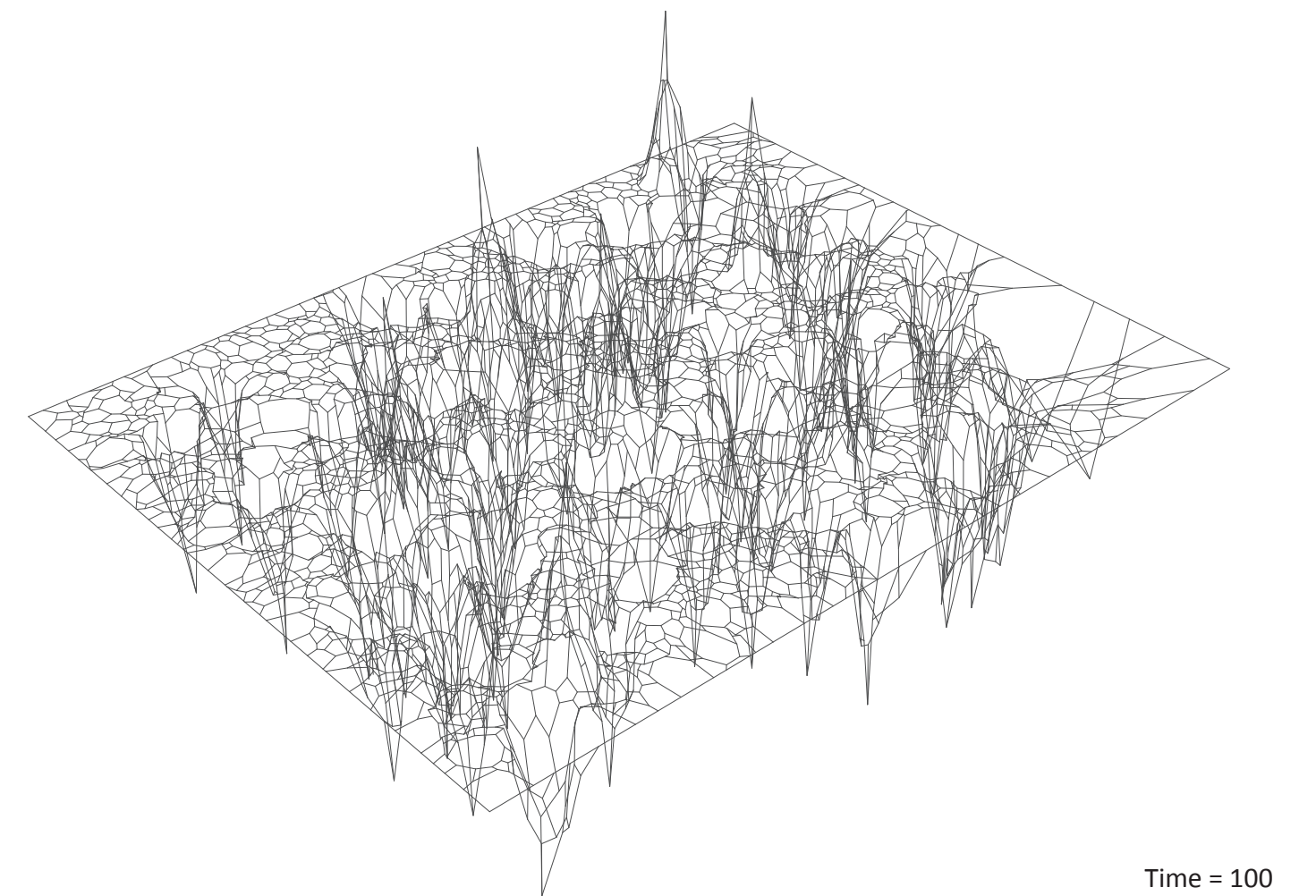
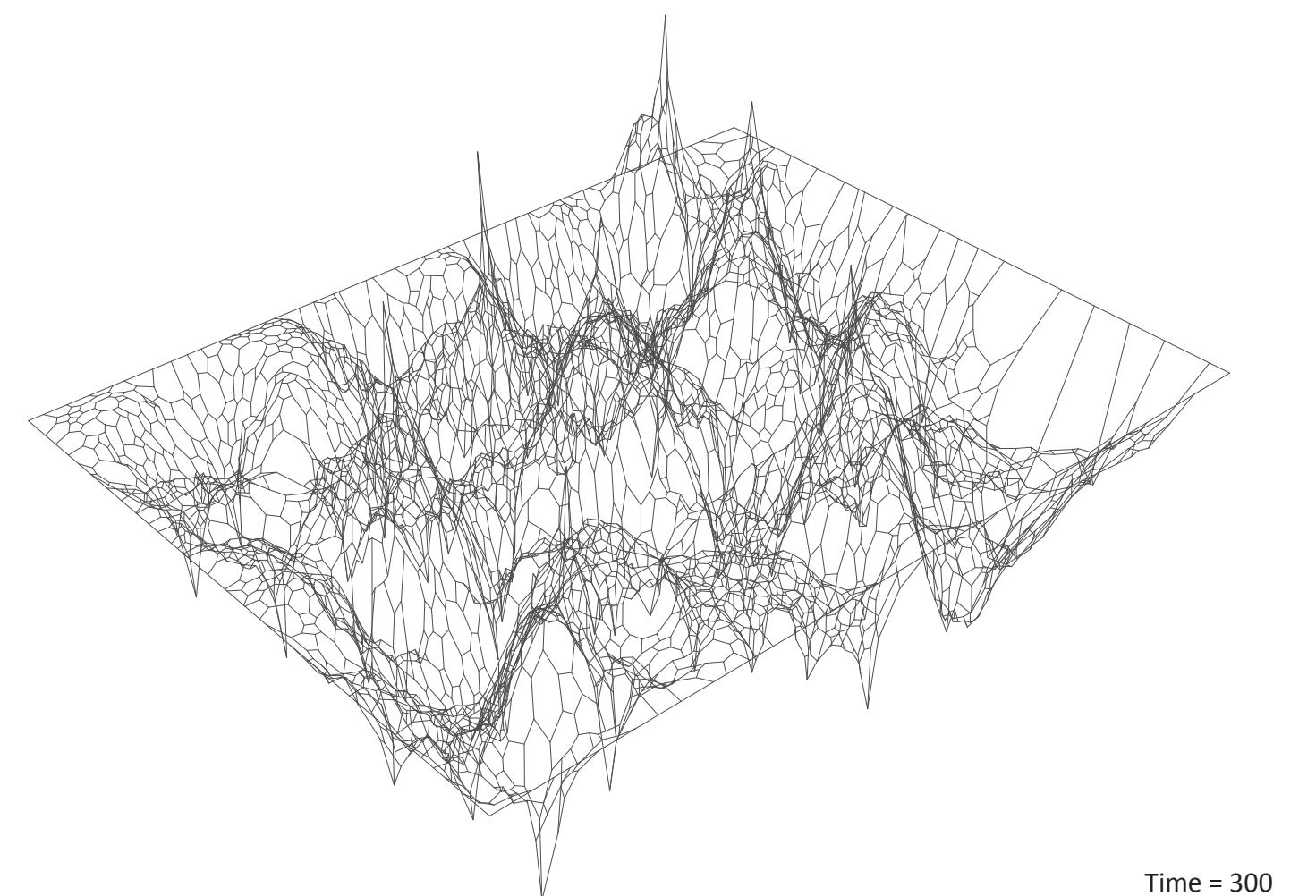


