Brightmoore

PORRIDGE

posted Apr 4, 2013, 9:15 PM by Adrian Brightmoore   **[updated Apr 4, 2013, 9:53 PM]**

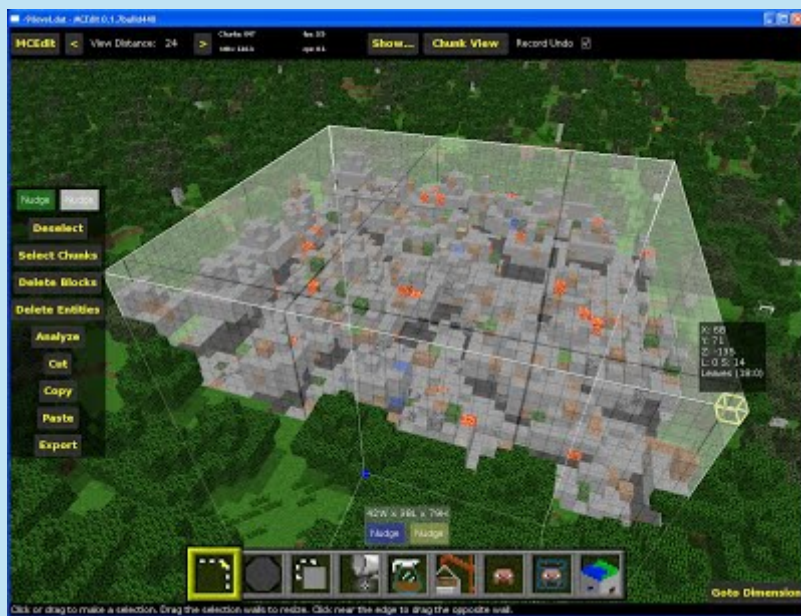This filter was requested by @Tomutwit on Twitter.

It randomly rearranges all the blocks in your selection area, preserving the shape - trees and tunnel shapes remain, but the blocks are swapped around. The same number and type of blocks remain in the selection area.

It turns this:

Into this:

Porridge_v3.py (4k)   Adrian Brightmoore, Apr 4, 2013, 10:57 PM   v.1

Comments

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