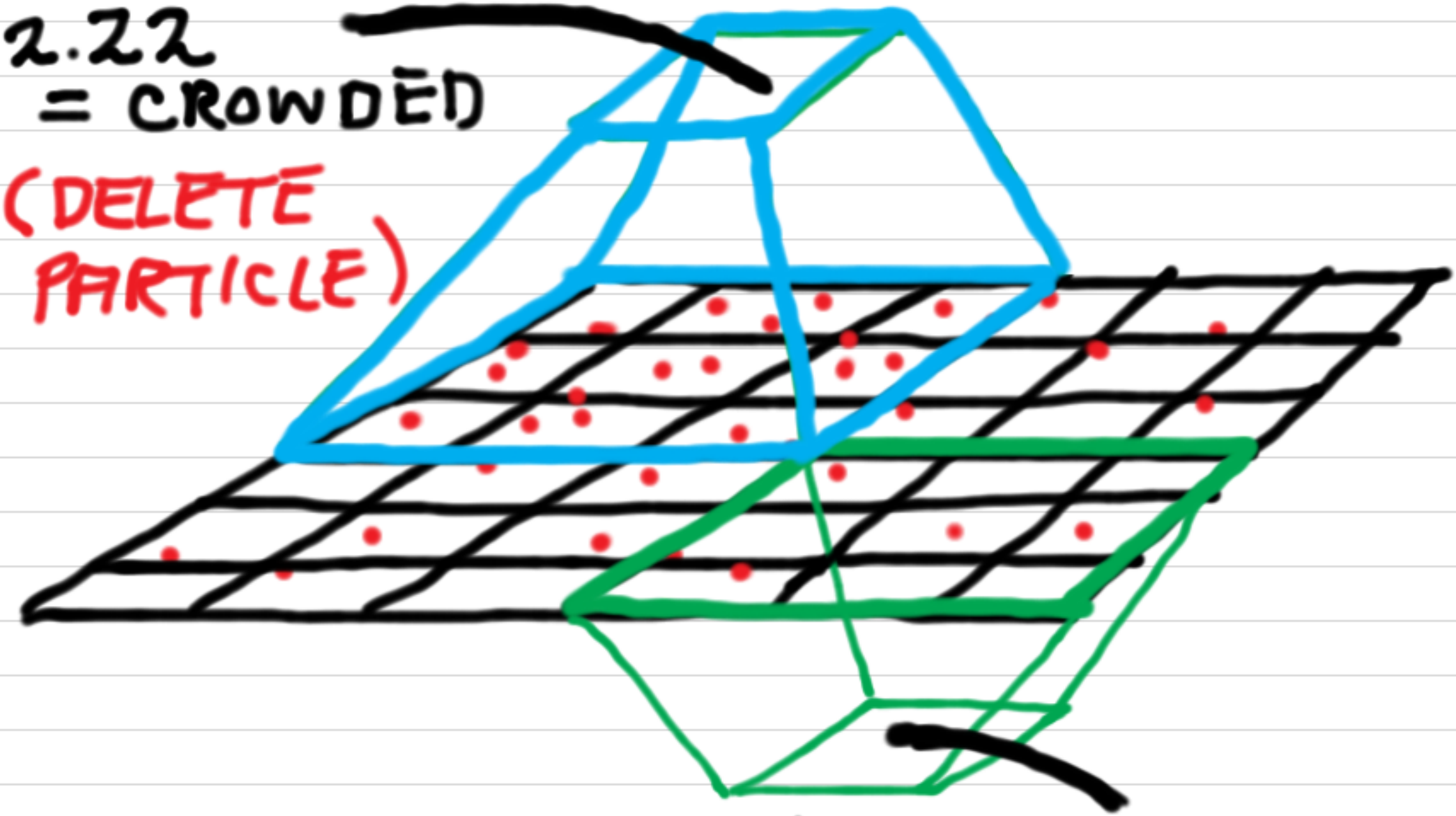
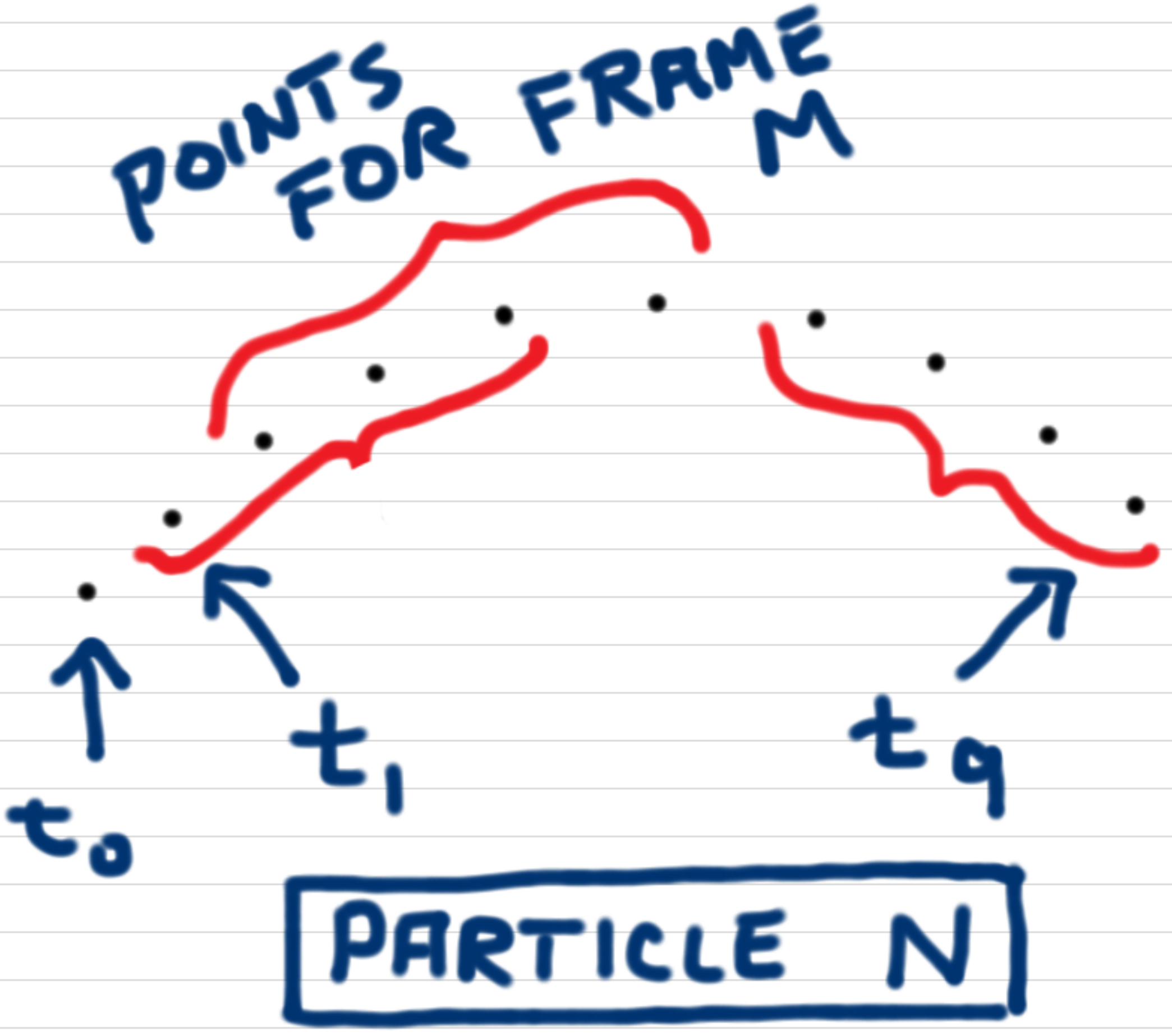
2.22
= CROWDED

