

# Other Projects

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## 1 Isometric Renderer

Render voxel grids as isometric images.

- Combine voxels of the same type to speed up rendering

Source code on Github: [l3kn/hacky\\_isometric](#)

## 2 Croco

Agent based simulation framework, inspired by StarLOGO.

Source code on Github: [l3kn/croco](#)  
[images/other\\_projects/slime\\_mold.gif](#)

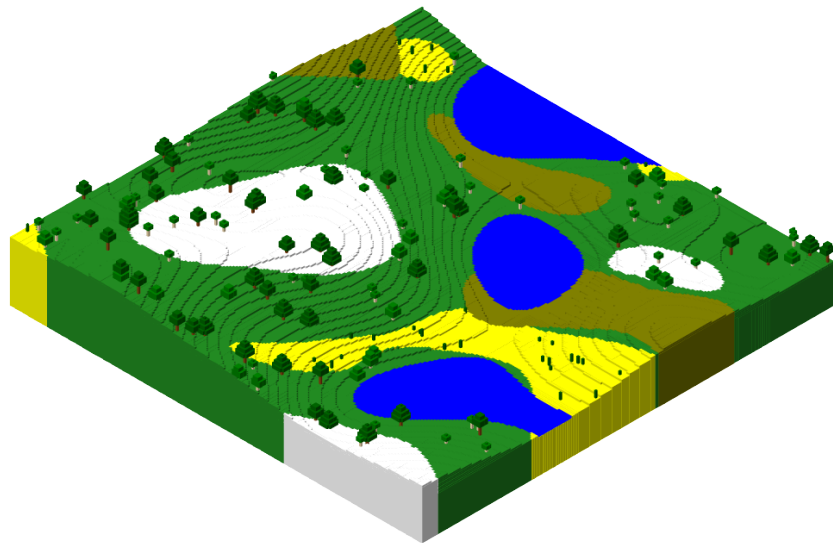


Figure 1: Generated Isometric Terrain