

HOMANS LAND

Contributor Credits

- **Monka:** Kickstarting the mod by convincing me to make it. Code help and emotional support.
- **Probleyes:** Colossal amounts of art. The genius behind animal variants, most plants, and more.
- **Exoplanetary:** Code help, especially worldgen-related. Bayou biome and other content contributions from *Team Aurora* mods.
- **Cappin:** Fog rework code, miscellaneous art and cursed rendering code.
- **Sheddmer:** Bunch of textures such as maple and willow saplings, the tap item texture, and more.
- **Ocelot:** Bomb physics base code from *Moonflower's Tolerable Creepers*.
- **Icedmi:** Seashells item texture.
- **Addyberry:** Water mosaic texture and misc.
- **Ywrbwgn:** Moose entity model and texture.
- **Frenderman:** Various block textures such as mossy coarse bricks and maple leaves.
- **AvocadoSpud:** Some bookshelves. :)
- **hatsondogs:** Trimmed planks, stripped logs, gravel & sand path, willow inspiration, and terracotta shingles (github snooping)

Translators

- **Unroman:** Czech and Ukrainian
- **Pavloydus:** Czech
- **Lorntroy:** Russian
- **JuliusDev:** Portuguese, Brazilian
- **Gustavocoste:** Portuguese, Brazilian
- **NovaConstella:** French
- **CosaLonee:** Polish
- **CerealConJugo:** Spanish, Mexican
- **AlejandroMoc:** Spanish, Mexican
- **Mintly:** LOLCAT
- **Wool:** French, Canadian