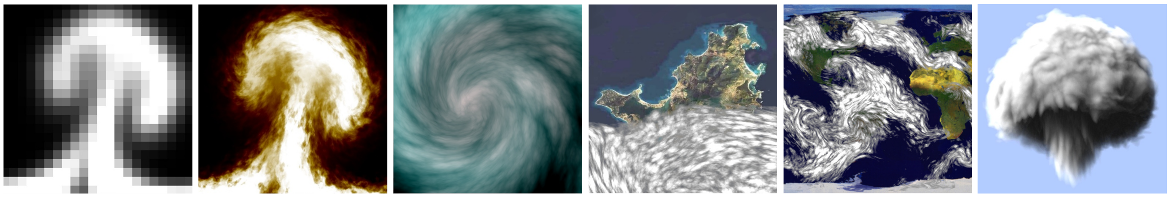

Figure 0: *A low resolution simulated fluid and the corresponding textured fluid. Four advected procedural textures (the last is in a 3D fluid).*

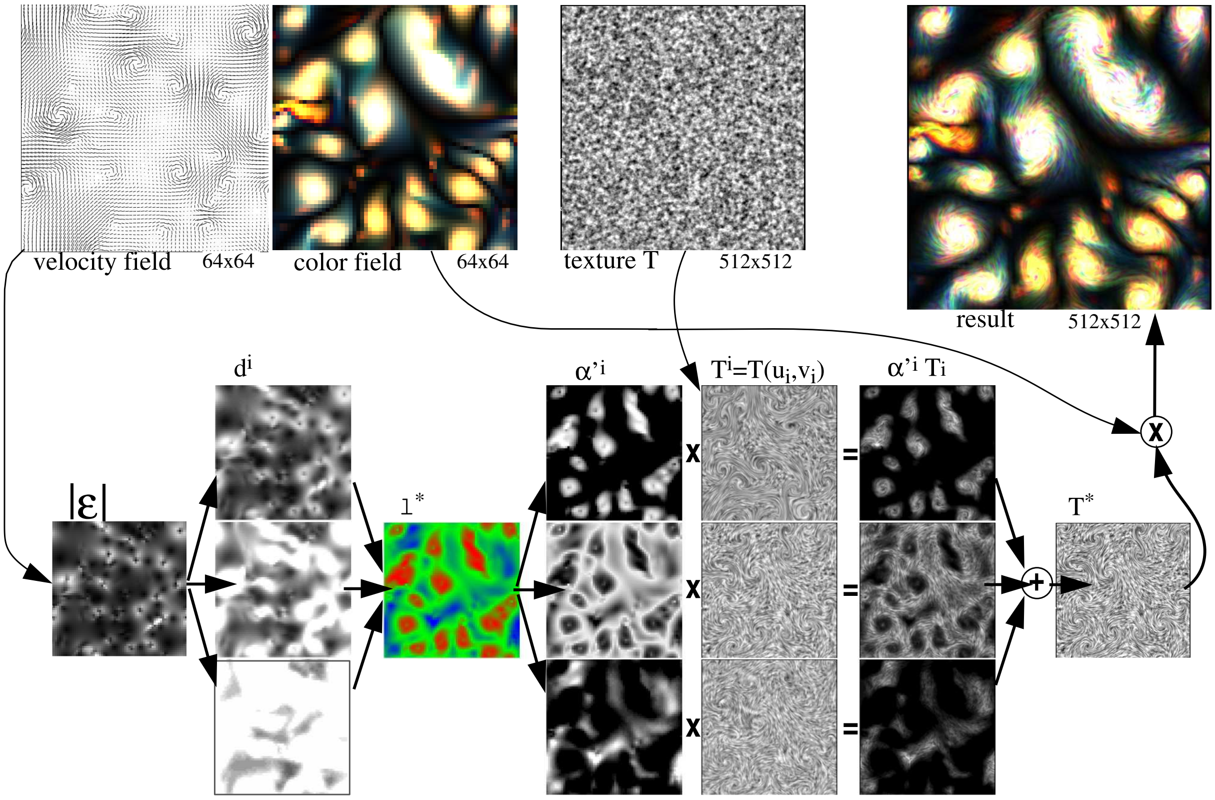

Figure 2: *Our advection scheme using* $N = 3$ *layers.*

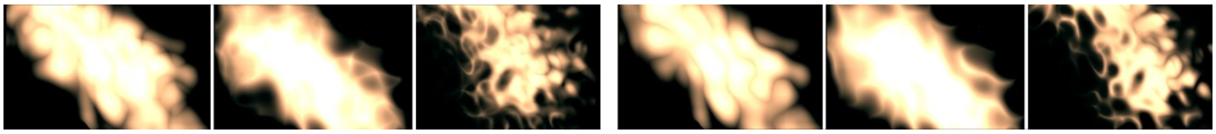

Figure 3: First three: *ghosting artifact on procedural noise with classical blending of 3 textures.* Last three: *our blending without artifact.*

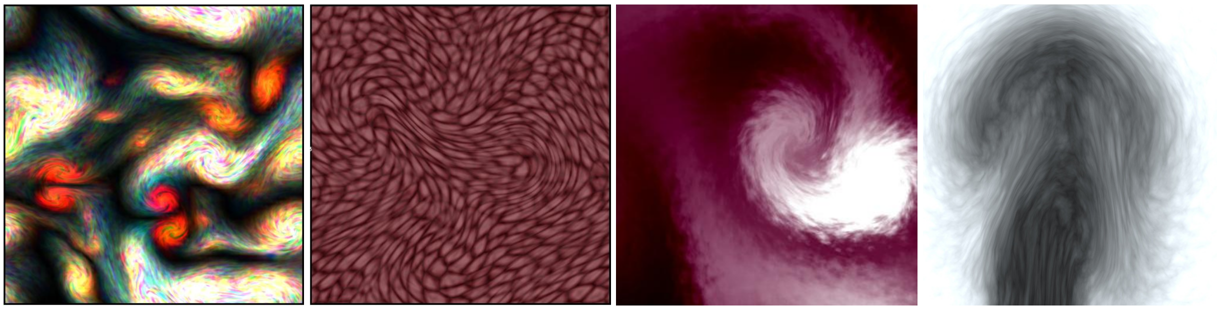

Figure 5: *Various kind of generated images. The two on left rely on hardware textures. The two on right are procedurally generated.*