



**World
Simulation**



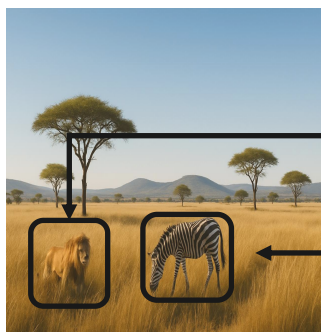
**Temporal
Weaving**



**Spatial
Deconstruction**

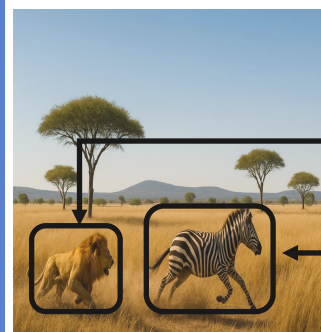


← A zebra.



← A lion.

← A zebra.



← A lion.

← A zebra.

**Semantic
Anchoring**