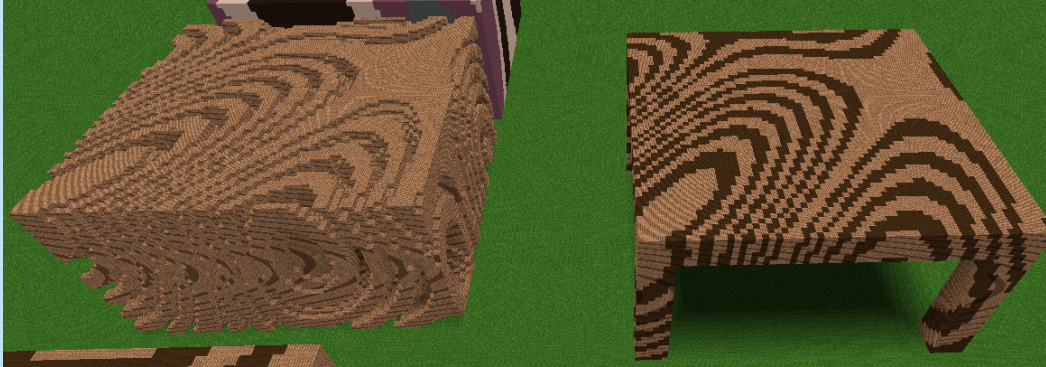


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## AMERGER




posted Jul 13, 2018, 5:13 PM by Adrian Brightmoore [ updated Dec 13, 2018, 8:23 PM ]

Apply patterns to shapes, where the pattern is a 3D shape. Confusing, no?



1. Generate a shape ([Underworld](#) filter has an interference function, [aaanoise](#) does a blobby gridy noise function) and then replace some of the shape with air. This is the texture (See left in diagram above).
2. Run AMERGER in copy mode.
3. Select the target shape (same size or smaller than original - see right in diagram above) and run AMERGER again in AND mode. It will place the template blocks over the target shape where there are blocks (not air).
4. The XOR mode places template blocks where there ARE NOT blocks in the target.
5. With some thought you can do some interesting masking



 <a href="#">AMERGER_v1.py</a> (2k)	Adrian Brightmoore, Jul 1...	<a href="#">v.2</a>	
 <a href="#">AMERGER_v2.py</a> (2k)	Adrian Brightmoore, Jul 2...	<a href="#">v.1</a>	

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