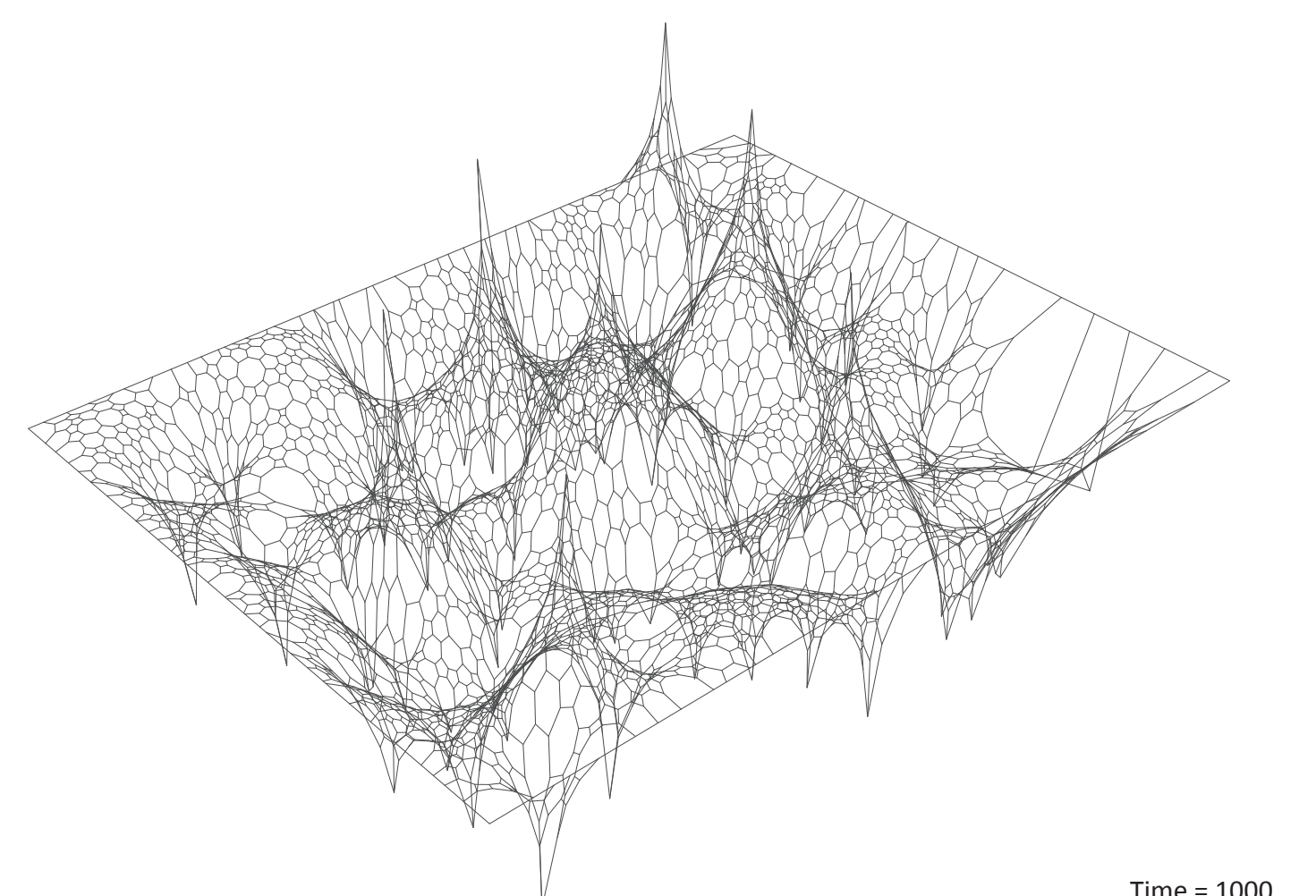
Time = 0



