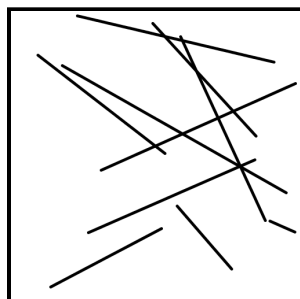
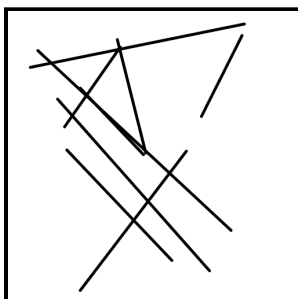
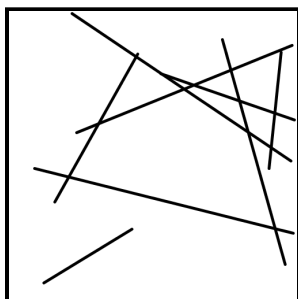
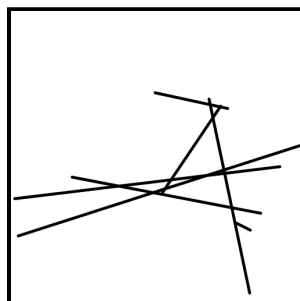
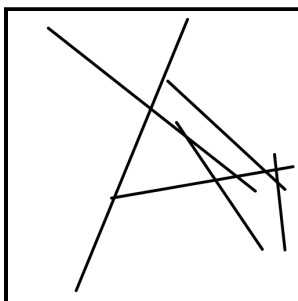
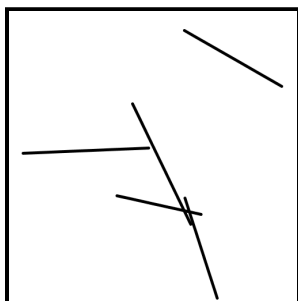
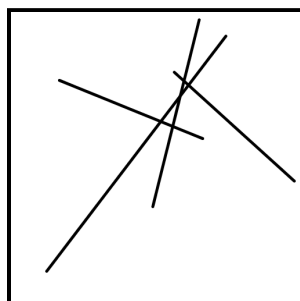
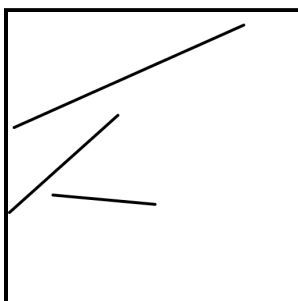
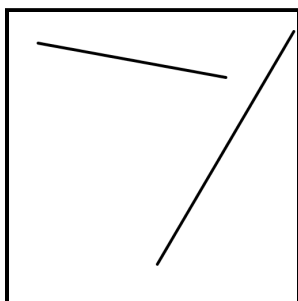
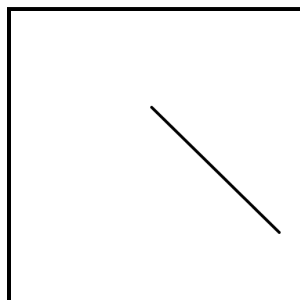


