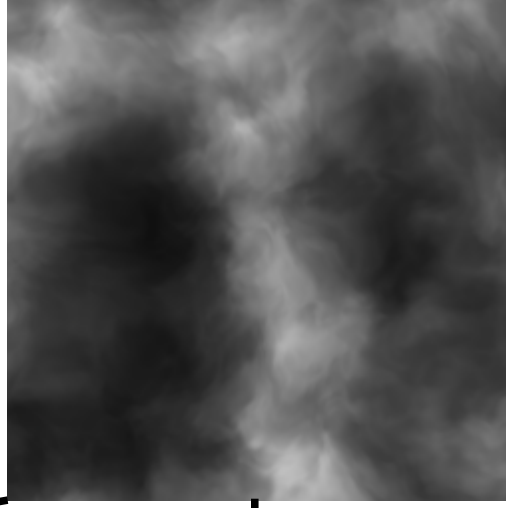


Initial noise



Falloff masks



Height fields

