

This requires:

- A high resolution DTM to use as a grid of lat/lon
- Boulder counts (lat,lon pairs for center, both ends and then the length of the particle)
- Deliverability Ellipse information: semi-major axis, semi-minor axis and orientation
- Average value for boulder flattening (b/a axis ratio for an elliptical particle)
- ParticleSurfaceArea_*.c code (to be posted shortly)

How it works:

- Ingest particle counts, and mask out facet on DTM that are covered by a particle
- loop over every facet, and find all facets within XX distance, count in a weighted sense how many are covered by rocks and how many are not.