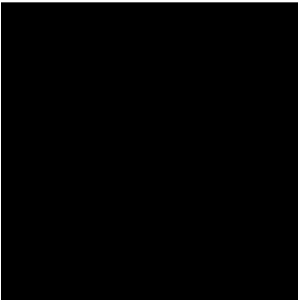
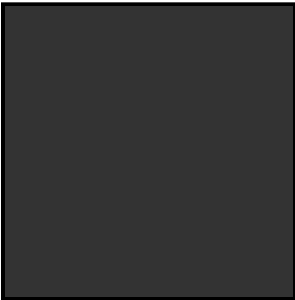
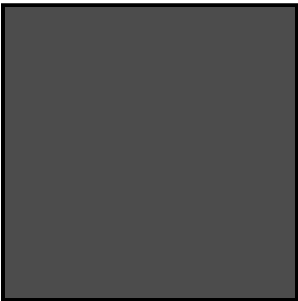
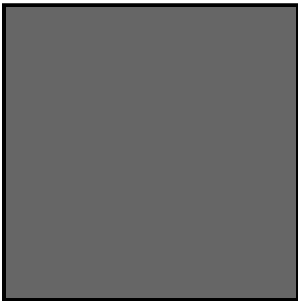
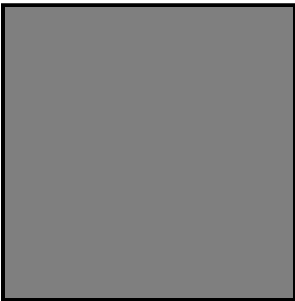
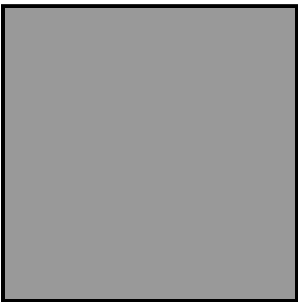
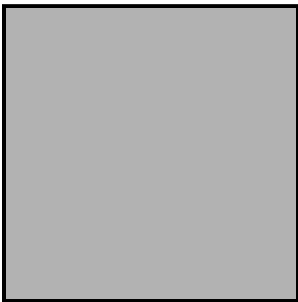
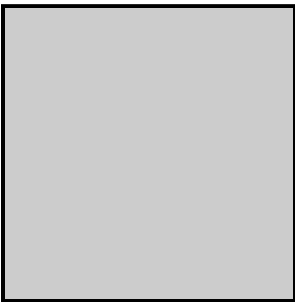
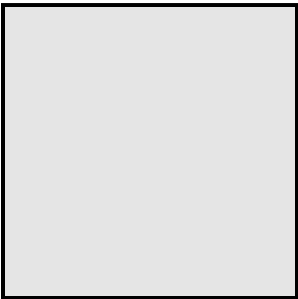
01 — 10

Linhas posicionadas aleatoriamente.



02 — 10

Preenchimento de preto em uma
escala de 1 a 10, onde 1 equivale a
10% e 10 a 100%.



03 — 10

10 números pseudo-aleatórios com
uma semente definida para cada
número.

7	1	,
0	1	8
4	8	6

6	2	,
3	4	7
0	1	2

9	0	,
0	8	1
3	9	0

8	0	,
8	3	6
6	0	1

0	8	,
5	7	0
9	8	1

9	7	,
6	0	6
2	3	2

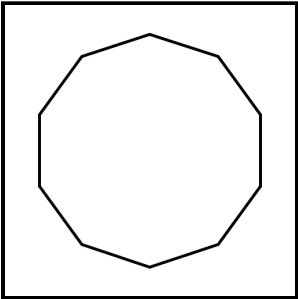
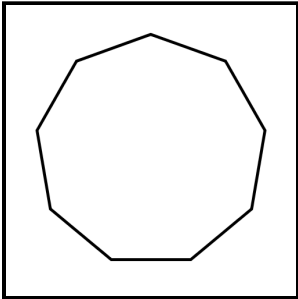
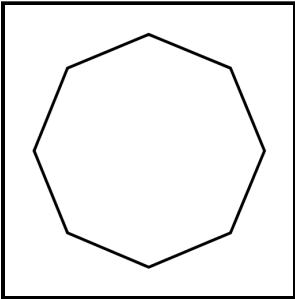
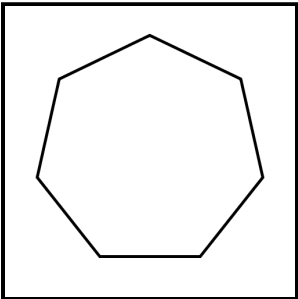
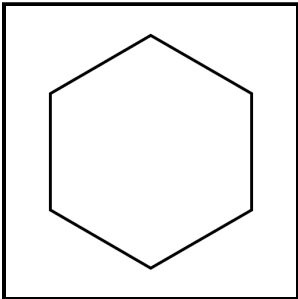
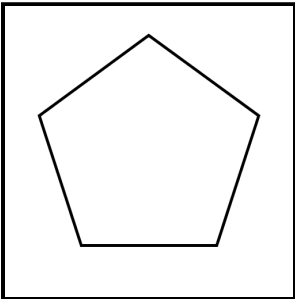
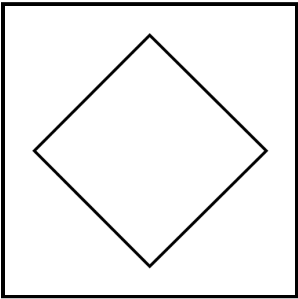
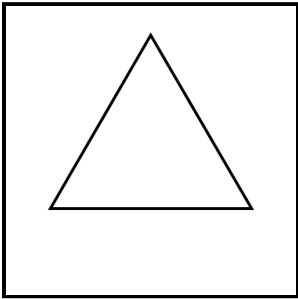
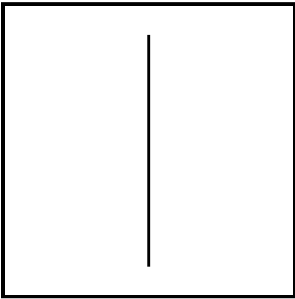
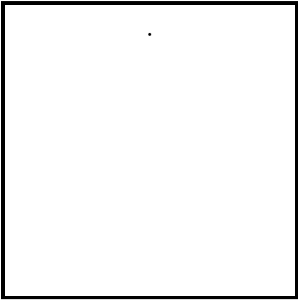
2	5	,
3	4	0
6	1	1

