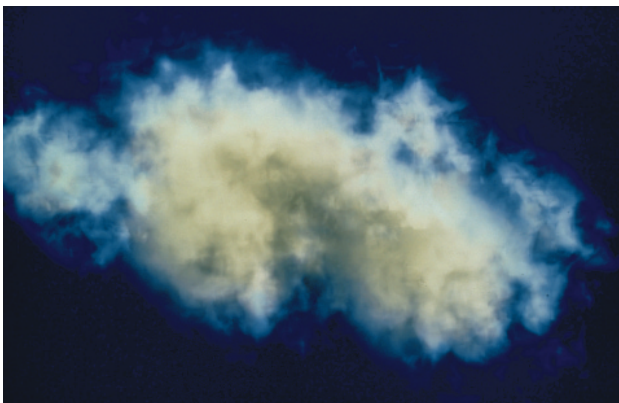


This animation features the formation and fly-through of a volumetric cloud created by combining implicit functions and procedural, turbulence-based, volume density functions. The cloud's geometry and animation are procedurally controlled and its illumination and shadowing are physically-based.

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