

# Using generated trees to create leaf art

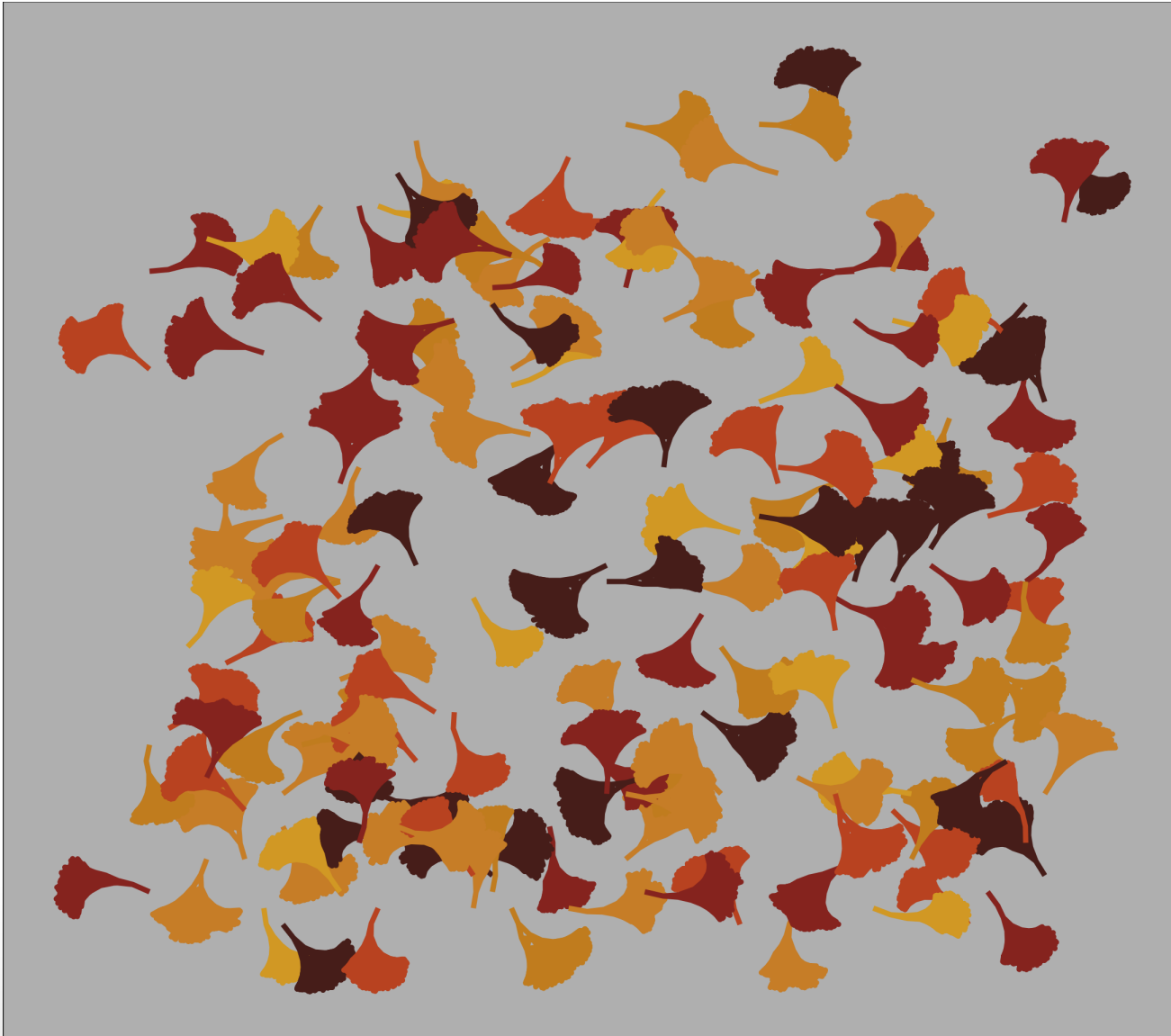
<https://github.com/ST541-Fall2020/empalmer-project-leafart>

