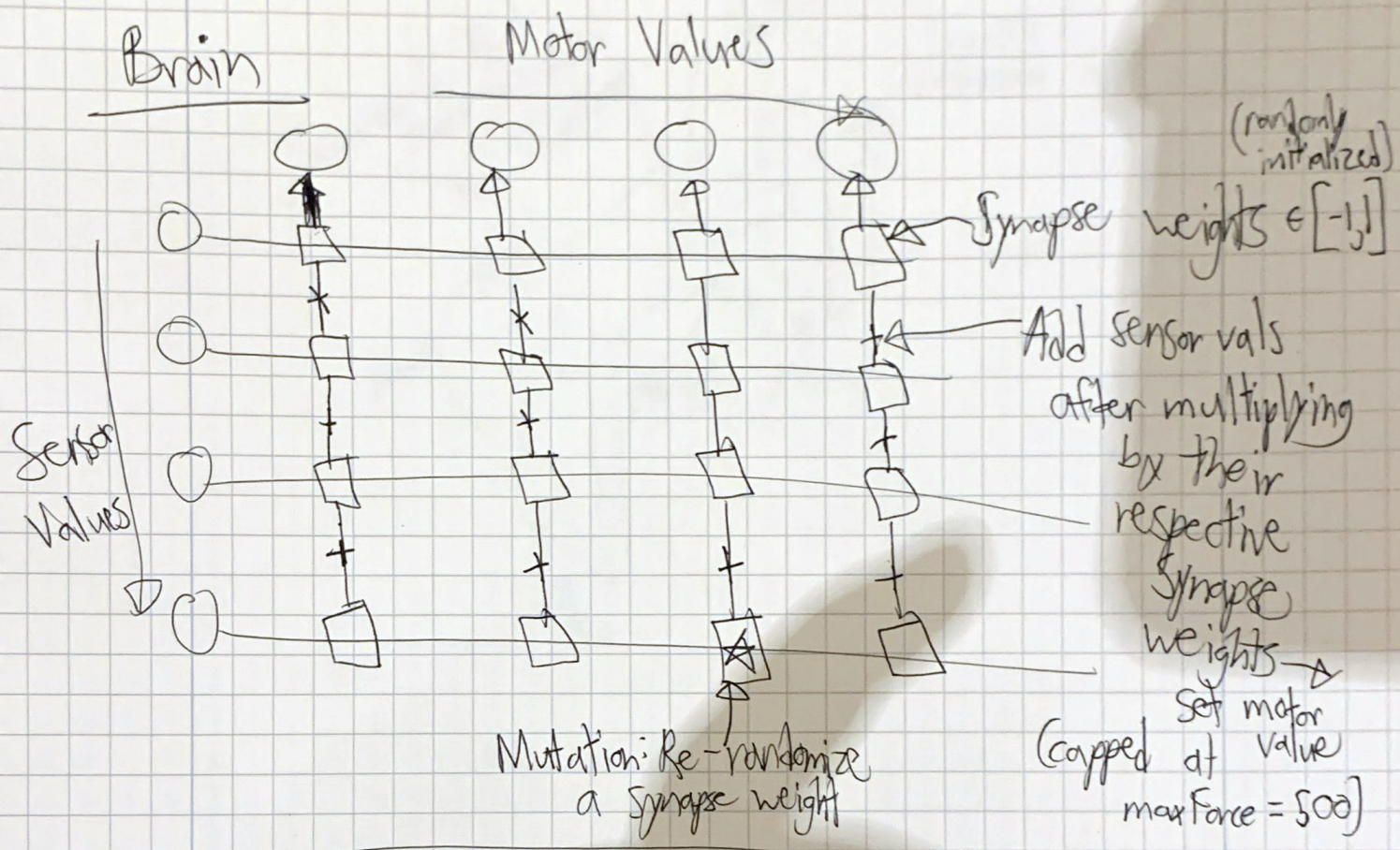
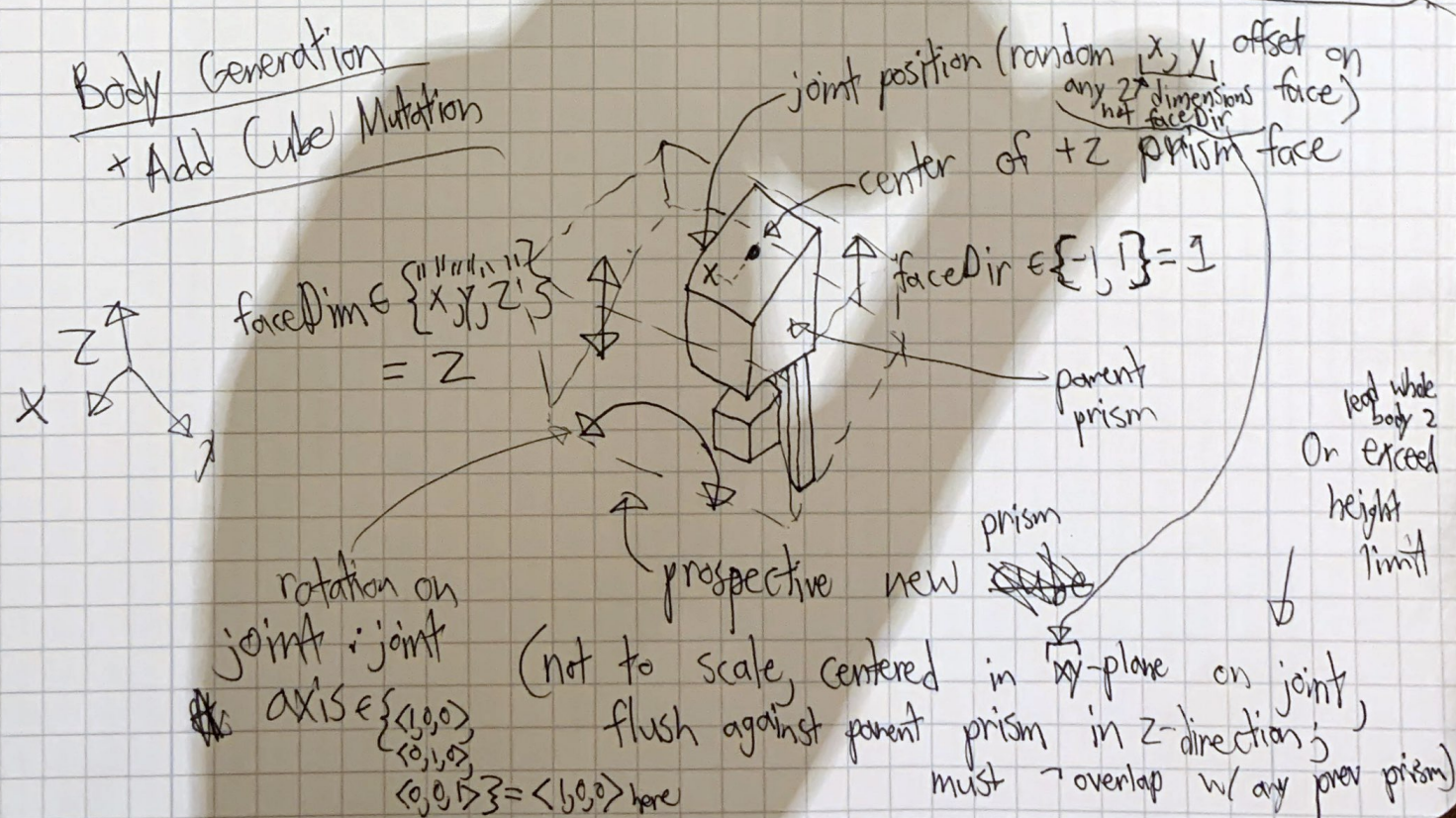


→ & Fill 3D space Bodies + Brains Generated + Evolved



Body Generation + Add Cube Mutation



Remove Cube Mutation