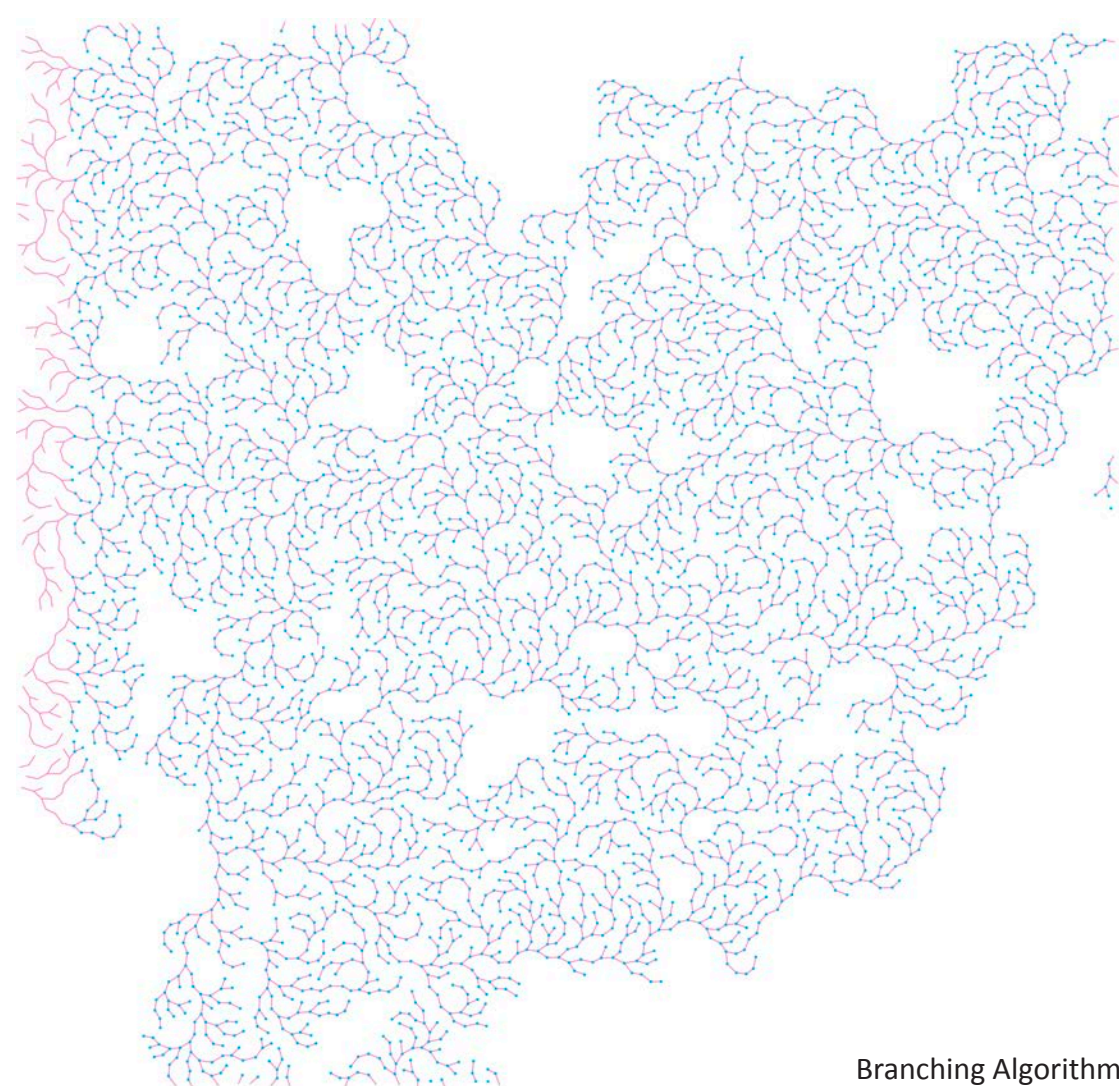
Time = 100



