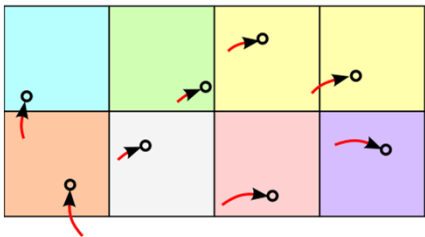
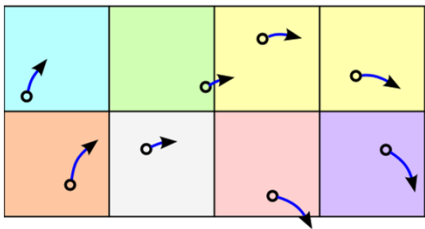


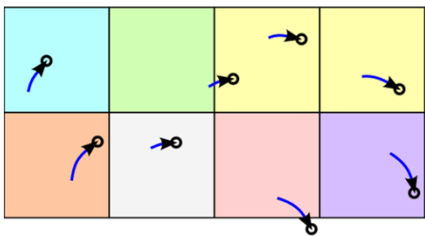
particle positions



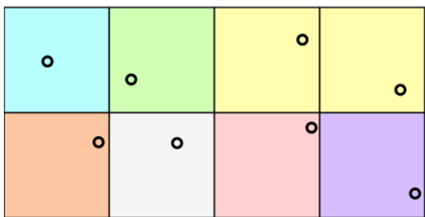
backward pathline segments, texture advection



forward pathline segments



new particle positions before resetting to their cells



after resetting (taking local coordinates modulo 1)