Time
concept

Reversable?
(requires state memory or
deterministic processes)

Procedural generatio...
areas and architectu...

Spatial pla...
Too...

User
Interaction +
graphical
interfaces

Vector fields /
Tensor fields

Temporal control

2D Canvas

Multilayered
(needs maerging
logic rules)

Select / Edit tools

Growing 2d surfaces

Container

Scr...

Surface...

neration of freeform
hitecture in realtime

planning
Tool

Smart
randomization
methods

Procedural
methods

AI Governer
Intelligent surface
control

Spatial
distributions of
grouped objects

Scripting

Rule systems

Forests

Scripted events

L-systems

Shape grammar

Movable
Objects

Scripted
properties

Road netwrods

trees

rface

Buildings

Surface
functions

Inner
skeleton ←—— interaction ——→ Boundary
polygon

Straight skeleton
(voronoi)

Design choice

Physical vertices(Cells):
boundary defined by physical cells. The
boundary is defined by neighbouring cells.
New cells are created when the distance
between neighbouring cells is above a certain
treshold. Static physical bodies

Physical edges:
Due to the continues movement of the
boundary the physical body of the
edges have to be altered frequently

Physical
bodies

Buildings

Building
Floor plan

Height information?

finalize

finalize

finalize

Procedurally
Generated
Geometry

terrain

land

finalize

water

finalize

Triangulation / Mesh
Generation

Delaunay

CGAL