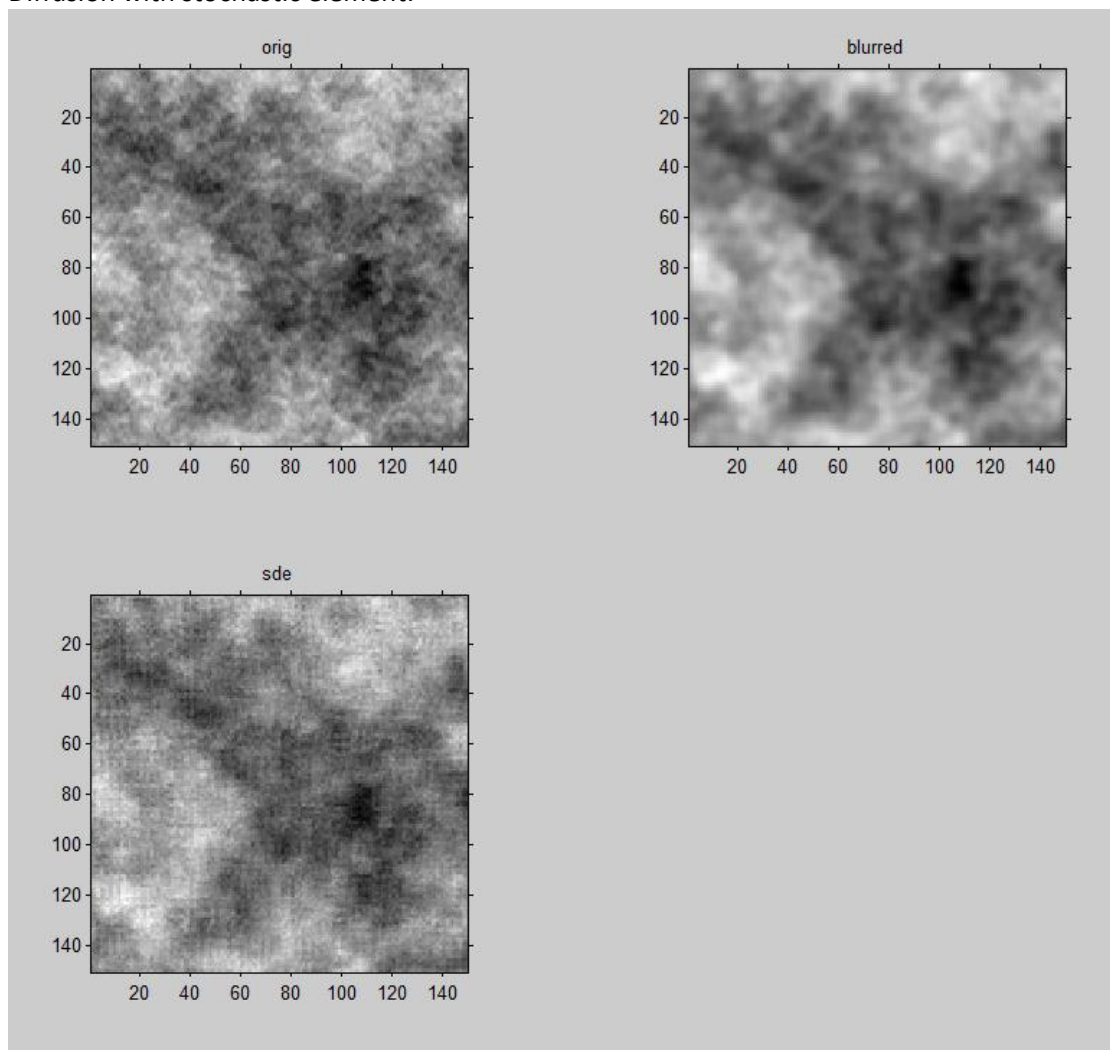
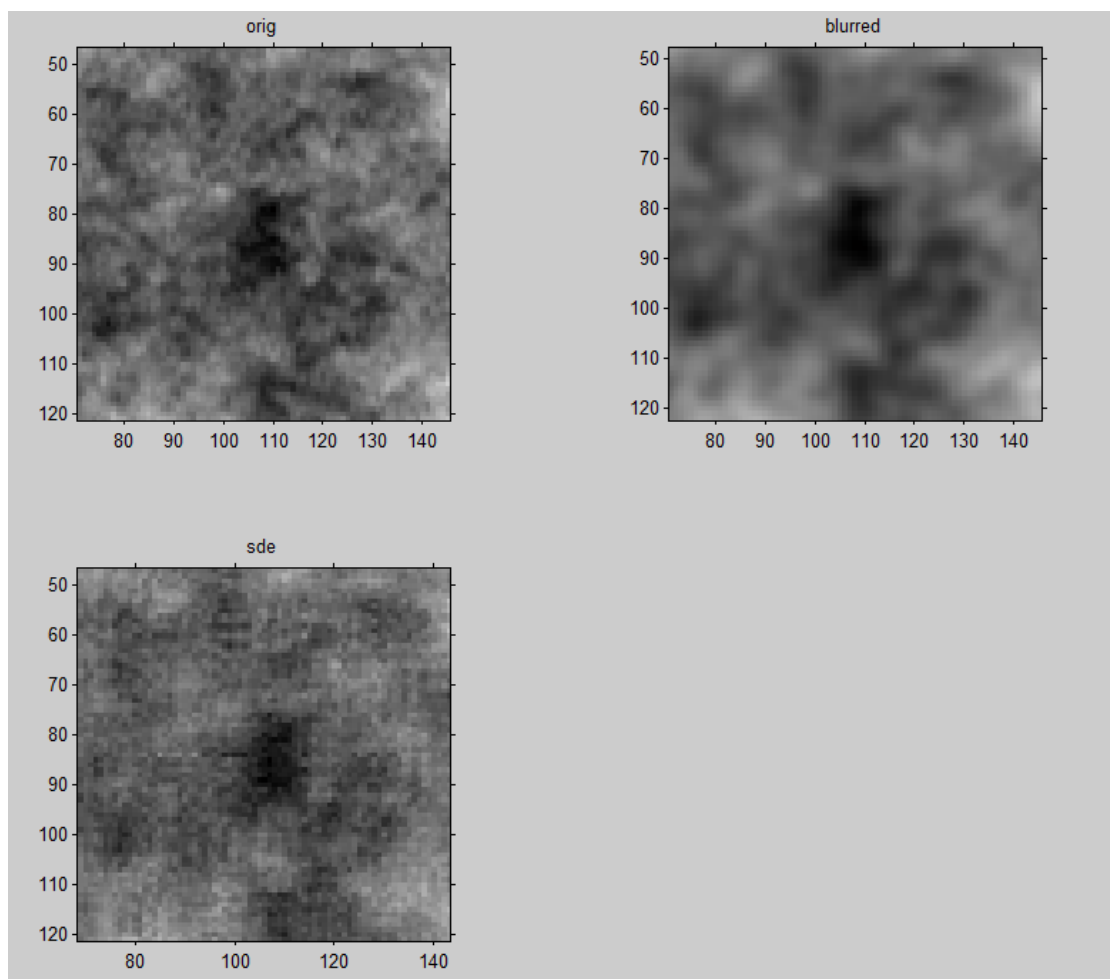


