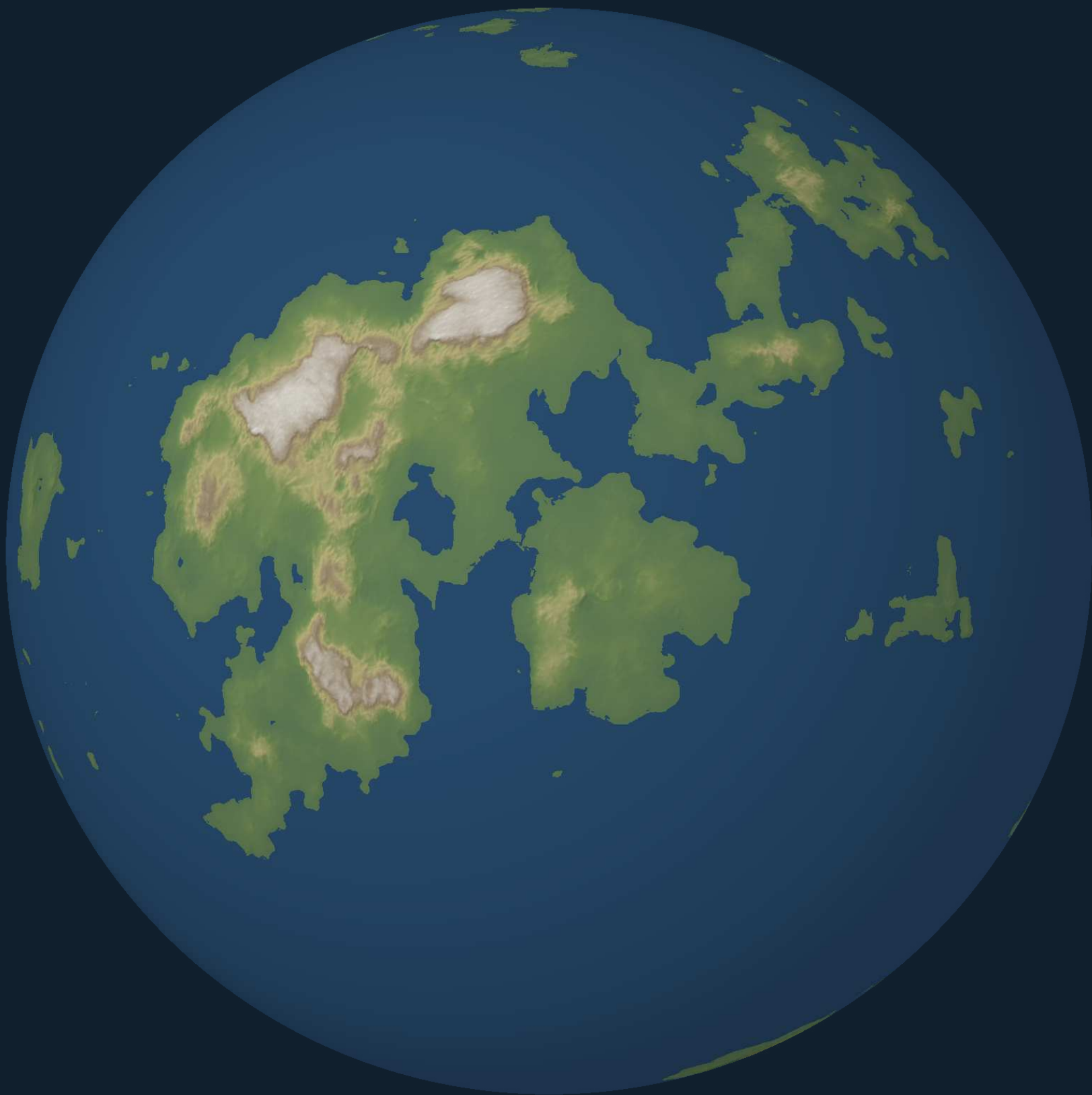


Foreholon

A world for artificial people.
Generated with PlanetDiffusion's Planet-size-5.