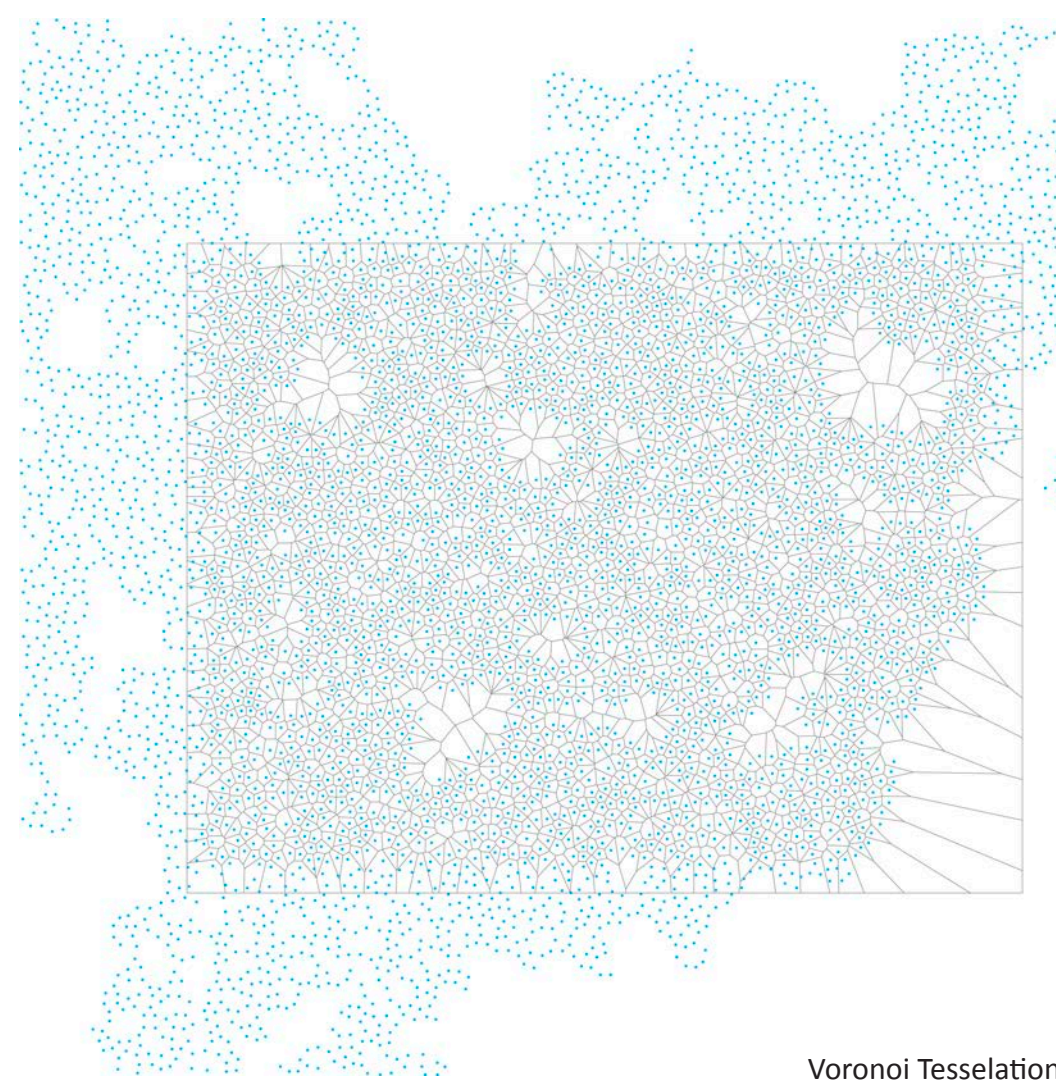
Time = 300



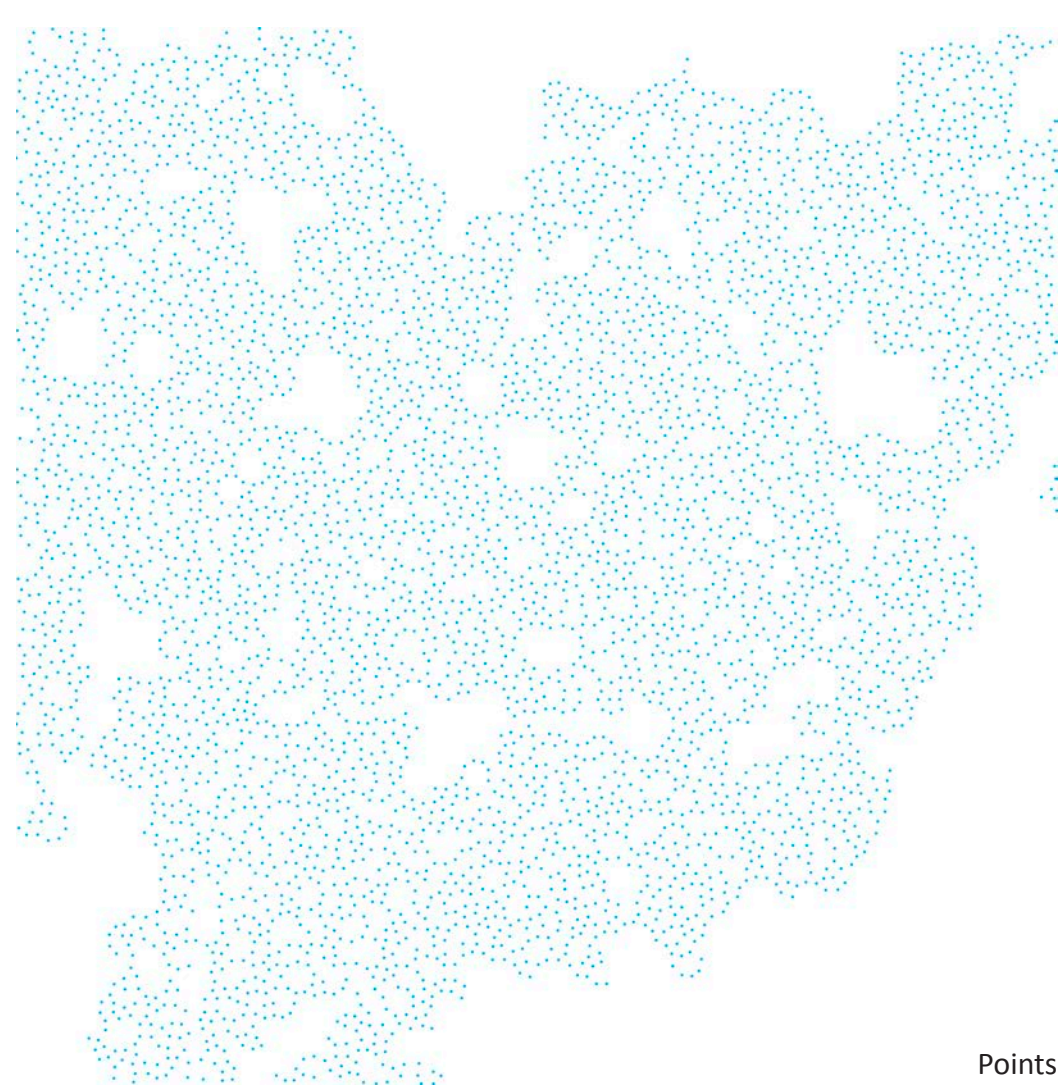