1	6	,
0	9	5
8	1	8

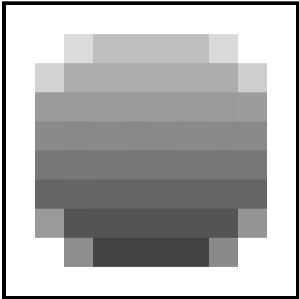
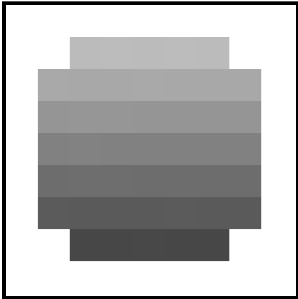
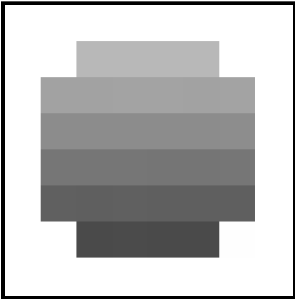
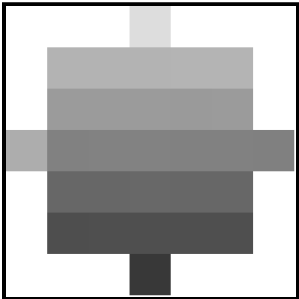
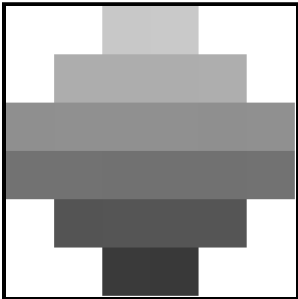
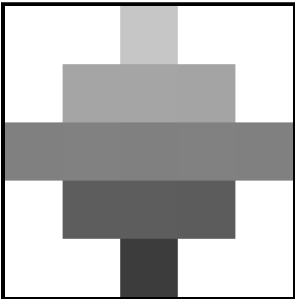
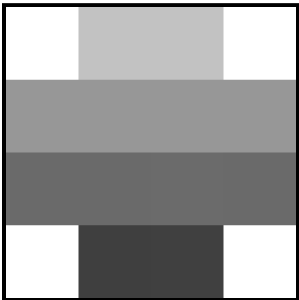
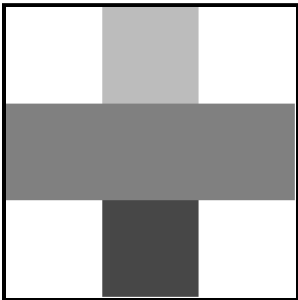
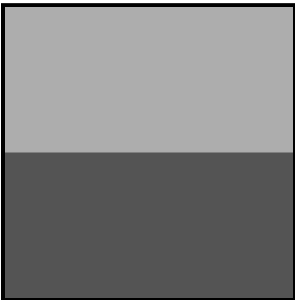
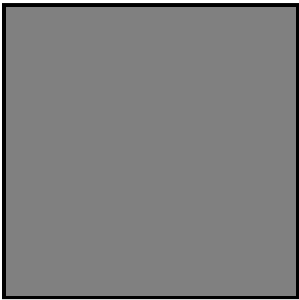
9	7	,
0	6	0
1	3	5

