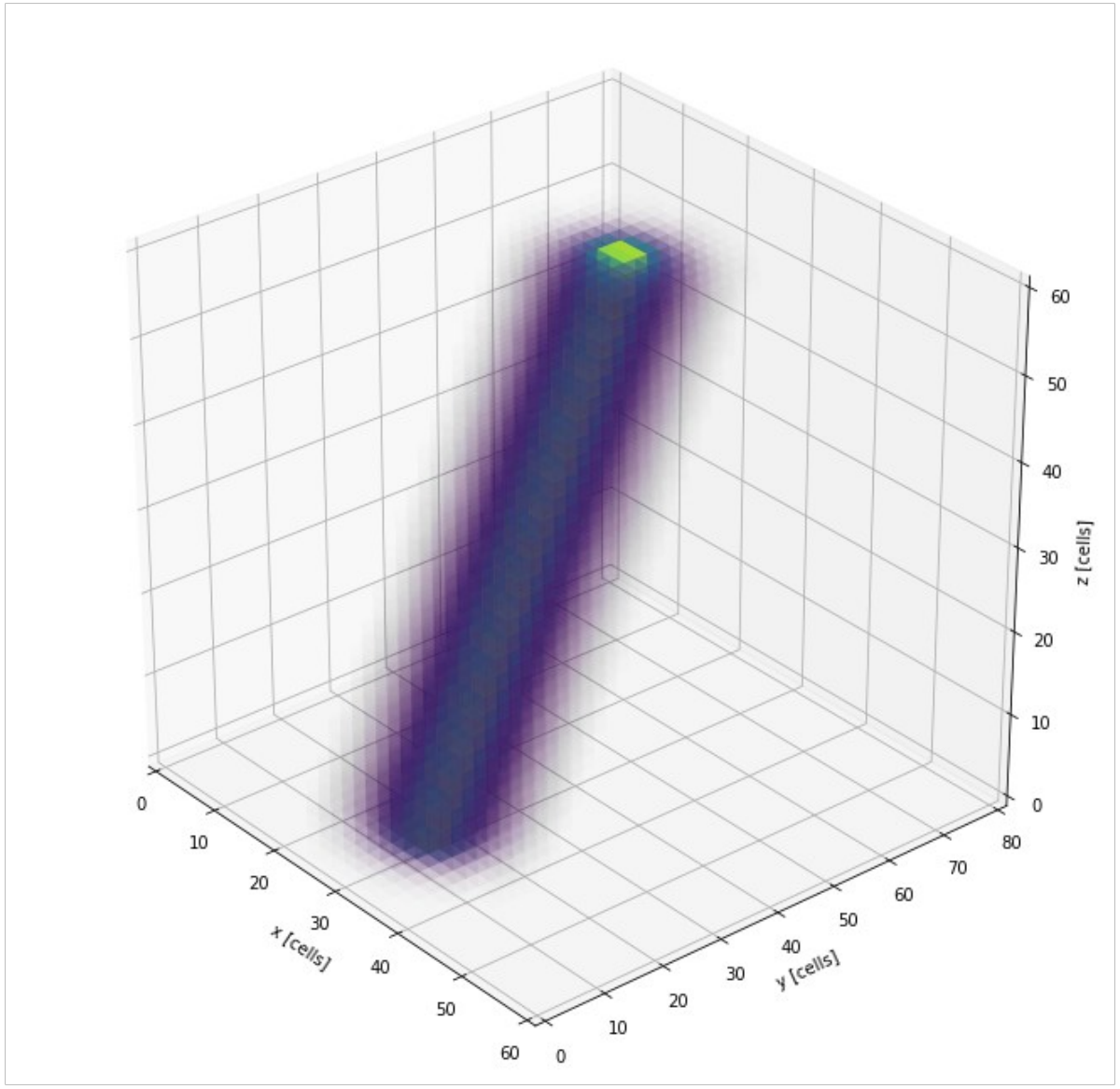
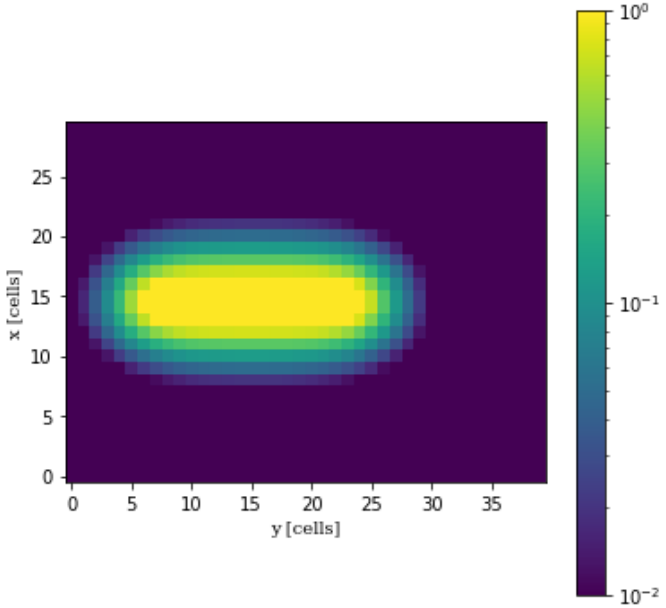
Angular seeding

