

1 System output

This section is a demonstration of different images produced with the L-system program. All the images are for 3D parametric L-system models only. Below, a description of each image is given. The images are displayed in the next two pages.

Image 1

Axiom: A(200,20)

Production Rules:

$A(l,w) \rightarrow !(w)F(l)[\&(a_0)B(l*r_2,w*wr)]>(d)A(l*r_1,w*wr)$	$r_1=0.9$
$B(l,w) \rightarrow !(w)F(l)[- (a_2)\$C(l*r_2,w*wr)]C(l*r_1,w*wr)$	$r_2=0.9$
$C(l,w) \rightarrow !(w)F(l)[+ (a_2)\$B(l*r_2,w*wr)]B(l*r_1,w*wr)$	$a_0=45$
$d=137.5$	$a_2=45$
$wr=0.707$	

This tree is displayed using polygon objects of 8 faces and a wireframe appearance so that the triangles making the polygons are visible.

Image 2

Axiom: A(200,20)

Production Rules:

$A(l,w) \rightarrow !(w)F(l)[\&(a_1)B(l*r_1,w*wr)]>(180)[\&(a_2)B(l*r_2,w*wr)]$	$a_1=5$
$B(l,w) \rightarrow !(w)F(l)[+ (a_1)\$B(l*r_1,w*wr)][- (a_2)\$B(l*r_2,w*wr)]$	$a_2=65$
$wr=0.707$	$r_1=0.9$
	$r_2=0.7$

This tree is generated using cylindrical objects. Light, hi shading and hi-quality options are on.

Image 3

Axiom: A(200,20)

Production Rules:

$A(l,w) \rightarrow !(w)F(l)[\&(a_0)B(l*r_2, w*wr)] > (d)A(l*r_1, w*wr)$	$r_1=0.9$
$B(l,w) \rightarrow !(w)F(l)[- (a_2)C(l*r_2, w*wr)]C(l*r_1, w*wr)$	$r_2=0.9$
$C(l,w) \rightarrow !(w)F(l)[+ (a_2)B(l*r_2, w*wr)]B(l*r_1, w*wr)$	$a_0=45$
$d=137.5$	$a_2=45$
$wr=0.707$	

This tree is generated using polygons with 6 sides and a texture appearance on every object.

Image 4

Axiom: A(200,20)

Production Rules:

$A(l,w) \rightarrow !(w)F(l)[\&(a_1)B(l*r_1, w*wr)] > (180)[\&(a_2)B(l*r_2, w*wr)]$	$a_1=5$
$B(l,w) \rightarrow !(w)F(l)[+ (a_1)B(l*r_1, w*wr)][- (a_2)B(l*r_2, w*wr)]$	$a_2=65$
$wr=0.707$	$r_1=0.9$
	$r_2=0.7$

The final tree to show has texture and background.

