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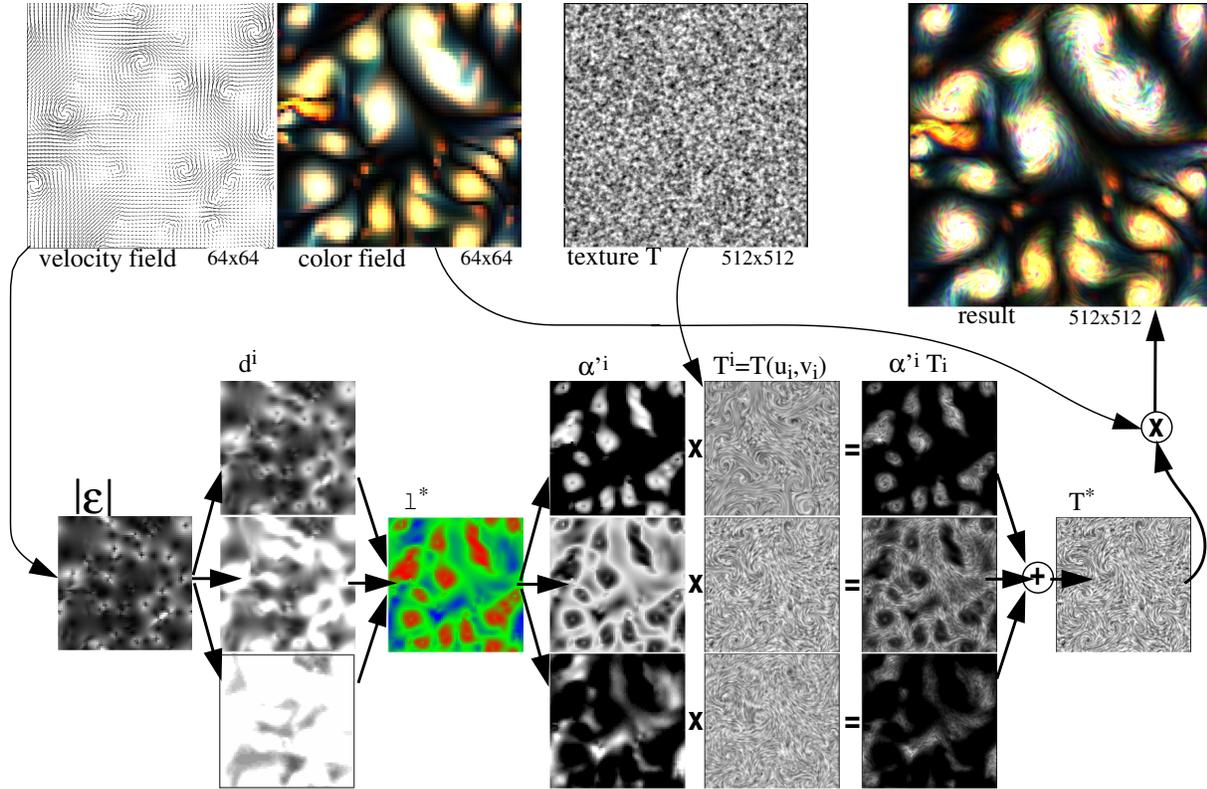

Figure 2: *Our advection scheme using N = 3 layers.*
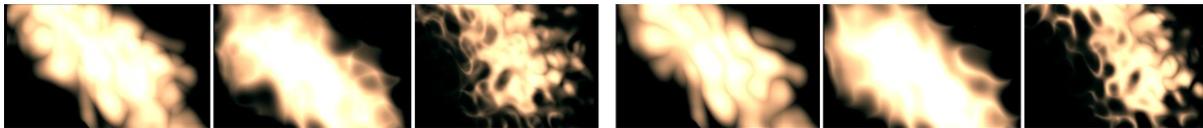
Figure 3: First three: *ghosting artifact on procedural noise with classical blending of 3 textures.* Last three: *our blending without artifact.*
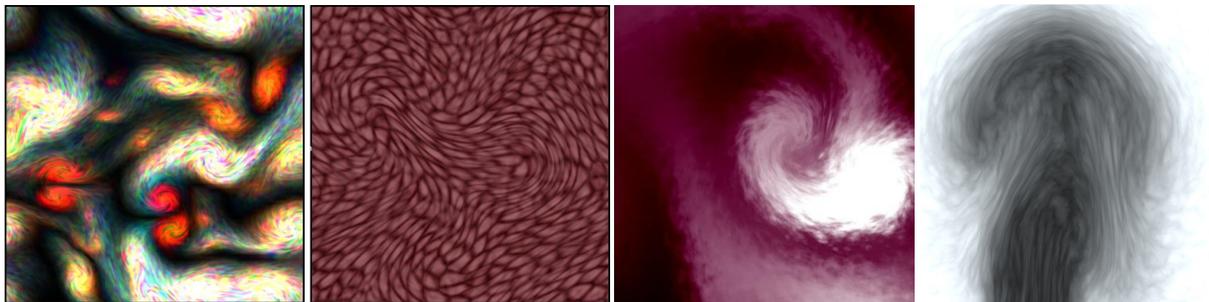

Figure 5: *Various kind of generated images. The two on left rely on hardware textures. The two on right are procedurally generated.*