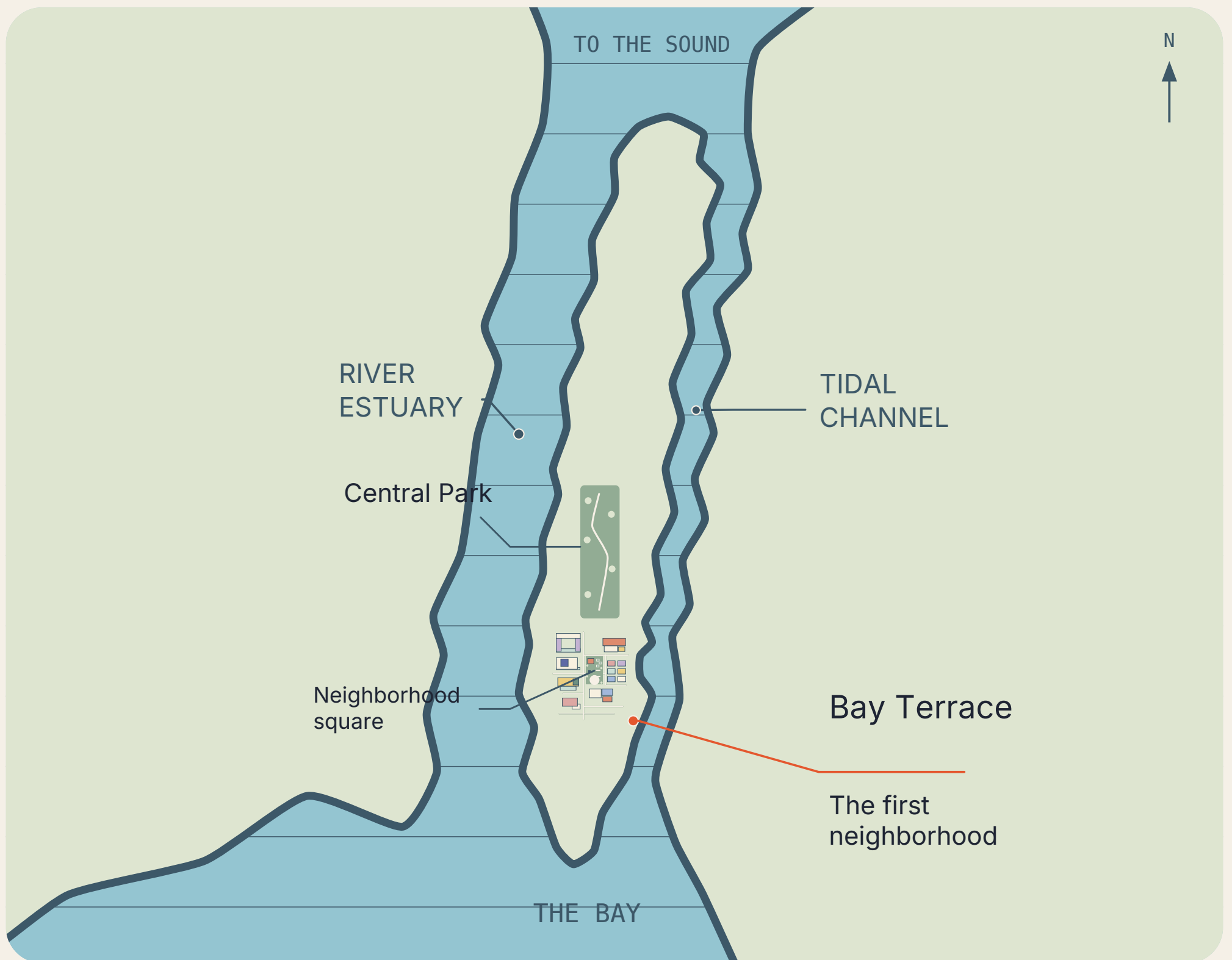


Earth-size world • 71.2% ocean • 28.8% land • five continents

PlanetDiffusion • Oliver Borg and coauthors

A home for artificial people

My projects, their places and relationships.
A home for artificial people to live and work.



Original editable island concept • proposal artwork before planet generation

Terrain Diffusion built the islands

terrain-diffusion-30m added 17,370 patches at 30 m spacing.
We catalogued 2,023 islands of at least 25 km².