8	8	,
3	8	8
6	6	4

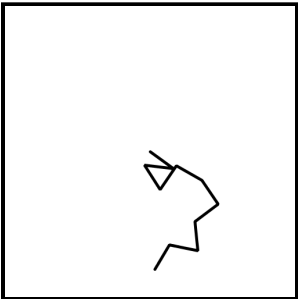
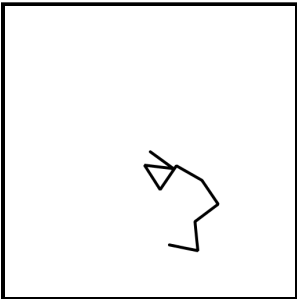
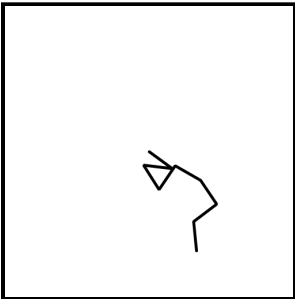
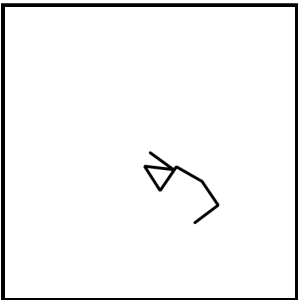
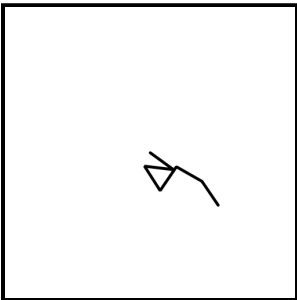
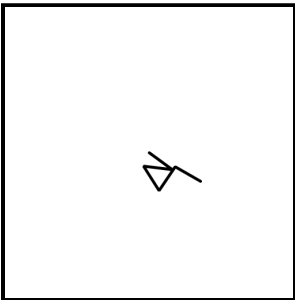
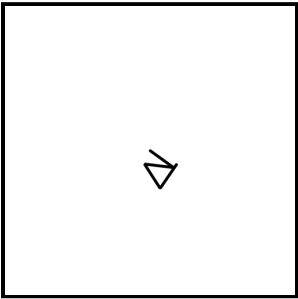
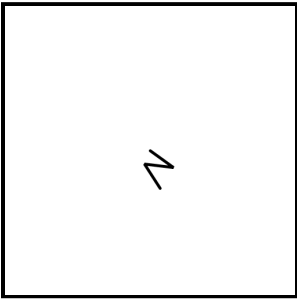
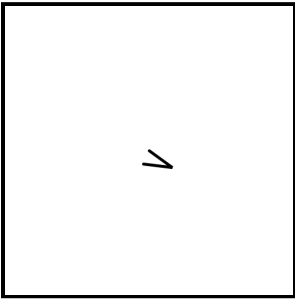
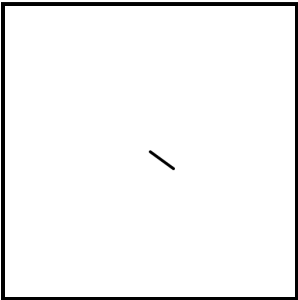
Polígonos – exceto o número 1 e 2, que são um ponto e uma linha – com a quantidade de vértices equivalente ao número que representa.



Variação de resolução (quantidade de linhas e colunas).

