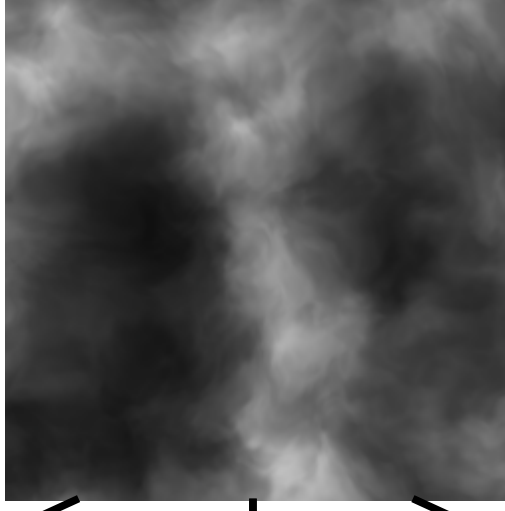
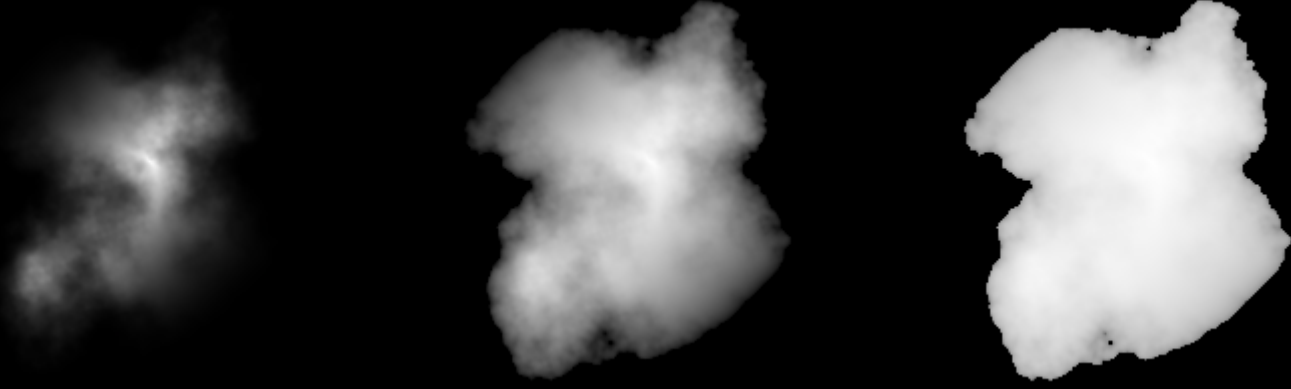


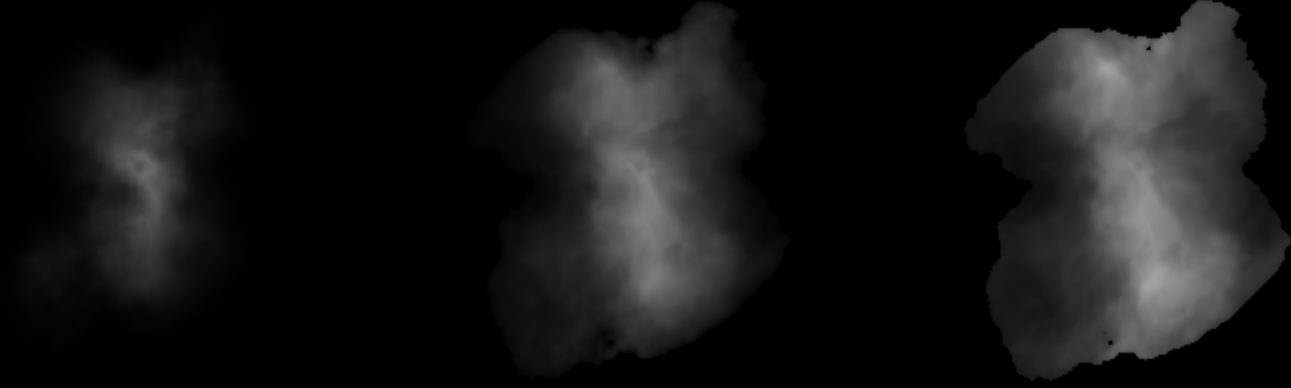
Initial noise



Falloff masks



Height fields



3D view