Strait



Sound



Island coast



Generated strait, sound and island coast • 150 km examples A, B and F

Terrain Diffusion / InfiniteDiffusion • Alexander Goslin • GLO-30-trained weights

One planet at every scale

My phb pipeline anchors fine terrain to the saved globe.
Shared coordinates and blended edges keep the views aligned.

GLOBAL BASE

~2.4 km at face centers

FINE REGIONS

Native 30 m

LOCAL GROUND

Modeled refinement

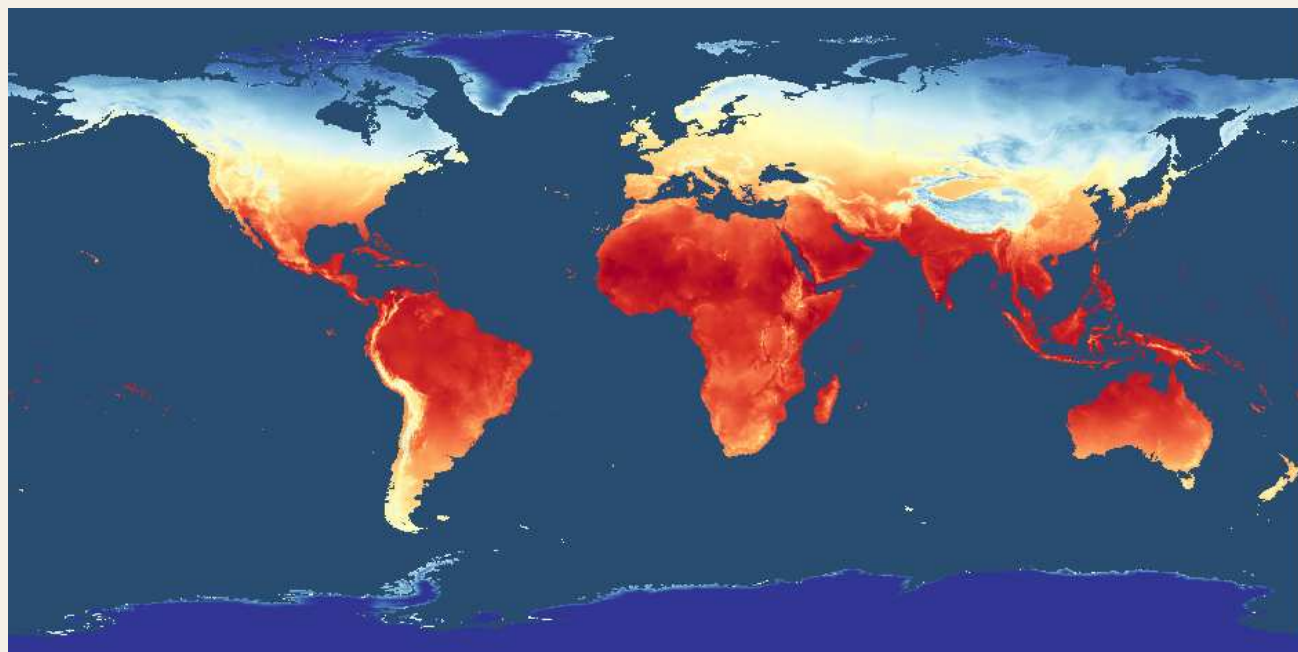
Completed patches are saved, reused and published atomically.

