

Voxels. Typically $\sim 2\text{mm}$

Generated
Path

Particle

Step length.
Typically $\sim .5\text{mm}$

Fibres (input)

Fibre directions, with error bars as determined by a previous program. Multiple directions correspond to different structures identified in the same area.

1. An adjacent corner is selected, at random (proportional to distance)
2. A direction is selected from that corner out of the available choices. Many options to do this, determined by the user at start time. These include: prefer one direction, randomly, proportional to error bars, and full-out random.
3. The particle jumps a fixed distance in the direction of the chosen fibre. The vector is reversed if needed to keep the angle of motion under a preset value.
4. This process is repeated until the particle hits a region of the brain which has been selected as a "stop condition".