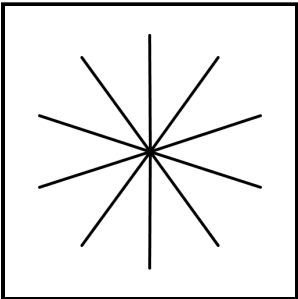
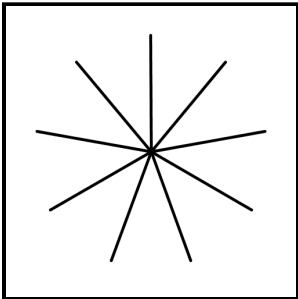
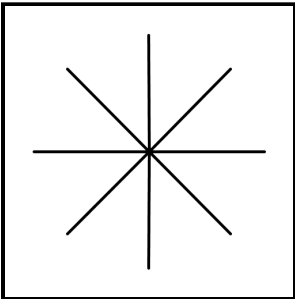
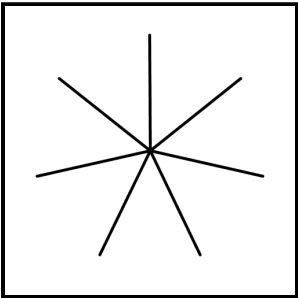
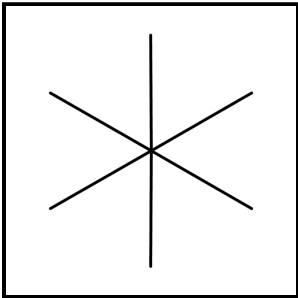
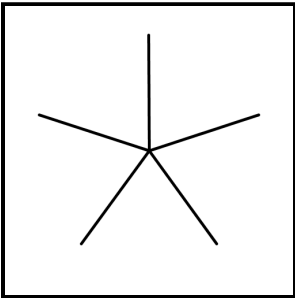
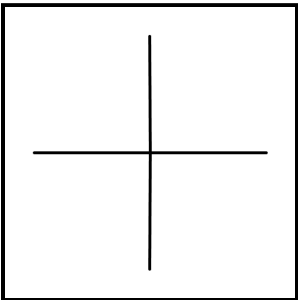
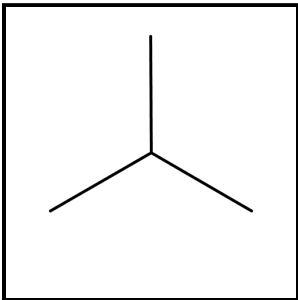
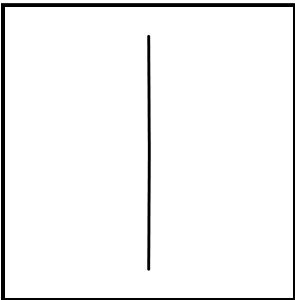
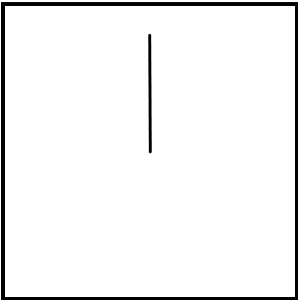


Uma linha com a quantidade de segmentos equivalente ao número que representa.

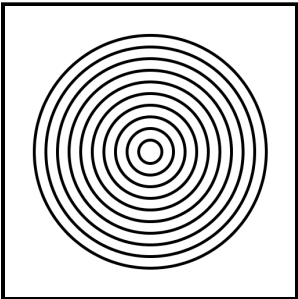
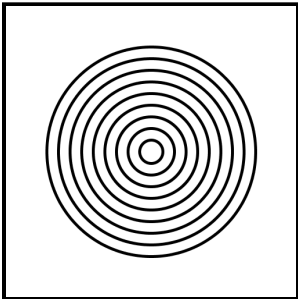
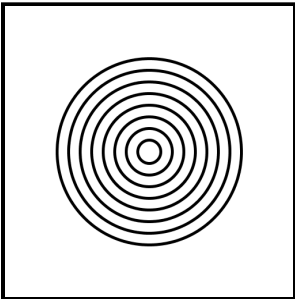
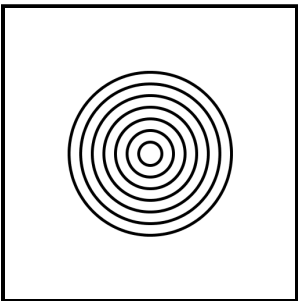
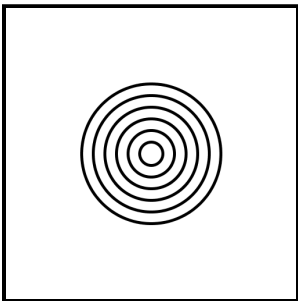
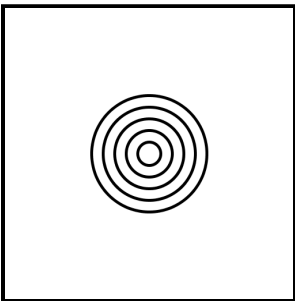
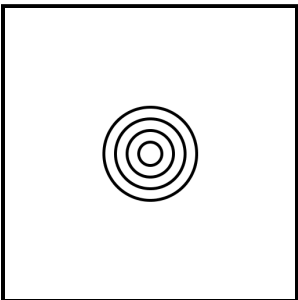
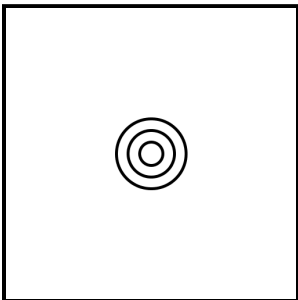
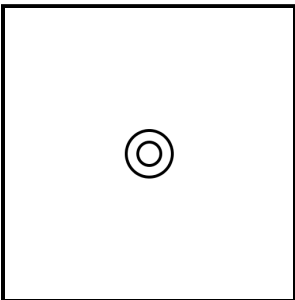
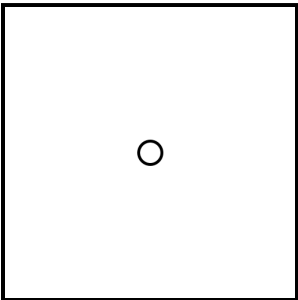