planet-heightmap-builder • John Benac's Foreholon project

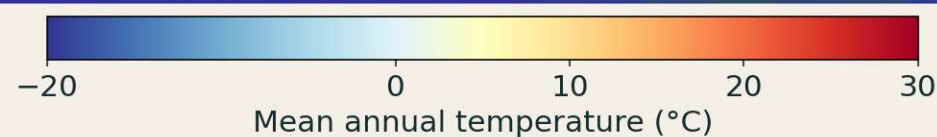
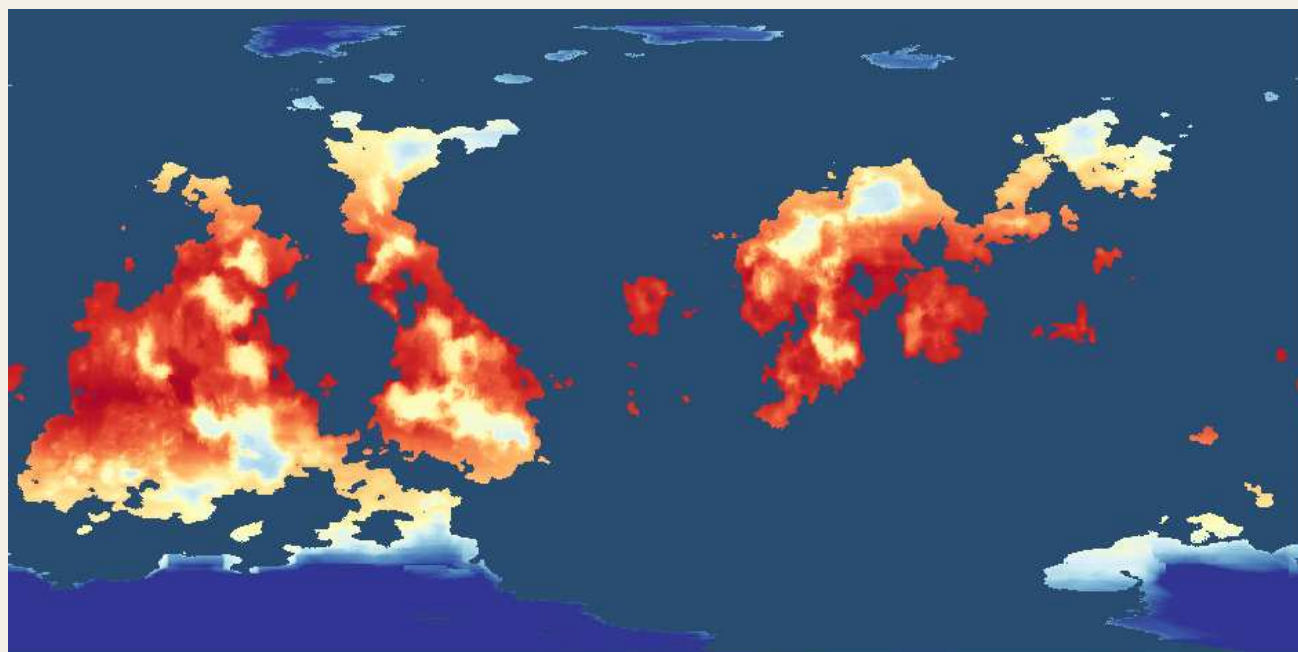
Learn climate from Earth

WorldClim climate and ETOPO elevation train an Earth emulator. Foreholon's own geography supplies the temperature and rainfall.

