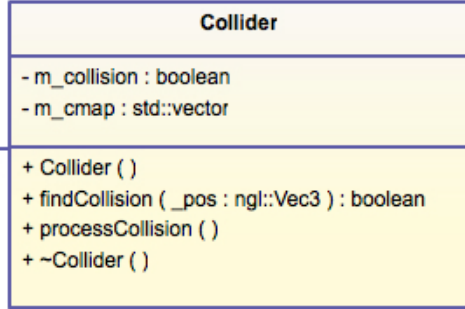
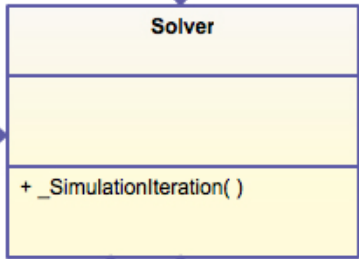


loads .obj or default cube into the scene. Stores vertex, face and texture coordinate



Collisions are searched for per iteration

Sets bounding box emitter around object. For surfel distribution

Sets spherical emitter around scene.

Sets quad emitter with constant Y value. To be above scene

when iterations are complete call combine maps

creates surfels until quantity is equal to

creates from density map and updates per iteration with the collisions found.

Calls trace to perform surfel propagation to construct density map for object. Straight motion

Call for humidity map to be created

Call for displacement map to be created

Call for dirt map to be created

uses particle map to determine where dirt, rust or displacement should be applied

Calls trace to perform particle propagation. Propagation type defined by motion properties of

