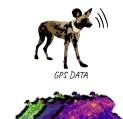
Data Preparation

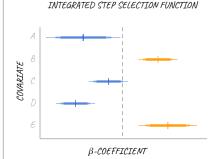
Step 1 - Movement Model

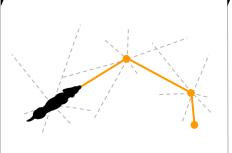
Step 2 - Dispersal Simulation

Step 3 - Connectivity Maps

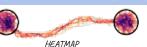


HABITAT COVARIATES





GENERATE STEPS AND TURNING ANGLES



(traversal frequency / intensity of use)



BETWEENNESS MAP (bottlenecks and dispersal corridors)



INTERPATCH CONNECTIVITY MAP (presence, intensity, and duration of functional links between patches)