Project proposal

Preparation:

I want to create a forest with processing that randomly spawns each time I run the program. The inspiration for this project is the walks in the woods I love to take back at home during the winter months - all of the trees with leaves shed them for the winter months.

- Learning how to create a surface that will be my terrain
- Find a type of tree, probably non coniferous, that will be the content of my forest. I like white oaks, maple, and beech.
- Reviewing the array feature, I think this will be able to create my growth with a random walk in the 3d mode - I want to make branches of various thicknesses and lengths off of a center trunk .

Code:
- The code should work by having an array of different points which will be the branches and the trunk. The points will walk on a random walk biased upward. As they fan out in different directions I want them to become thinner. These trees can be placed around the spawn point and I really want the main focus of the project to be the geometry.
- The colors that I select will be able to be controlled by the keys. It also would be cool to make it snowing in the world I create by using particles like I did in my last project.
- Use peasy cam

Inspiration: