

Algorithmic Doodle Art 9: Brambles with buds

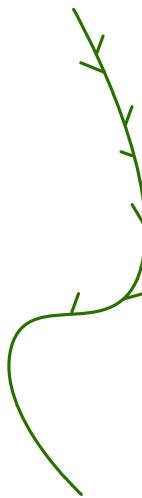
Landscapes in films are often computer generated. Ever wondered how they do it? Next time you find yourself doodling, draw an algorithmic doodle and explore algorithms for drawing nature including fantasy landscapes. Here is an example Doodle Algorithm.

1. Start by drawing a wavy green line with small lines sticking out at angles from it on either side (as below)
2. DoodleDraw from that line as follows.

To DoodleDraw from a given line:

1. EITHER
 - a. Draw a new wavy line from the chosen line with small lines sticking out at angles from it on either side.
- OR
- b. Draw a red bud shape from the end of the line

2. Choose a new existing line and DoodleDraw from that line



Different algorithms give different looking trees, grasses, ferns, snowflakes, crystals, so now try inventing your own doodle art algorithms and see how realistic the drawings you end up with are.

Computer Science activities with a sense of fun: Algorithmic DoodleArt 9V1 (13 Jan 2018)

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