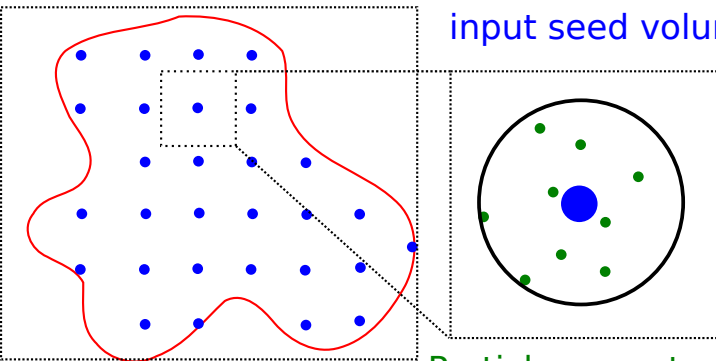


Seed Volume: input

Seeds: created by iterating through
input seed volume



Particles: created randomly
within sphere of radius 1 around
each seed.



Paths: one, or two traced per particle.
For two paths: start in opposite
directions.