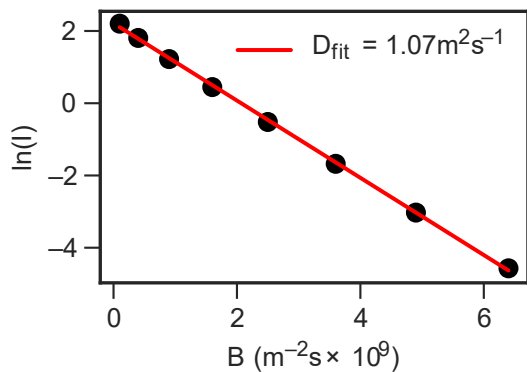
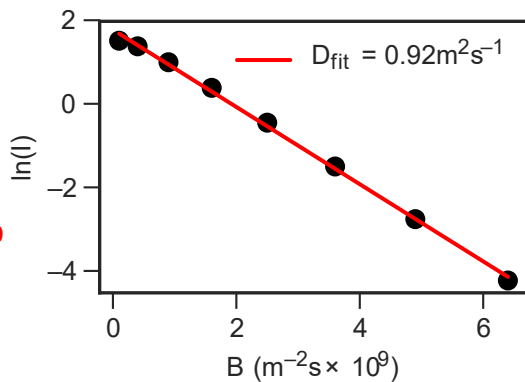


Diffusion (X)

Diffusion (Y)

Increasing  
gradients



Randomised  
gradients