Image 1

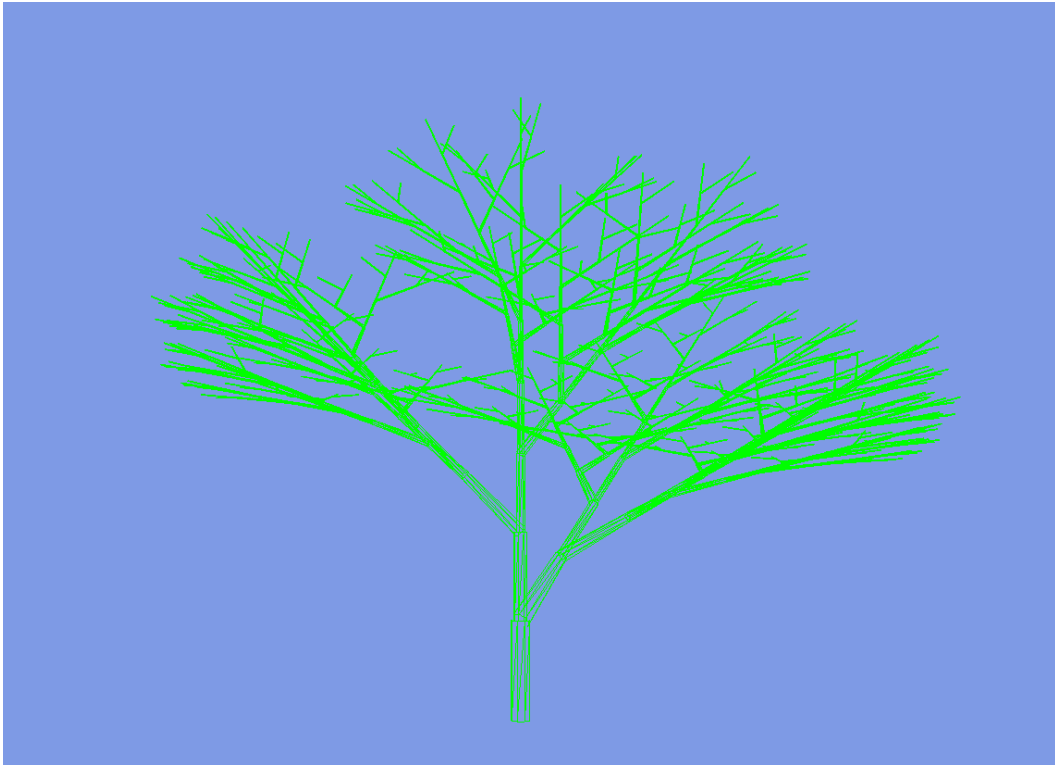


Image 2

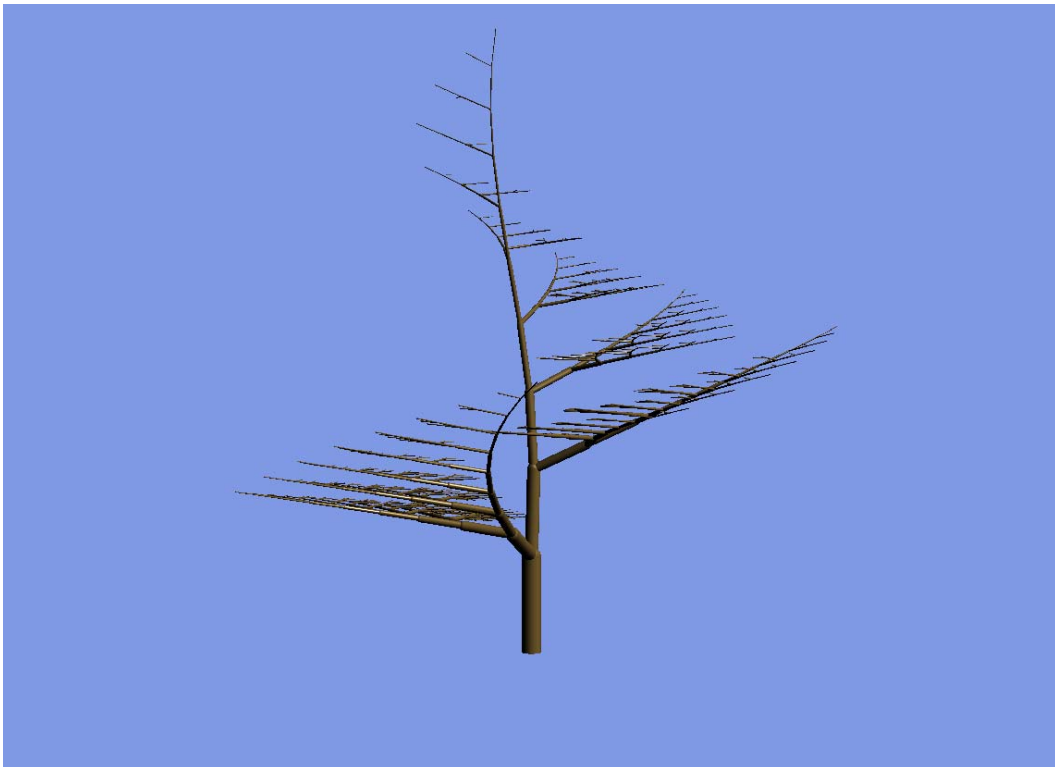


Image 3

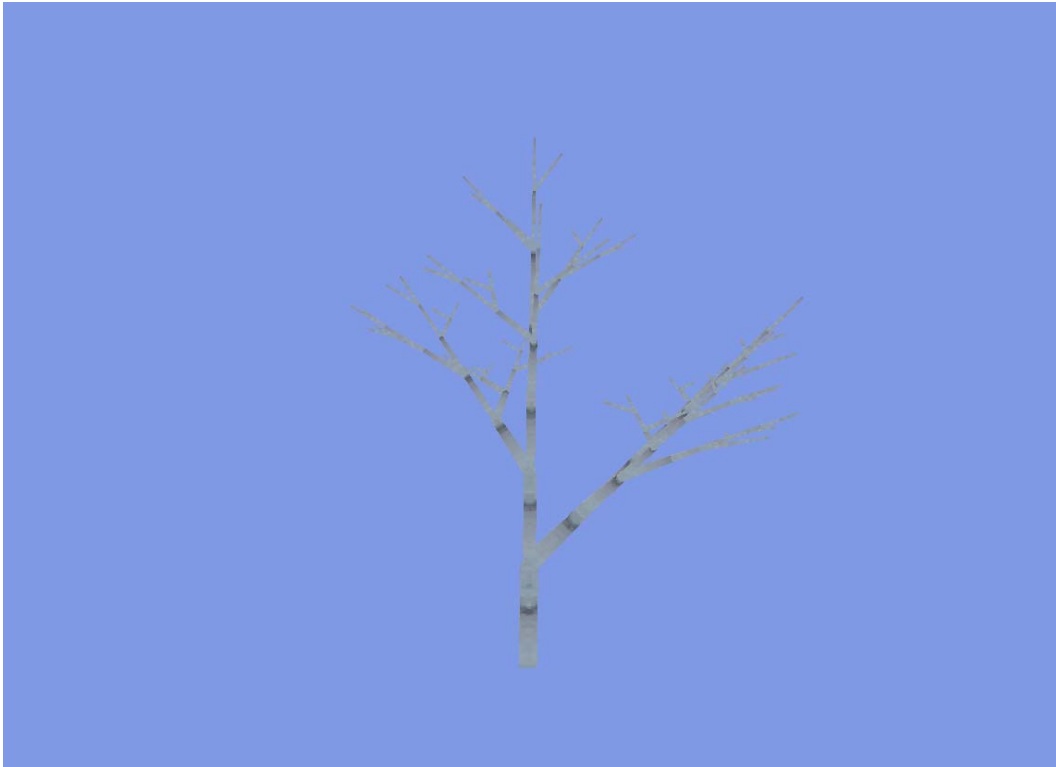


Image 4