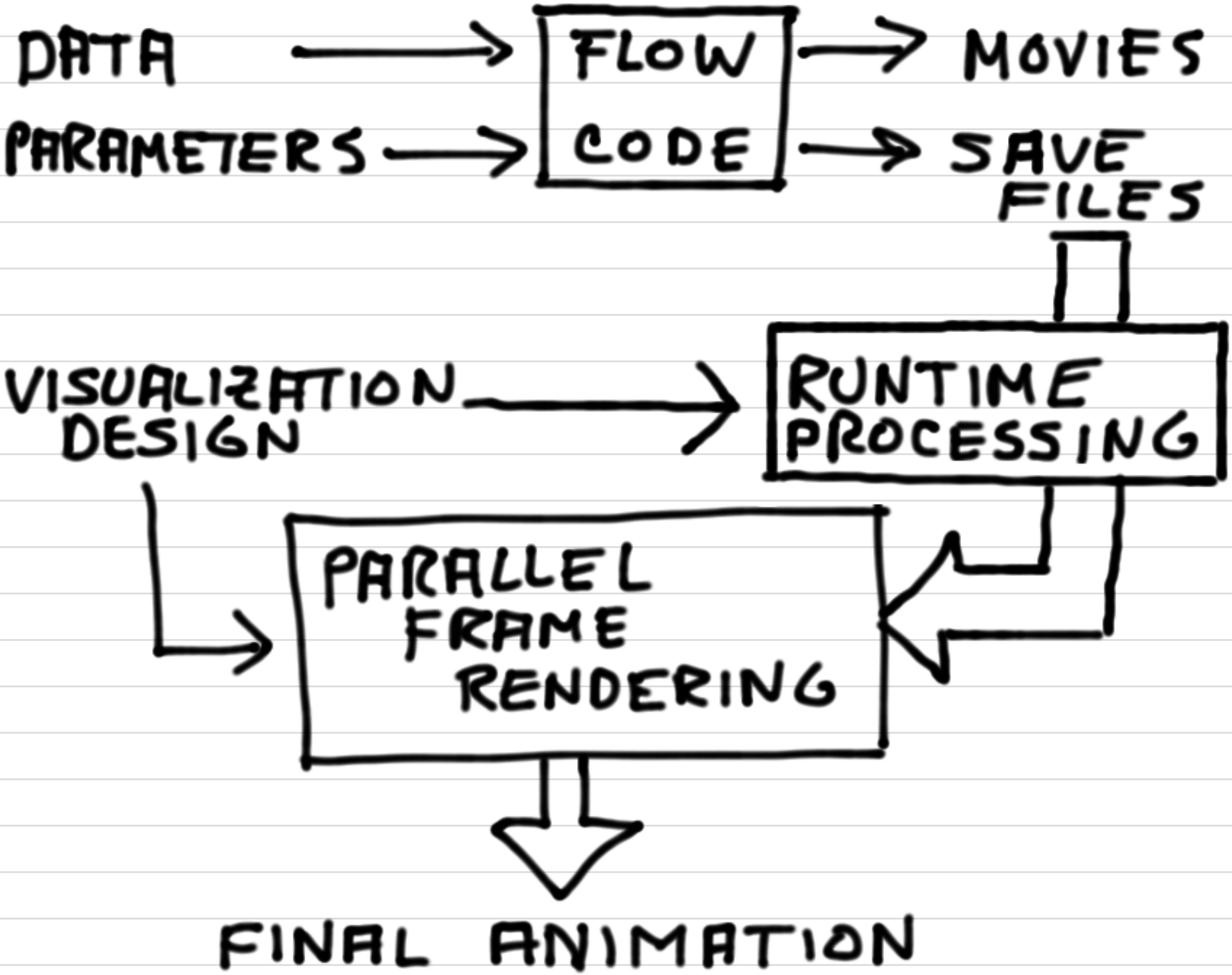
(DELETE PARTICLE)

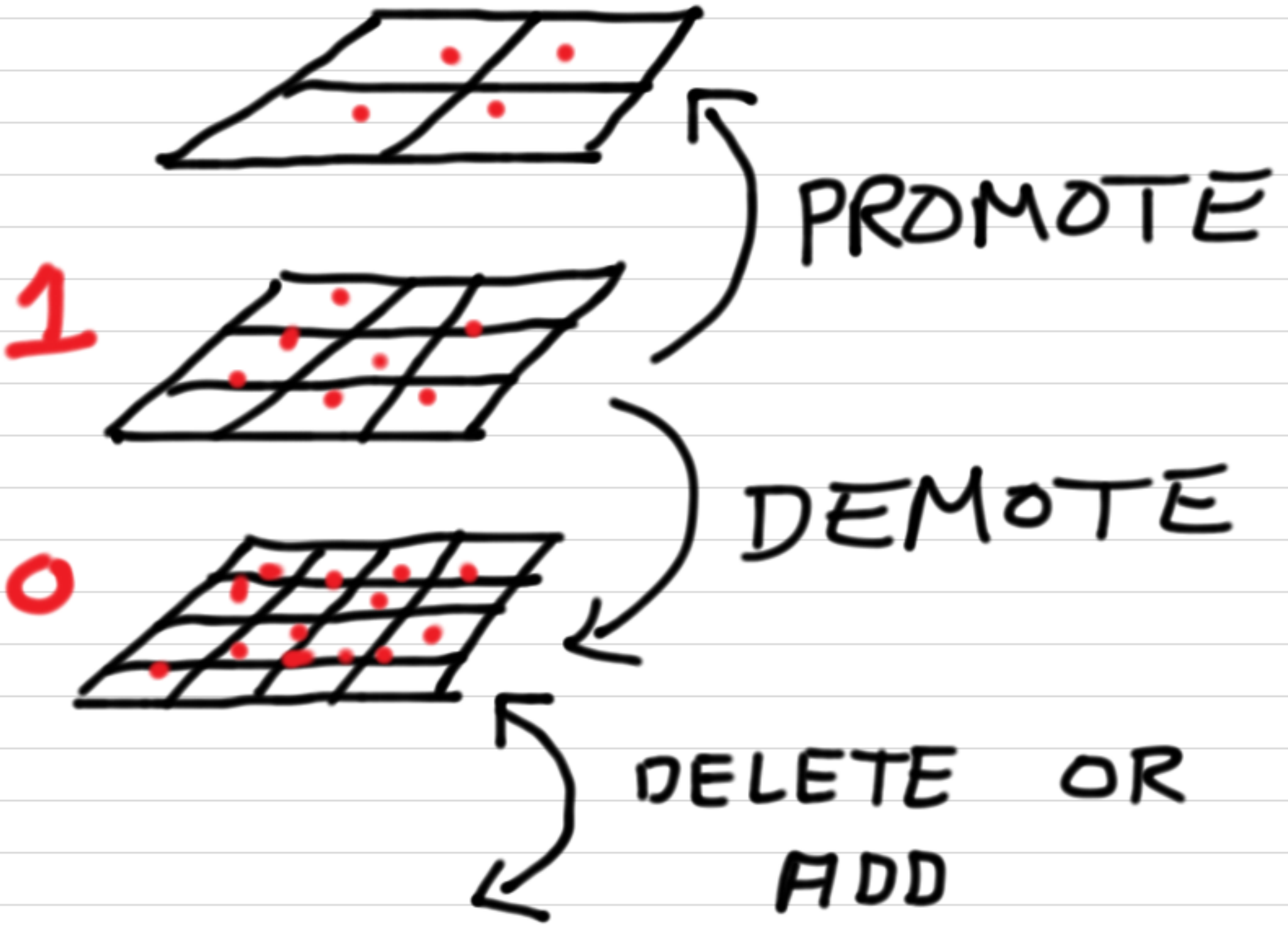


