StaudSoft's Synthetic World

Discover a new world!

Welcome to StaudSoft's Synthetic World!

It allows you via a seed to create a unique landscape with mountains, oceans, trees and beaches.

Enter a *new world* consisting of billions of blocks and voxels.

Explore the dangerous *forests*, the deepest *caves*, different vegetation *zones*, the highest *mountains*, rives or big *dungeons* with unique resources.

Create your own *tools*. Create *furniture*. Create *electric* wires. Create *explosives*. Create everything you can imagine in order to survive. Or set the world in flames!

Fight monsters in order to *survive* and to gain new *resources*.

Discover your own world. Discover StaudSoft's Synthetic World.

The complete world is procedurally generated and is completely changeable without any restrictions.There are hundreds of different materials, plants, weapons and tools. Place chests, tables, chairs, doors, signs, ...
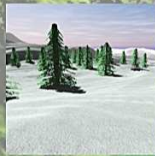

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Feature Overview

Landscape
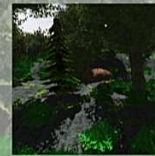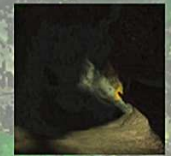
Tropical · Icefield · Desert · Tundra · Forests · Caves

Gameplay

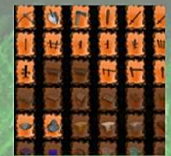Build anything! · Beds · Doors · Camp Fires · Plants · Fire simulation
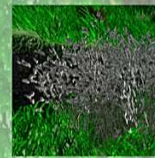
Chests · Buildings · Wires · Flash Lights · Map · Recipes

Grates · Glass · Ice · Ladders · Lamps · Torches

Paintings · Signs · Weapons · Tables · Farms · Bricks

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Feature Overview - Page 2

Gameplay
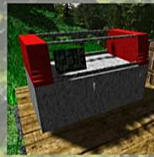
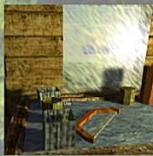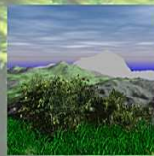| Buttons	And, Or, Not	3D Printer	Furnitures	Explosives	LEDs

Railings	Grow Trees	Monsters

Engine (selfmade)

Deferred Rendering	Relief Mapping	Long View Distance	Voxel Landscape	Small Blocks	Dynamic Sound Environments
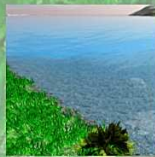
Physically based Sky Simulation	Water Rendering	Up to 25 km² of Landscape	Non Blocky Shapes	Dynamic Lighting	Plant Rendering Engine