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Algorithmic Doodle Art 2

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 a single straight vertical line (as below)

2. DoodleDraw from that line as follows.

To DoodleDraw from a given line:

1. Draw 3 shorter lines at different angles out of the very **top** of the line.

2. Draw a shorter lines at an angle in the **top half** of the line on a side of your choice.

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.