

## Algorithmic Doodle Art 12: William Morris inspired art

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 that is inspired by the art of William Morris.

1. Draw three green buds together as shown below.
2. DoodleDraw from the left-hand green bud.
3. DoodleDraw from the right-hand green bud.
4. Add a bird in a space.
5. Scatter red circles randomly in spaces.

### To DoodleDraw from a given green bud:

1. Starting at the bud draw a wavy green line (a stalk)
2. Draw a leaf shapes out at an angle from it on either side.
3. Draw a line (a side stalk) from one side of the main stalk.
4. Draw a flower on the end of the side stalk.
5. At the end of the main stalk draw three green buds.
6. IF you wish to continue this strand  
THEN
  - a) **DoodleDraw** from the left-hand green bud of the group.
  - b) **DoodleDraw** from the right-hand green bud of the group



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.