

Figure 1: a) old results with restart of GRASSMIND b) new results with implemented plowing

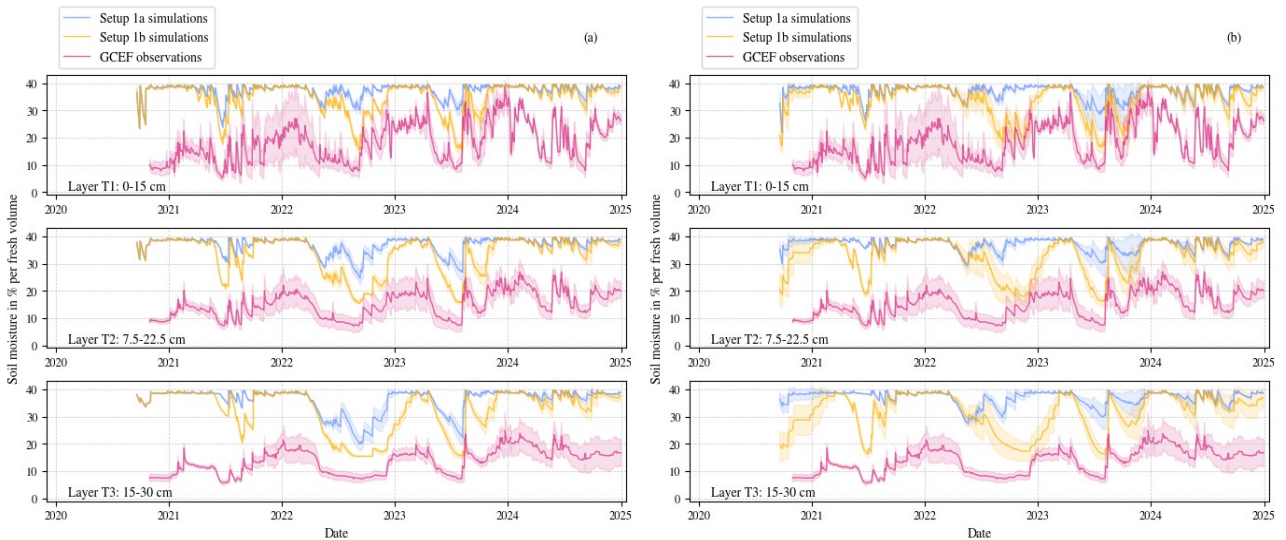


Figure 2: a) old results with restart of GRASSMIND b) new results with implemented plowing

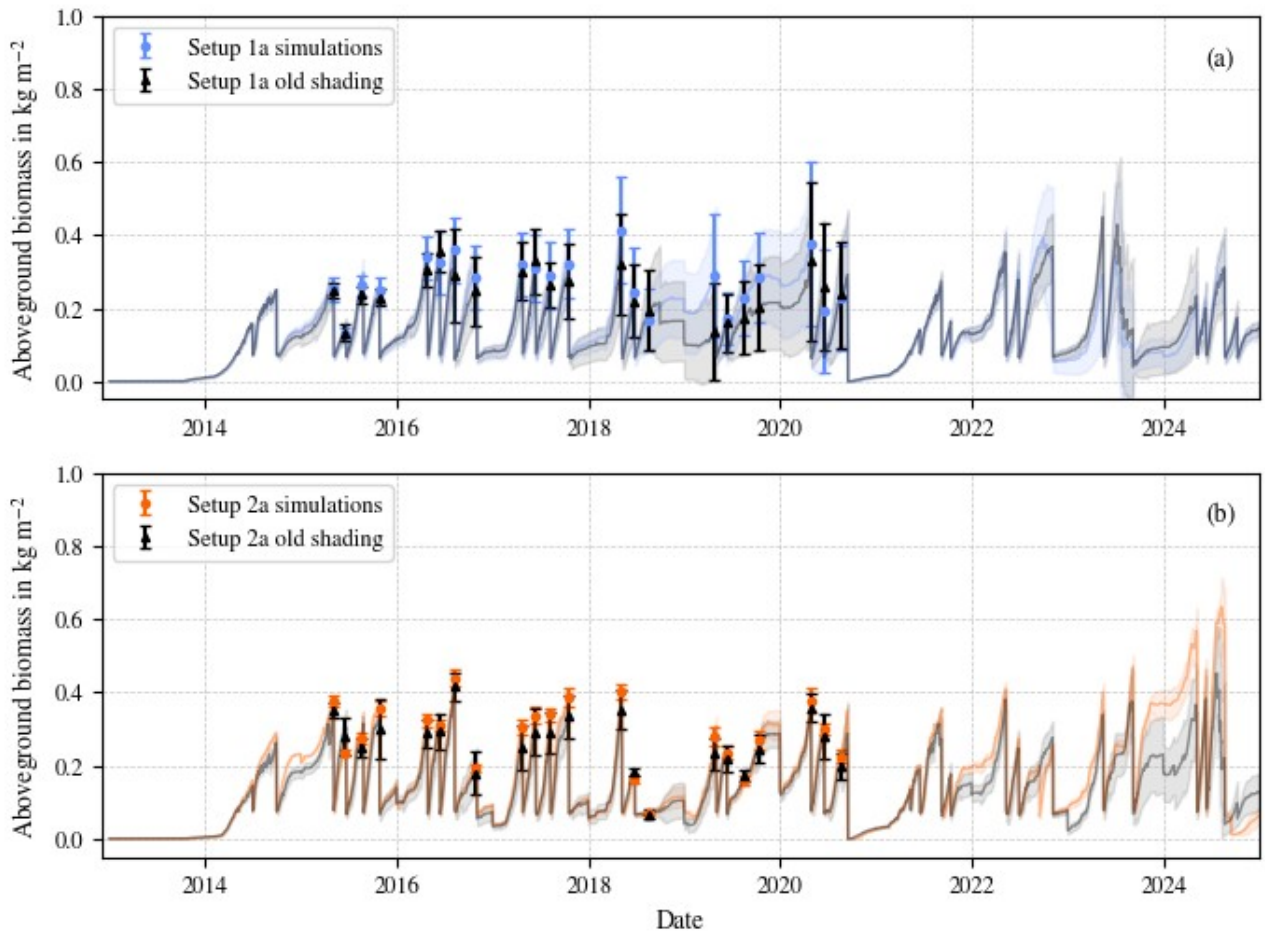


Figure 3: comparison of the used shading scheme and the old one for GRASSMIND (a) and GRASSMIND-BODIUM (b)