Filaments Split Into Branches Instruction

This XTension splits one Filaments object into different Filaments objects. Starting from a common beginning point and going towards a terminal point, whenever a branching point is encountered a new Filament object is created. As a result, the newly created Filaments do not have branches and for each branch point, there is only one beginning and one terminal point. The number of Filaments created is equal to the number of terminals and branch points of the original Filaments object.

In the Surpass tree a new filament object is created.