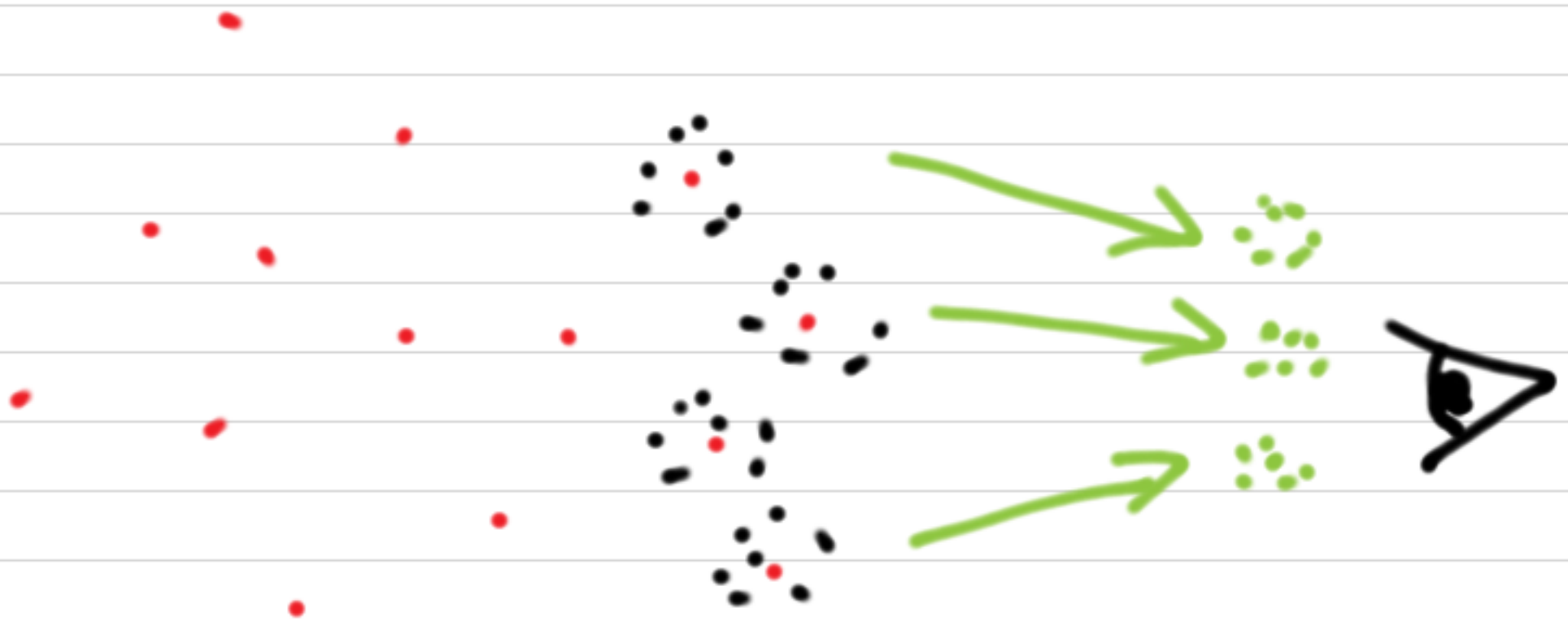
0.44 = SPARSE

(ADD PARTICLE)


POINTS FOR FRAME M
t_0
t_1
t_q
PARTICLE N


DATA
PARAMETERS
FLOW CODE
MOVIES
SAVE FILES
VISUALIZATION DESIGN
RUNTIME PROCESSING
PARALLEL FRAME RENDERING
FINAL ANIMATION


PROMOTE
1
DEMOTE
0
DELETE OR
ADD



ORIGINAL CLOUD CLOSE