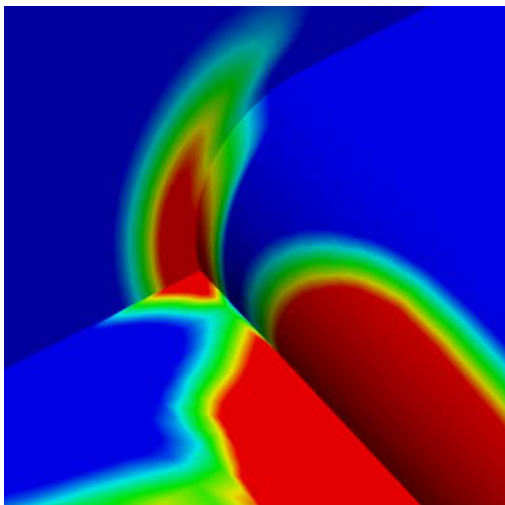
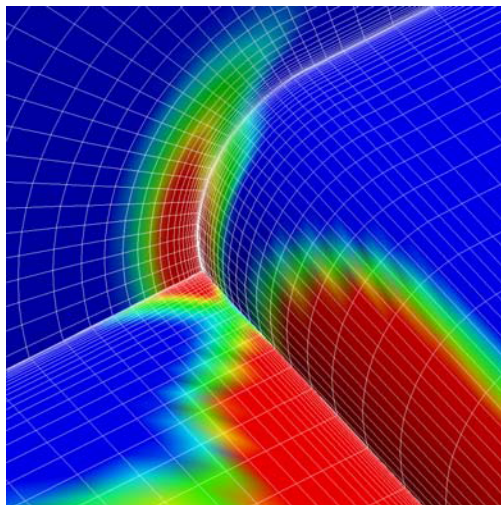
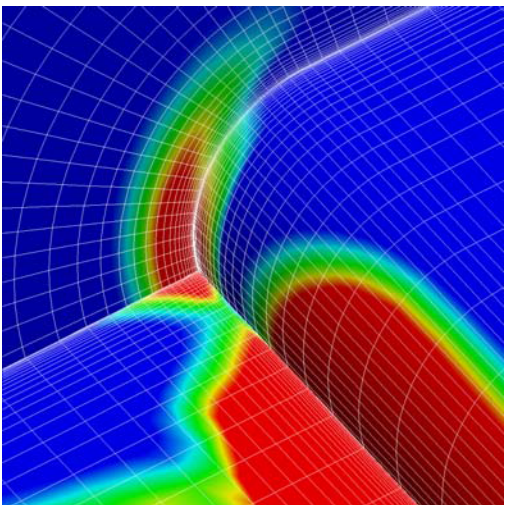
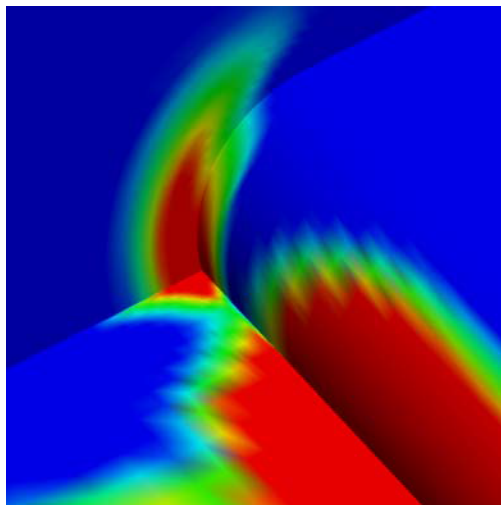


1D textures



vertex colors



stagnation energy

5 6 7 8 9 10



0.0 0.5 1.0

texture map