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Procedural Feature Generation for Volumetric Terrains using Voxel Grammars

Rahul Dey, Jason G. Doig, Christos Gatzidis

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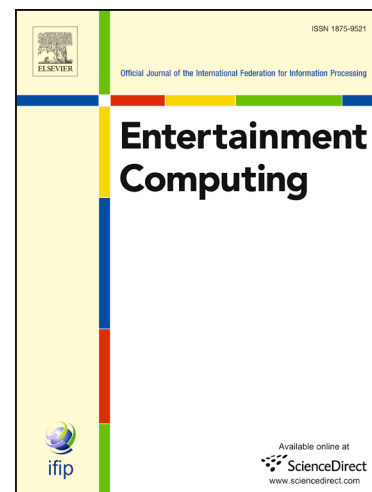
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# Procedural Feature Generation for Volumetric Terrains using Voxel Grammars

Rahul Dey<sup>a,b</sup>, Jason G. Doig<sup>a</sup>, Christos Gatzidis<sup>b</sup>

<sup>a</sup>*Sony Interactive Entertainment Euro R&D, 13 Great Marlborough Street, London, W1F  
7HP, UK*

<sup>b</sup>*Bournemouth University, Poole House, Talbot Campus, Poole, Dorset, BH12 5BB, UK*

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*Email address:* rahul.dey@bournemouth.ac.uk (Rahul Dey)

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