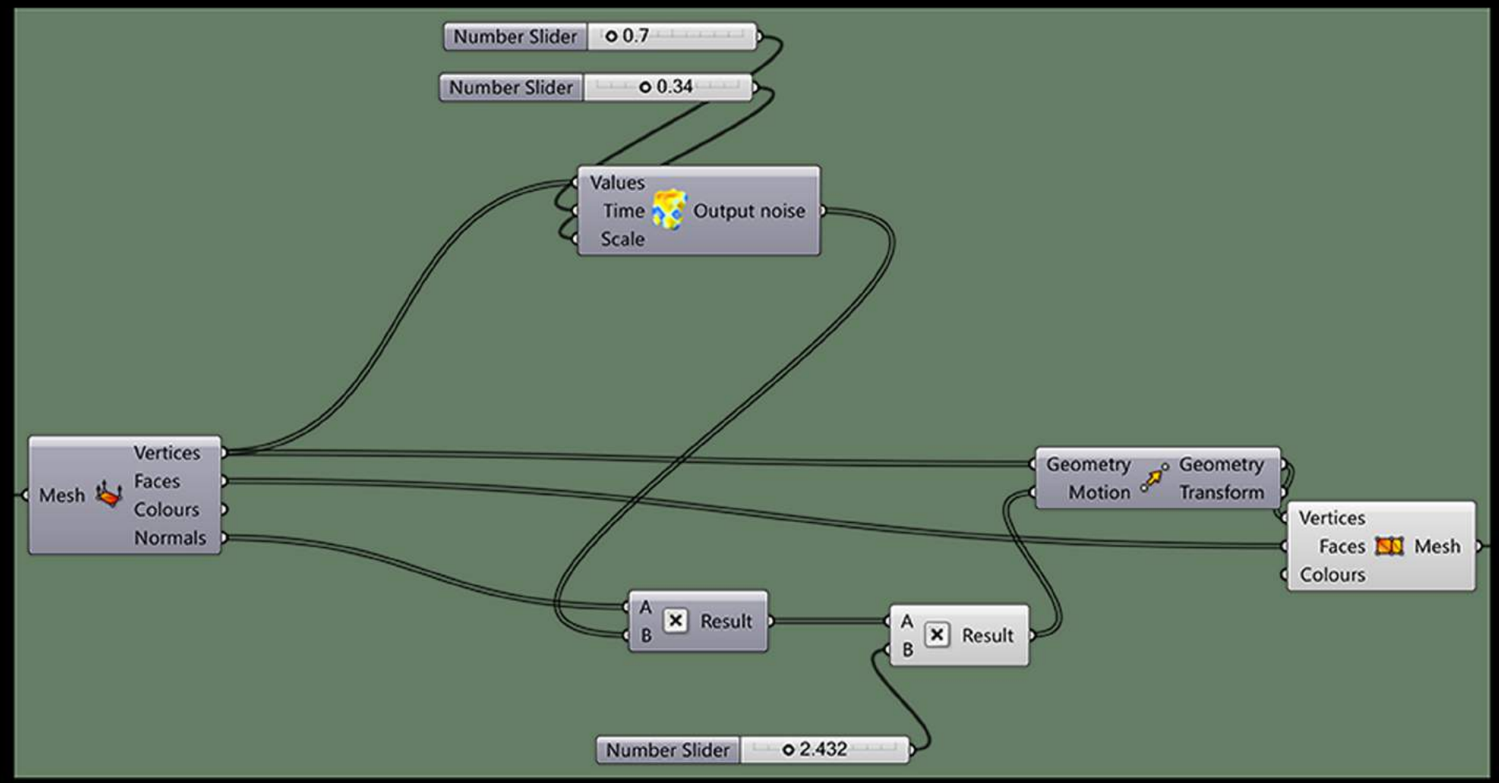
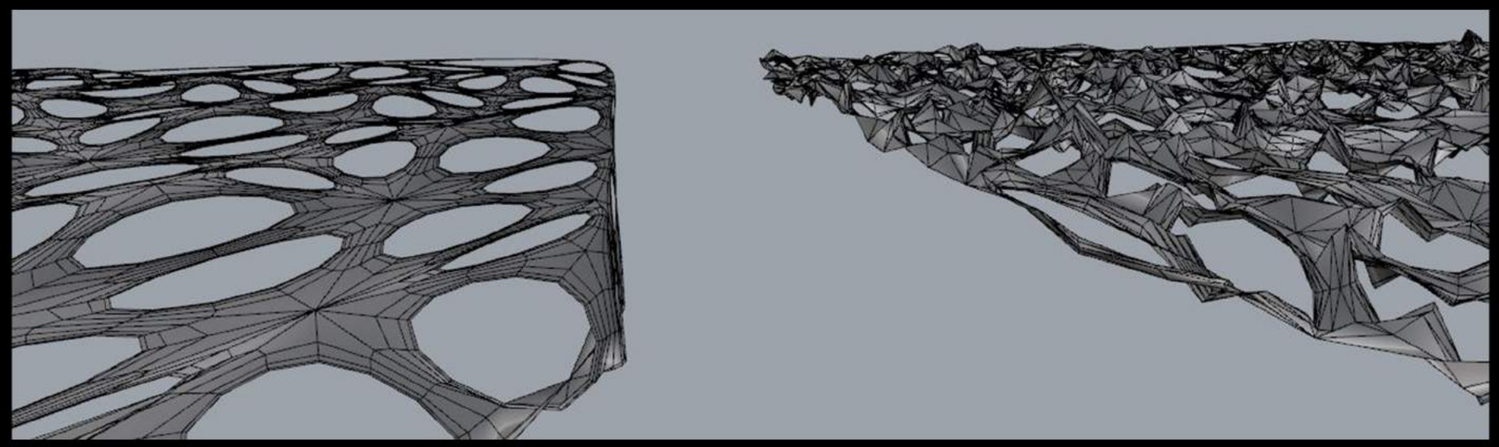




Step 3: Perlin Noise