1. **LIC Computed by Hand**

Suppose we have the noise function below:

<table>
<thead>
<tr>
<th></th>
<th>1.0</th>
<th>0.25</th>
<th>0.75</th>
<th>0.0</th>
<th>0.25</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.0</td>
<td>0.5</td>
<td>0.75</td>
<td>0.5</td>
<td>0.0</td>
<td></td>
</tr>
<tr>
<td>0.75</td>
<td>1.0</td>
<td>0.5</td>
<td>0.0</td>
<td>0.75</td>
<td></td>
</tr>
<tr>
<td>0.25</td>
<td>0.75</td>
<td>0.25</td>
<td>0.5</td>
<td>0.0</td>
<td></td>
</tr>
<tr>
<td>1.0</td>
<td>0.0</td>
<td>1.0</td>
<td>0.25</td>
<td>1.0</td>
<td></td>
</tr>
</tbody>
</table>

The vector field is \( \mathbf{v}(x,y) = <x, 0> \). Compute the color for pixel (2,2).

- Normalize the vector \( \mathbf{v} \) so as to take a unit step each time.
- Use a time step of \( h=1 \).
- Use \( L=2 \).
- Use a weight function of \( k(s) = \frac{1}{1+|s|} \).

\[
\frac{\left(\frac{3}{4} \times \frac{1}{3}\right) + \left(1 \times \frac{1}{2}\right) + \left(\frac{1}{2} \times 1\right) + \left(0 \times \frac{1}{2}\right) + \left(\frac{3}{4} \times \frac{1}{3}\right)}{\left(\frac{1}{3} + \frac{1}{2} + 1 + \frac{1}{2} + \frac{1}{3}\right)} = \frac{3}{2} \times \frac{16}{9} = \frac{9}{16}
\]
2. **Other LIC Considerations**

What happens if the vector field in question 1 is \( \mathbf{v}(x,y) = <x,x> \)? Don’t recompute your answer…just suggest which pixels in the noise texture get sampled…

Pixels \((1,1),(1,1),(2,2),(3,3),(3,3)\) since we are stepping diagonally from the center of pixel \((2,2)\) with step-size of 1.

3. **Stream Objects**

In the image shows an unsteady 2D flow field (one that evolves over time). If the purple line indicates the seed position, what kind of line is the red line? What kind of line are the black lines?

Red is a streakline
Black are pathlines.