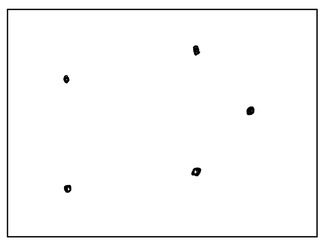
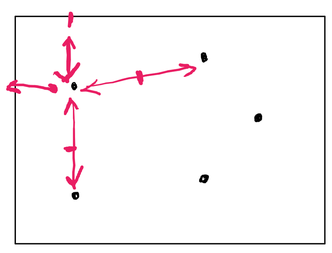
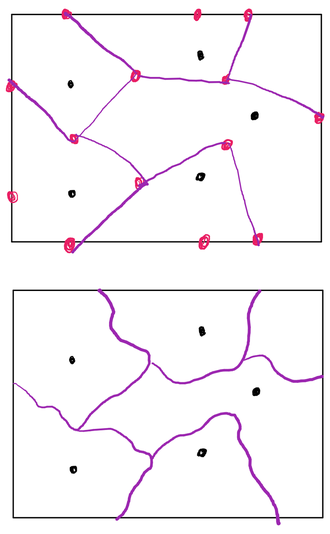
1. Plane + Random Points on it



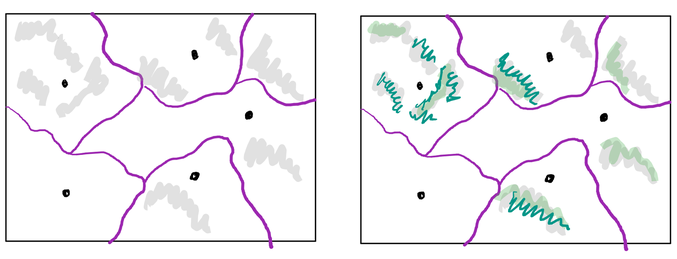
2. for each point find closest points or closest „point" on the border;
if (point) lenth between 2 points divide by 2
else if (border) length between point and border



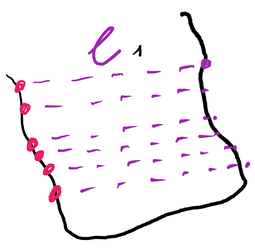


- smooth lines
- apply noise to lines

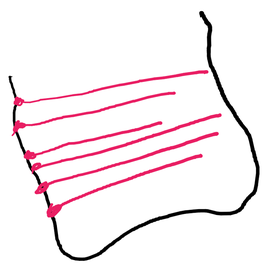
3. Mold
- For each part: apply perlin noise (black and white) with the bias towards white (probability)
- Black is mold (green)
  White is wood
- Apply noise with lerp on mold (for variety of green color)



4. Horisontal and Vertical Cracks:
- For each part:
  Put randomly points on the left side of a part;
  l_n = length of each of these points to the closest point on the opposif side

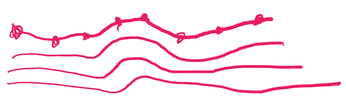


for each point draw a horisontal line.
The length of each line = map (noise(x), $1/l_n$, l_n).



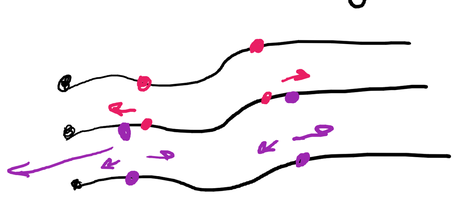
- for each line: put points randomly along the line. Add „normals" to each point downwards:

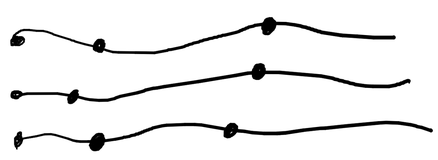
Push points on the line with the line itself in the direction of normals. The ammount of movement = noise(x) → so between 0 and 1.



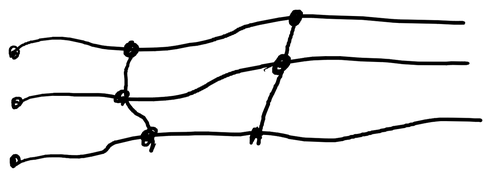
← horisontal Cracks!

- Vertical lines:
  On upper horisontal line of each part choose 1-3 random points → on the line under find closest point to each chosen points, and move it along this line a tiny bit left or right. Do the same with each next line under





Draw vertical lines along closest vertical points:



Vertical Cracks.

And we are done!