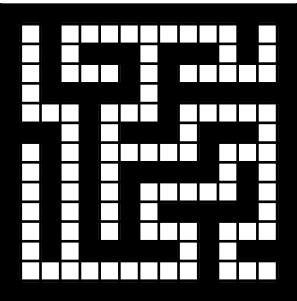
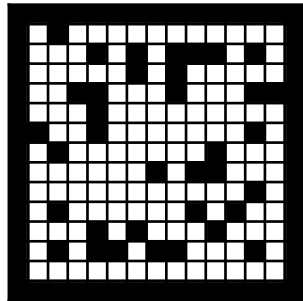


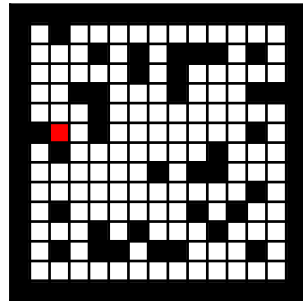
# World Generation



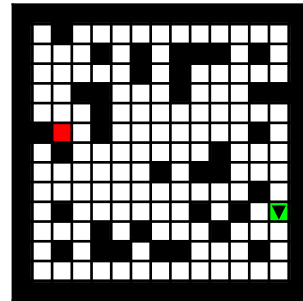
Step 1



Step 2



Step 3



Step 4