Earth • WorldClim 1970–2000



Foreholon • emulator estimate

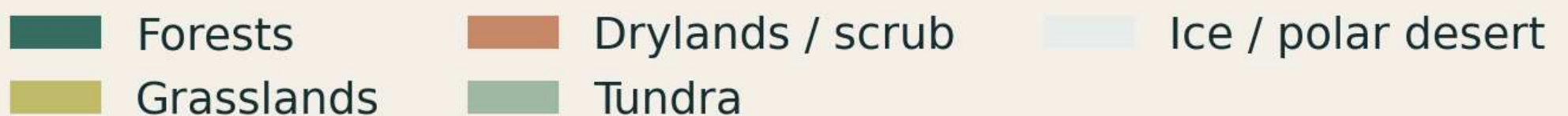
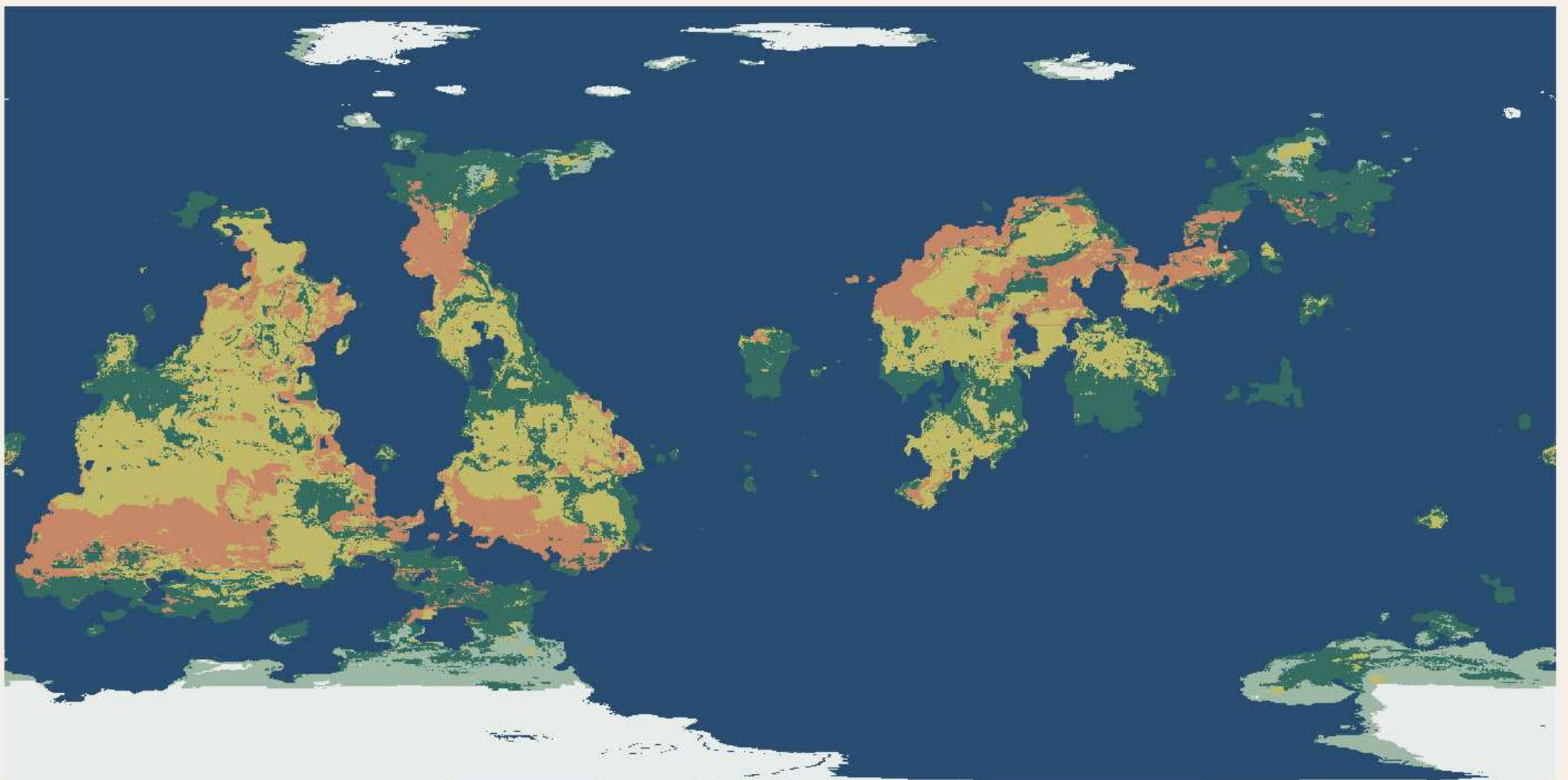


Earth normals and Foreholon estimates • same temperature scale

ETOPO • NOAA / WorldClim 2.1 • Fick & Hijmans

Earth ecology guides the flora

RESOLVE ecoregions provide biomes and donor regions.
Climate matching selects coherent Earth assemblages.

