Algorithmic Doodle Art 3

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. Here is an example Doodle Algorithm. What does it look like?

1. Start by drawing six straight lines from a single central point (as below)
2. DoodleDraw from each line as follows.

To DoodleDraw from a given line:

1. Draw 3 shorter lines at different angles on the left of the line.
2. Draw 3 symmetrical lines from the same points on the right of the line.
3. 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.