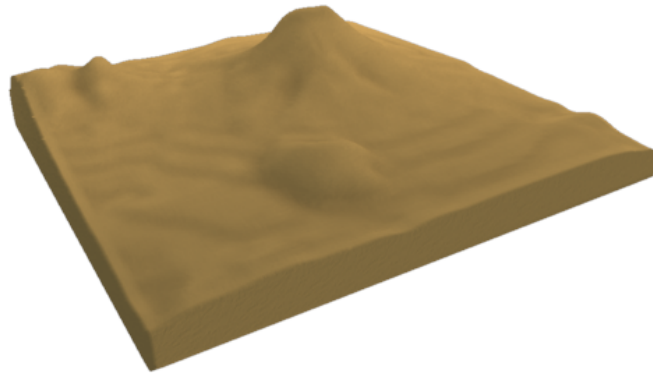
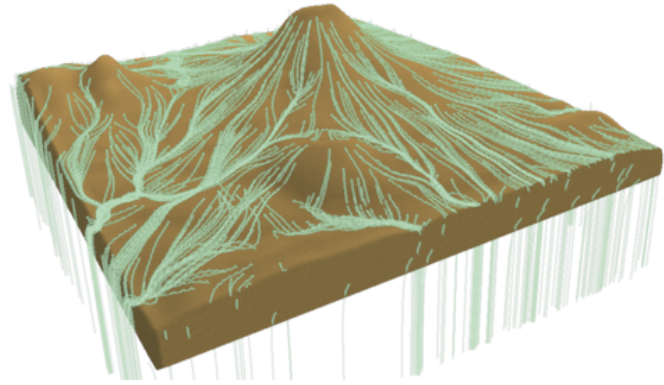


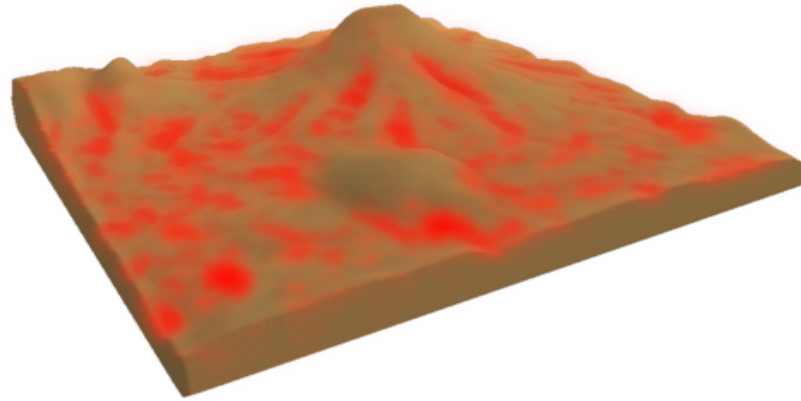
Initial terrain



Particle
simulation



Erosion



Final terrain

