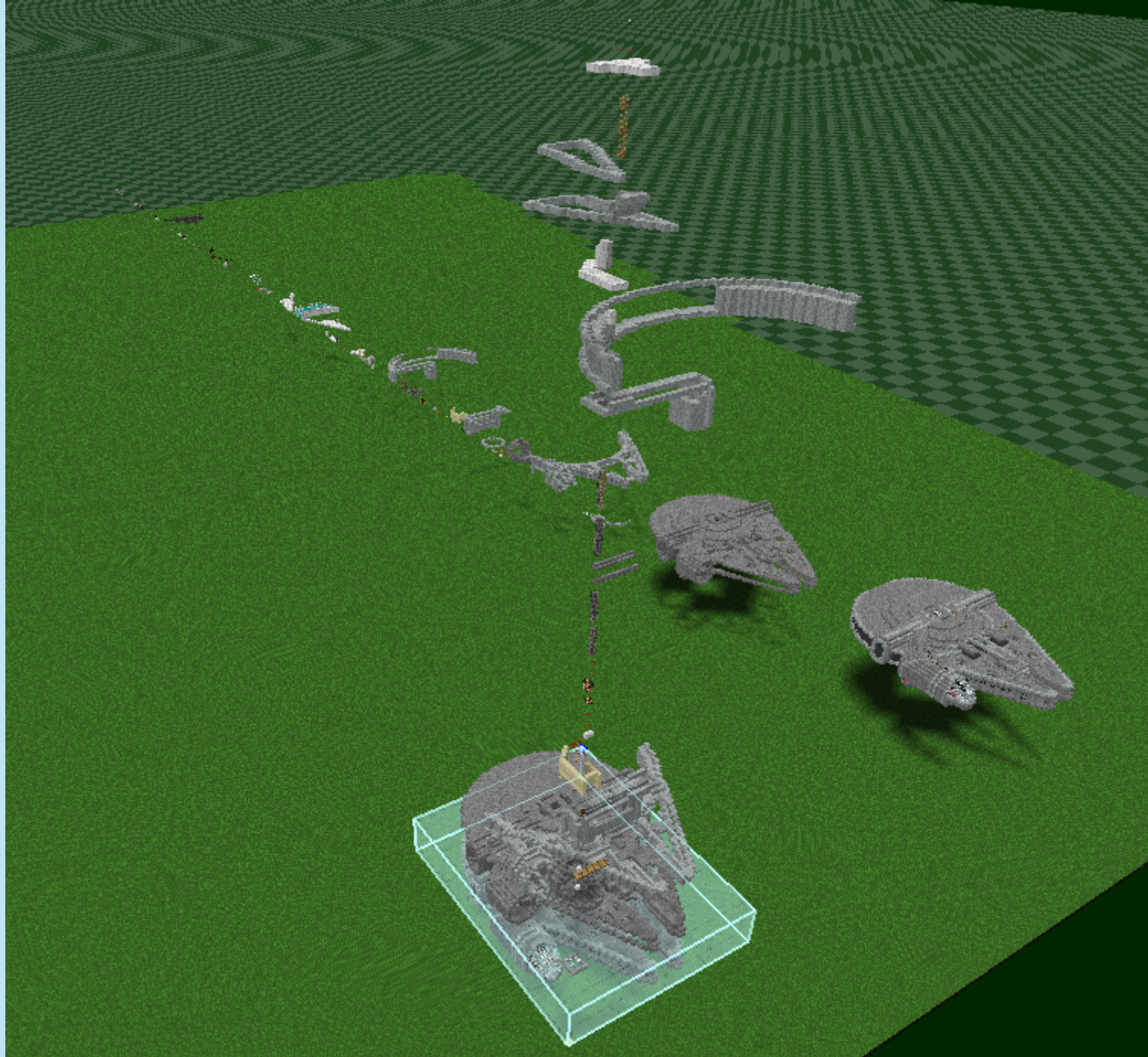
A utility filter for squishing and tearing your world. Suggested by [@Nuropsych1](#)



### Filter Functions:

- EXPAND - Shatters the land in new and exciting ways (Shown on left)
- QUAKE - creates faults that move apart, together, and slip around (Shown centre two samples)
- COMPRESS - Squeezes the land together (Shown on right)
- EXPAND - pulls apart all the connected shapes that make up the object (Shown below)

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## SHATTER\_v1

SHATTER

Operation **Compress**

Epicentres

Fracture Planes

Quantum

Scale

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**Filter**

The *quantum* option and *scale* option work together to specify the distance each area of land moves. Set scale to 1 for exactly one quantum of distance between each fault plane



 <a href="#">SHATTER_v1.py</a> (10k)	Adrian Brightmoore, Oct 26, 2015, 10:32 PM	<a href="#">v.1</a>	<a href="#">↓</a>
 <a href="#">SHATTER_v2.py</a> (16k)	Adrian Brightmoore, Oct 28, 2015, 6:25 PM	<a href="#">v.2</a>	<a href="#">↓</a>
 <a href="#">SHATTER_v3.py</a> (21k)	Adrian Brightmoore, Nov 1, 2015, 10:28 PM	<a href="#">v.2</a>	<a href="#">↓</a>

### Comments

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