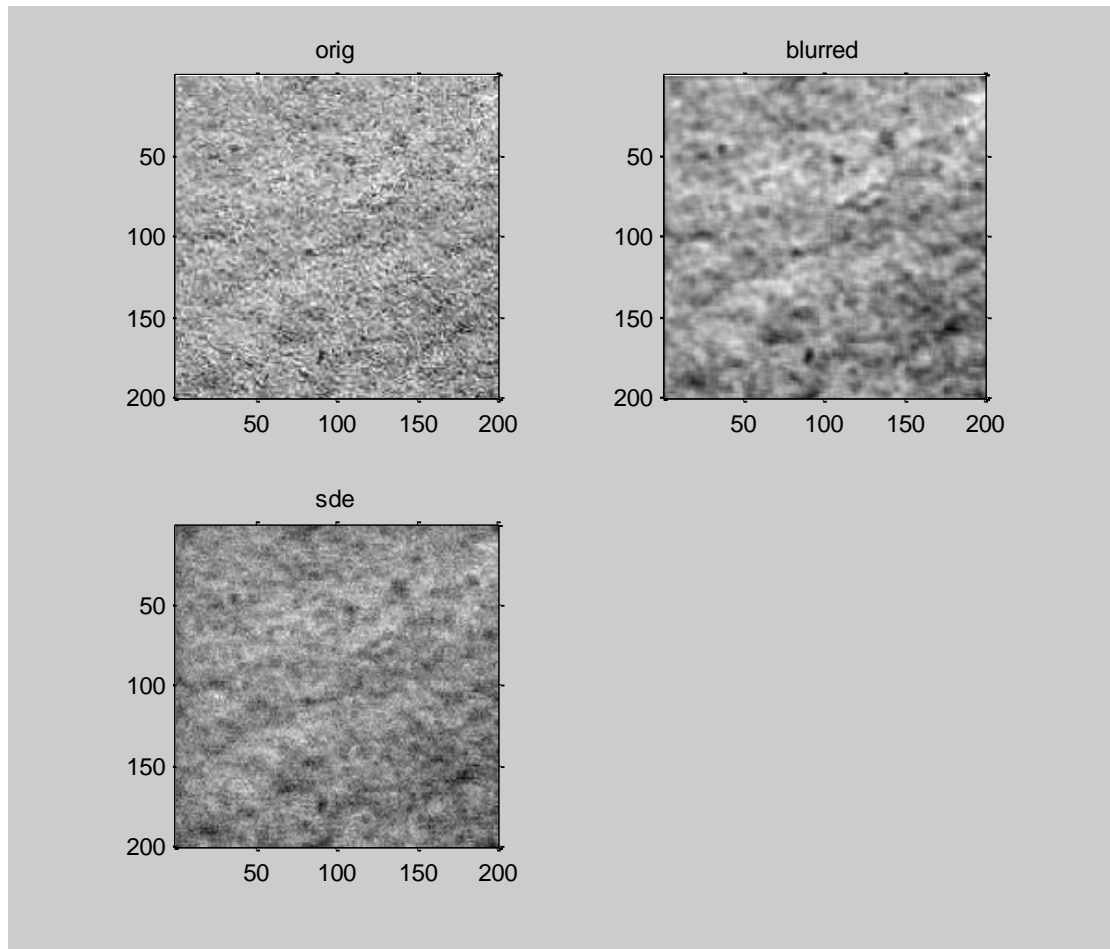
Diffusion with stochastic element:



Zoom in:



Grass (real):



Zoom in:

