Algorithmic Doodle Art 11: Blossom Tree

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. Draw a branch standing upright
2. DoodleDraw from that branch.

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To Draw a Branch:

1. Draw two brown triangles connected in a Y shape
2. Add three flowers at random places near the top of the Y-shape

To DoodleDraw from a given branch:

1. Draw a smaller branch at an angle from the given branch.
2. Choose a new existing branch and DoodleDraw from that branch

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