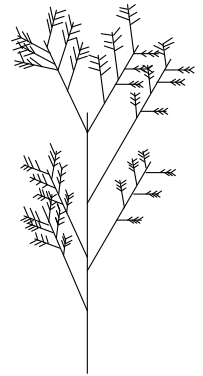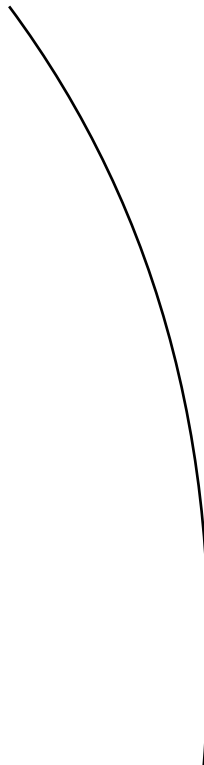# Algorithmic Doodle Art - Wavy Grass

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. Below is an example Doodle Algorithm.

1. Start by drawing a single slightly curved vertical line (as below)

2. DoodleDraw from that line as follows.

To DoodleDraw from a given line:

1. Draw 3 shorter **curving** lines from the **top two thirds** of the line on its **lower** side.

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

Different algorithms give different looking trees, grasses, ferns, snowflakes, crystals, … so now try the Doodle Algorithm overleaf. Then start inventing your own doodle art algorithms and see how realistic the drawings you end up with are. There are more at https://abitofcs4fn.org