

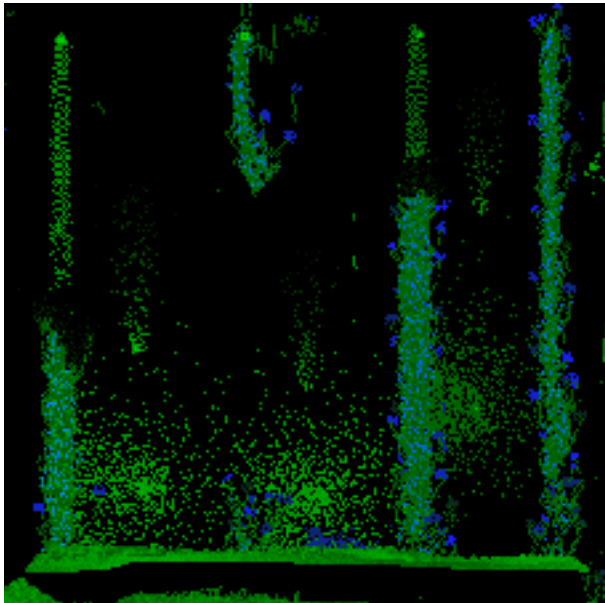
> falling sand game, pixely -> open imagination
https://en.wikipedia.org/wiki/Falling-sand_game

"Low-fidelity art is also appealingly open to interpretation. If a character is only eight pixels tall, a large part of what we see is within our own imagination." - Loren Schmidt

> social / community
https://www.reddit.com/r/rust/comments/a6v0p1/sandspiel_a_falling_sand_game_built_in_rustwebgl/
<https://news.ycombinator.com/item?id=18696291>
https://twitter.com/sandspiel_feed

> open source, blog
<https://github.com/MaxBittker/sandspiel>
<https://maxbittker.com/making-sandspiel>

misc
> data as png!!



<https://sandspiel.club/>
<https://orb.farm/>