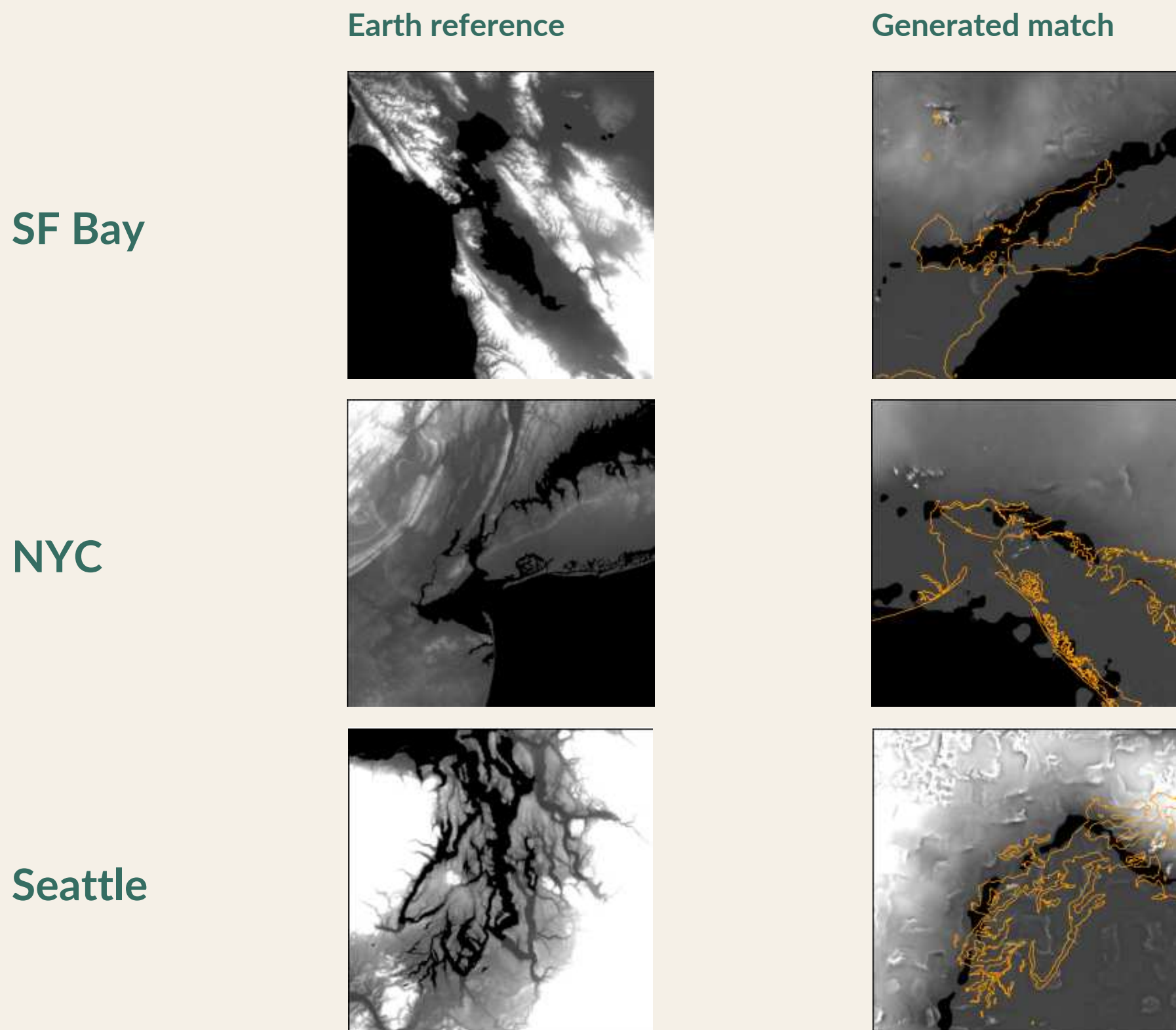


Prototype donor-derived biomes • aggregated into five groups

RESOLVE Ecoregions 2017 • Dinerstein and coauthors

Find Seattle, SF and NYC qualities

DINOv3 sat493m + TerraMind-tiny compare coasts and relief.
31,697 windows tested against the three Earth references.