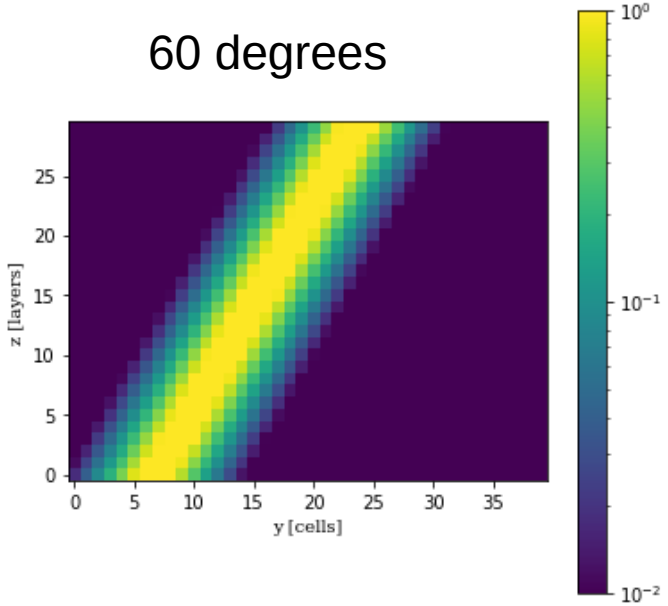
- Implemented Anatoli’s idea in 3D
  - Find distance of pixel centers from cell centers to the line
  - Give cell value exp(-d)
  - Add uniform noise between -1 and 1 on top
- Can now define a seeding from 2 angles and point of incidence
- Example on the right: Seeding at polar angle of 60 degrees, azimuthal 90

