



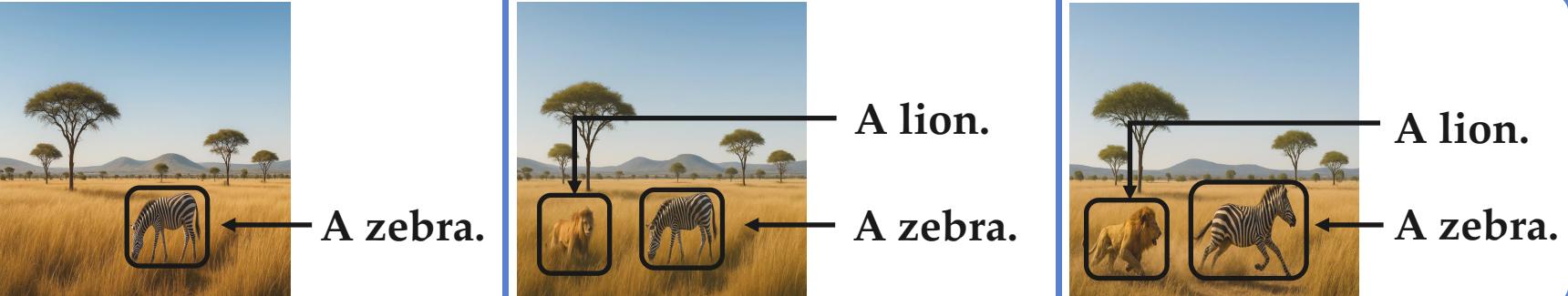
World Simulation



Temporal Weaving



Spatial Deconstruction



Semantic Anchoring