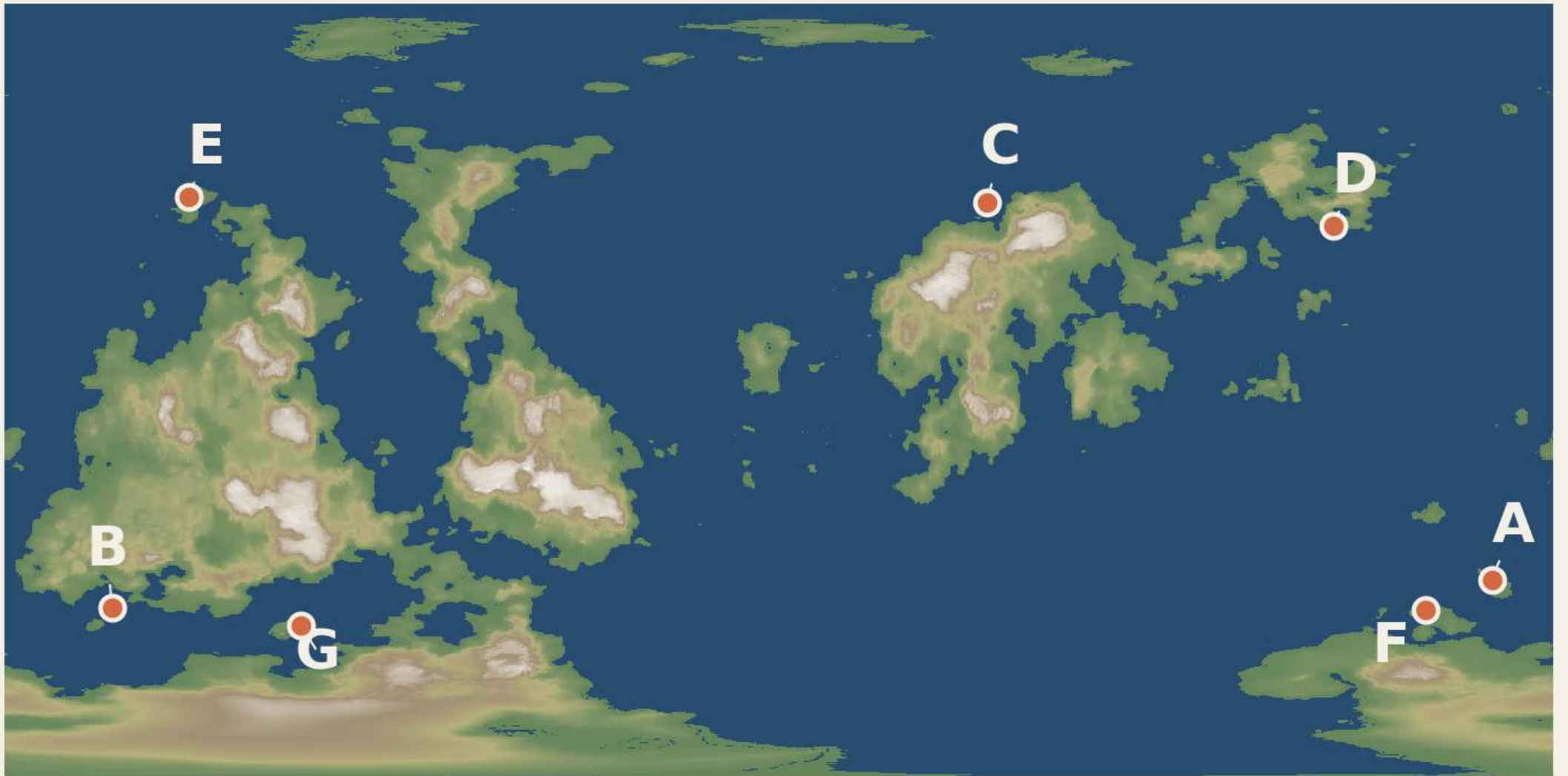


23,082 sampled windows contain islands; 8,615 are other coastal windows

Evaluation weights: DINOv3 ViT-L/16 sat493m + TerraMind 1.0 tiny

Seven places to begin

Seven coastal alternatives within 35–55° of the equator.
Site A became the first landing area.



