

Figure 0: A low resolution simulated fluid and the corresponding textured fluid. Four advected procedural textures (the last is in a 3D fluid).

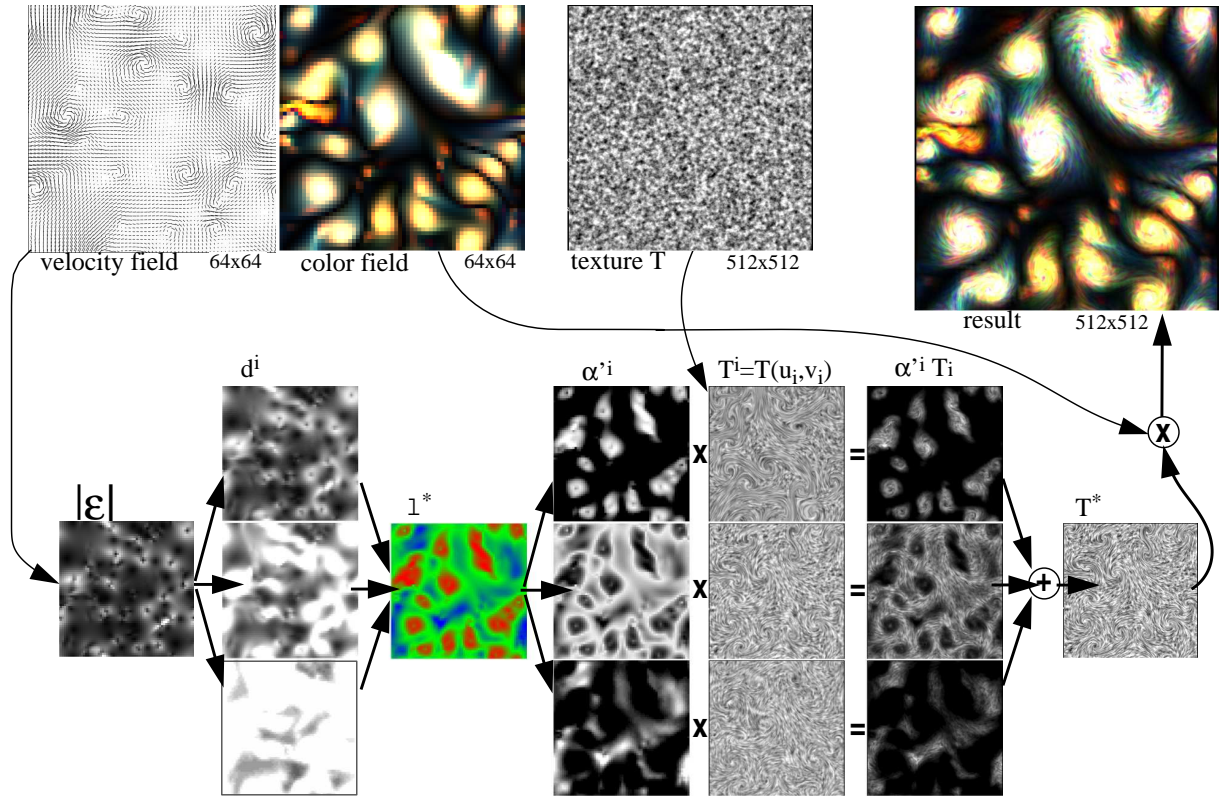


Figure 2: Our advection scheme using  $N = 3$  layers.

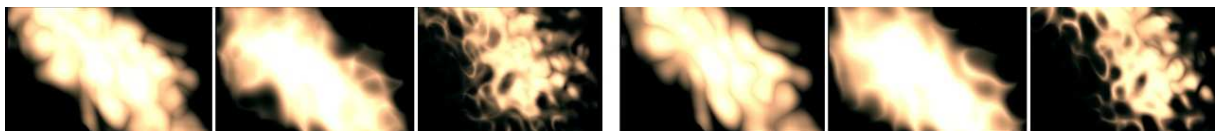


Figure 3: First three: ghosting artifact on procedural noise with classical blending of 3 textures. Last three: our blending without artifact.

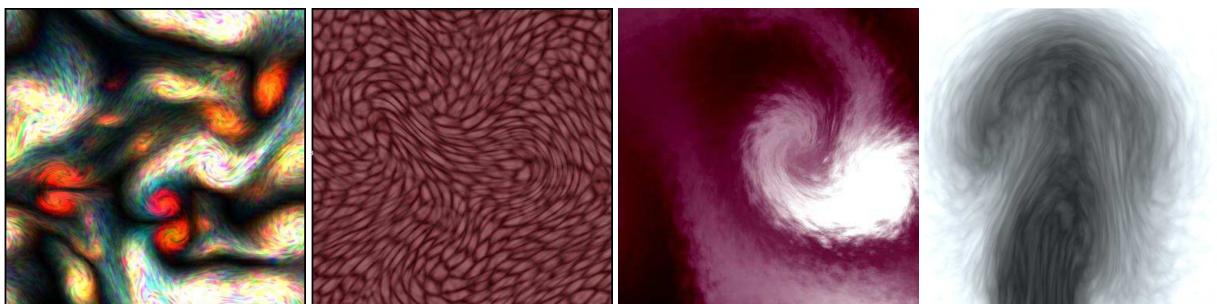


Figure 5: Various kind of generated images. The two on left rely on hardware textures. The two on right are procedurally generated.