Examples of things in previous demos that I found interesting

Representing bulk substrate movement rather than individual particles or surfaces
- Can we zoom into an area and view deformation as stacked surface patches?
- Can we zoom in further and view deformation as particles?

Icons to represent basic motion of substrate (collapse, extraction lift)
- Can more icons be created to fill in other processes (passing around toe/leg, collapse)?
- Are 4-5 icons sufficient to describe almost all the interactions?

Tracing different parts of the same starting surface through time (tiles, cubes, discs)
- Can this be done at higher resolution (finer grids)
- Zoom in on smaller patches?
- Is rotation/scaling of icon required?

Breaking down motion and track into different phases
- Can this be applied to surface tracks?

Foot positions shown in pairs provided strong motion context
- How can different substrate representations work with these best?

Simplicity of track silhouettes
- Can silhouettes evolve through time at each surface?
- Can borders of silhouettes be associated with specific parts of the foot?

Things that have yet to be addressed much

Basic flow around a moving cylinder
- Can particle paths and surface deformations be shown as 2D sections through time/space?
- Can patterns be identified within each surface predicting particle descent?

Comparison of movement and tracks among substrates

Comparison between guineafowl and fossil dinosaur tracks

Possible interactive elements:
- Foot visibility
- Foot solid/mesh
- Surface visibility
- Particle path visibility
- Particle path colored by phase or velocity or some other parameter