Time = 1000



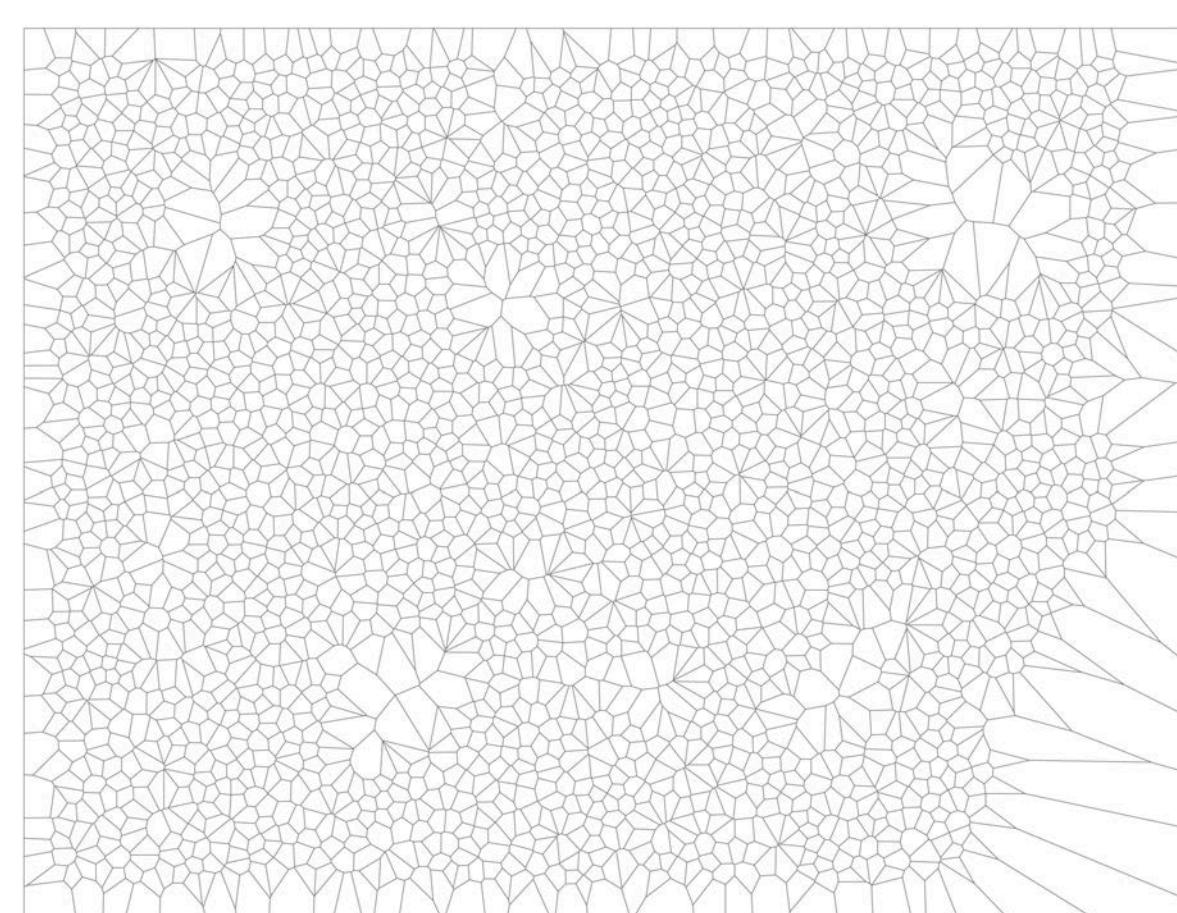
Branching Algorithm



Voronoi Tessellation



Points



Initial Tensile Network