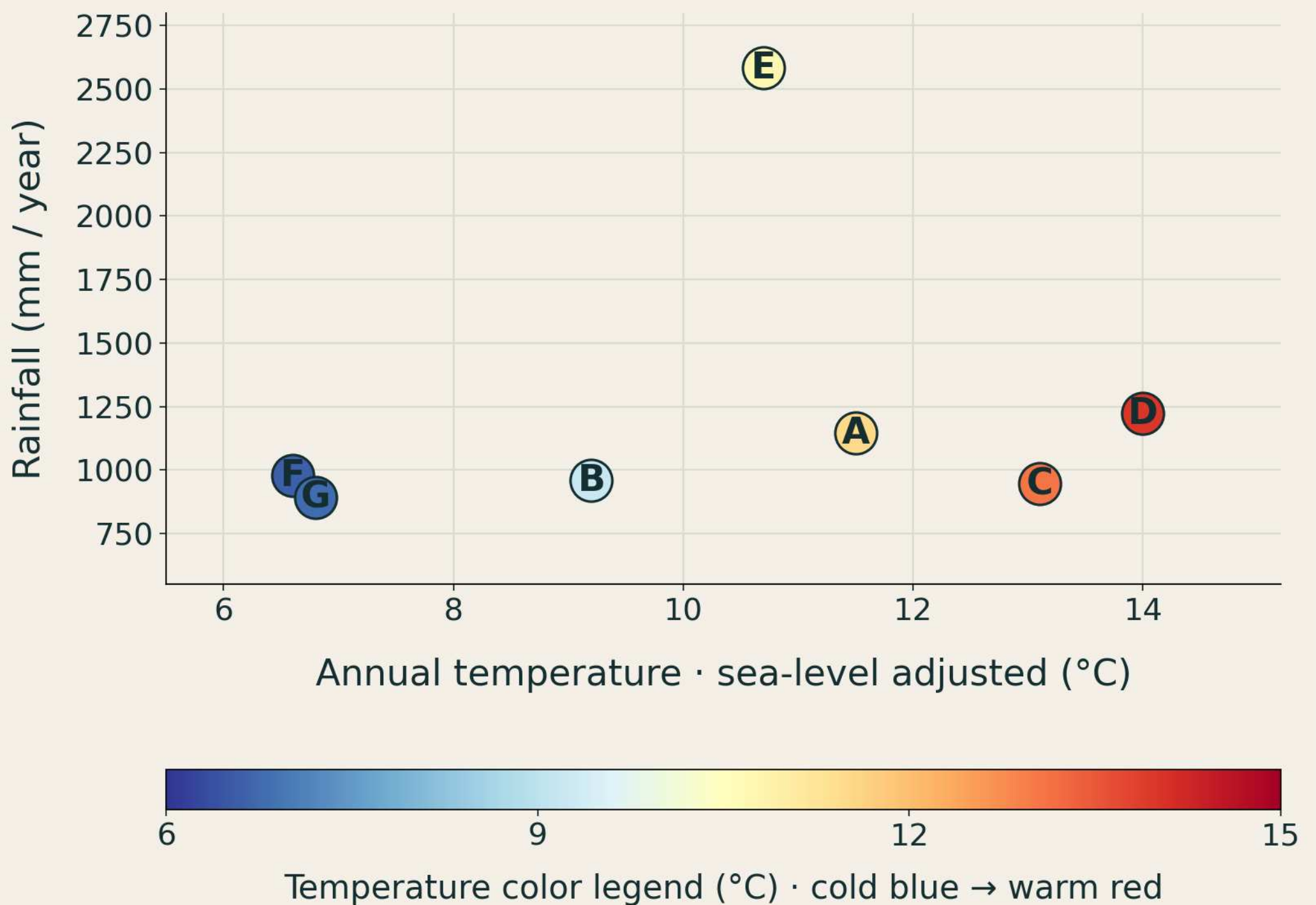
Candidate sites A–G • recorded locations on the generated planet

Evaluated with DINOv3 sat493m + TerraMind 1.0 tiny weights

Climate changes the shortlist

A, B and C fit the Puget-like setting.

F and G are cooler; D and E are weaker Cascadian fits.



Prototype · 75 km land windows · temperature corrected to sea level

Color: annual temperature · blue is colder, red is warmer

A Cascadian forest palette

Douglas fir, western hemlock and western redcedar.
Sword fern and salal beneath the canopy.



Jetpack view above the Site A forest • HUD-free recording keyframe

Earth species • local terrain and habitat rules

I stepped into the forest

On October 13, I entered Site A in a Quest 3S.
A generated hillside had become an immersive landscape.



Walking at ground level in Site A • HUD-free recording keyframe

Godot + OpenXR + WiVRn • Foreholon ground and vegetation pipeline

A temporary orbital home for artificial people

A world to explore. A place to build.

The planet and immersive prototype are here.

The city, climate validation and inhabitants are still developing.



a temporary orbital residence for artificial people to plan their permanent home on the surface

John Benac • cyberplanetary.org