07 — 10

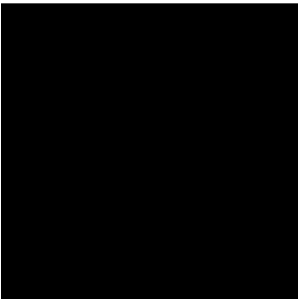
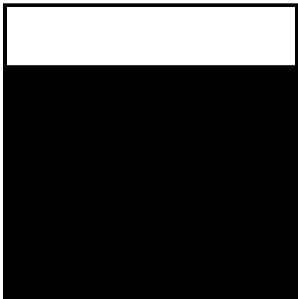
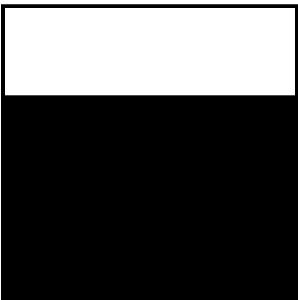
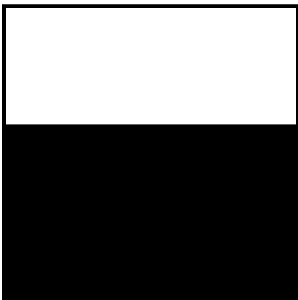
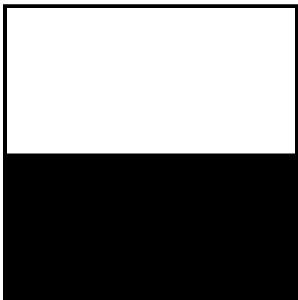
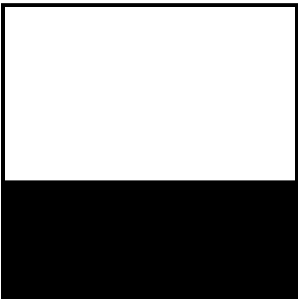
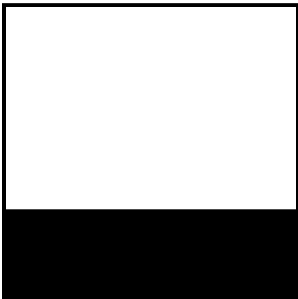
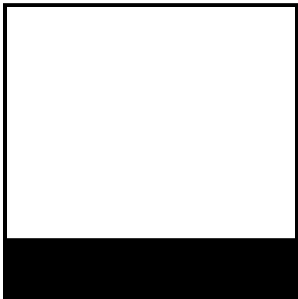
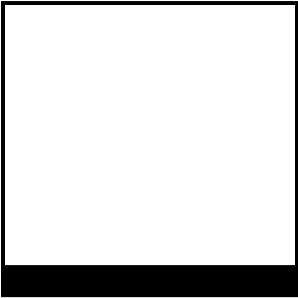
Estrelas – exceto o número 1 e 2, que são apenas linhas – com a quantidade de pontas equivalente ao número que representa.



Círculos concêntricos.



Variação da altura de um retângulo.



10 — 10

Variação do detalhamento do
algoritmo Ruído de Perlin.

