

# Compute

# Graphics

Pre-Layer Work

Interpolate Simulation Data

Scalar Quantity

Extract  
Quantity

Find min/max  
(Optional)

Draw  
BG & Quantity

Vector Quantity

Extract  
Quantity

Find min/max  
(Optional)

Create Vector  
Instances

Draw  
Vectors

Particles

Decide Particles  
to Emit

Emit new  
Particles

Simulate  
Particles

Draw  
Particles

Post-Layer Work

Composite  
with GUI