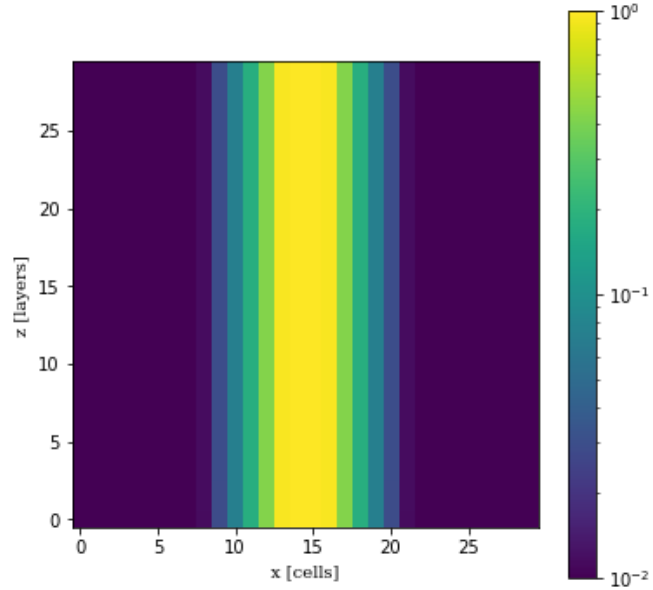


Angular seeding

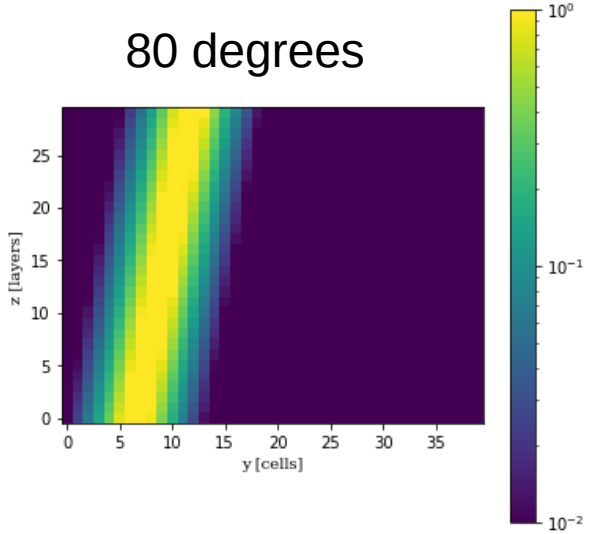


60 degrees

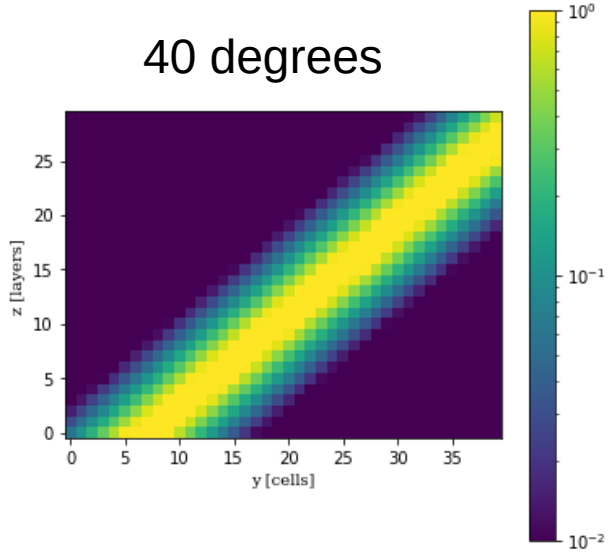




80 degrees

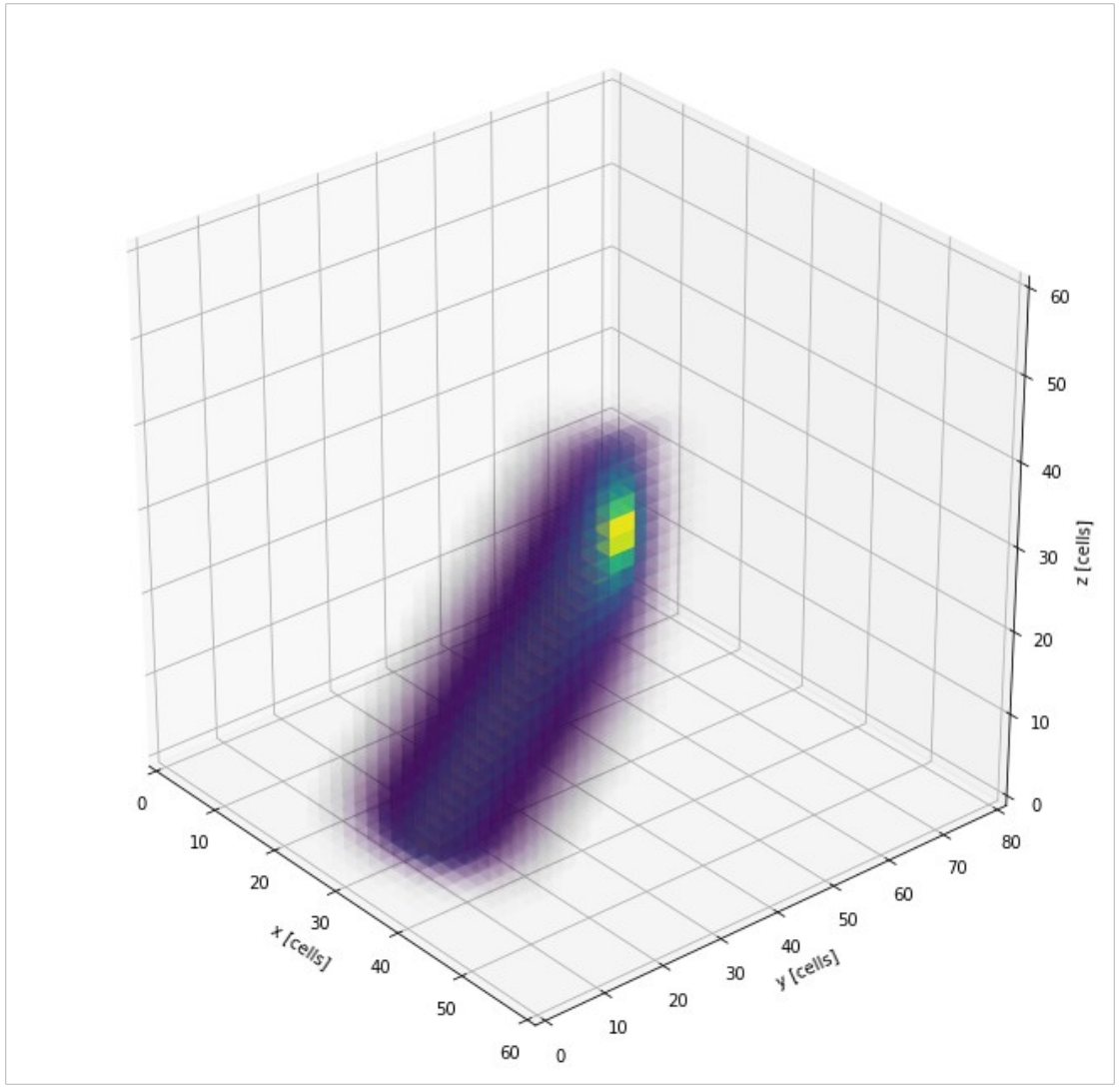


40 degrees



Angular seeding

- What about the azimuthal angle?
  - Example on the right: Seeding at polar angle of 90 degrees, azimuthal 60



Angular seeding

- Plan to use (6,6,8) (z,x,y) seed
- Currently integrating into existing ML architecture