Emily Palmer

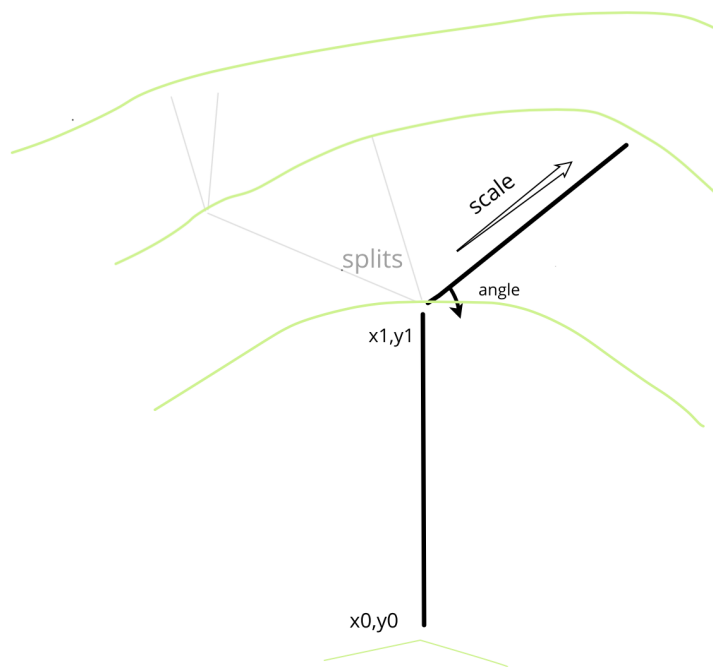
# Motivation

- Create generative art
- Can I make forest landscapes?
- A bunch of little trees don't look like trees

```
get_ginkgo_params(nleaves = 100) %>%  
  create_leaf_pile() %>%  
  plot_leaves()
```



# Creating the Trees



The shape of the tree depends on parameters

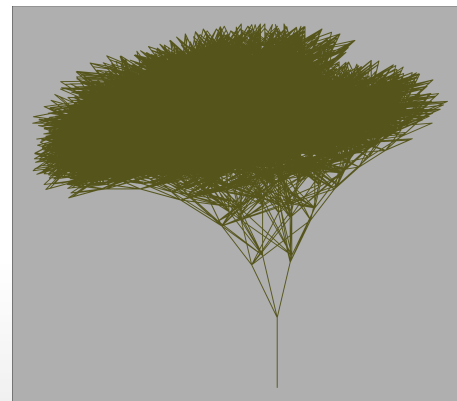
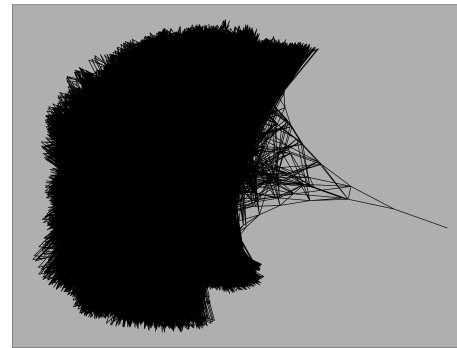
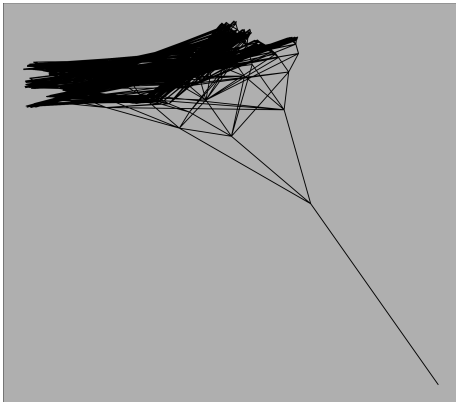
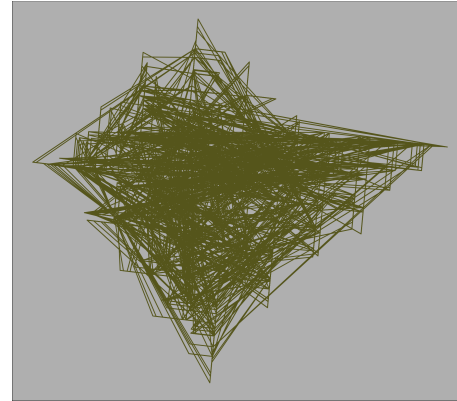
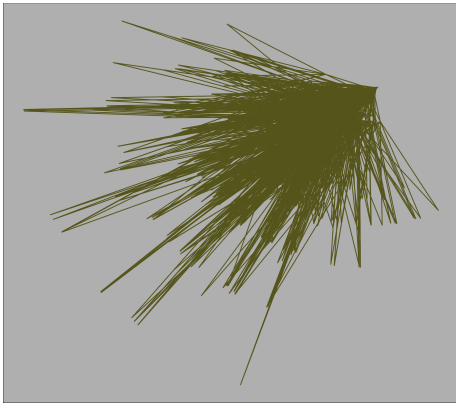
- Number of layers
- Number of new branches at each layer
- Angle to branch off
- Scale for length of new branch

Trees are grown in layers, containing multiple branches. At the end of each branch, the next layer will split off into new branches

Repeat many times and place and rotate randomly to create fallen leaves

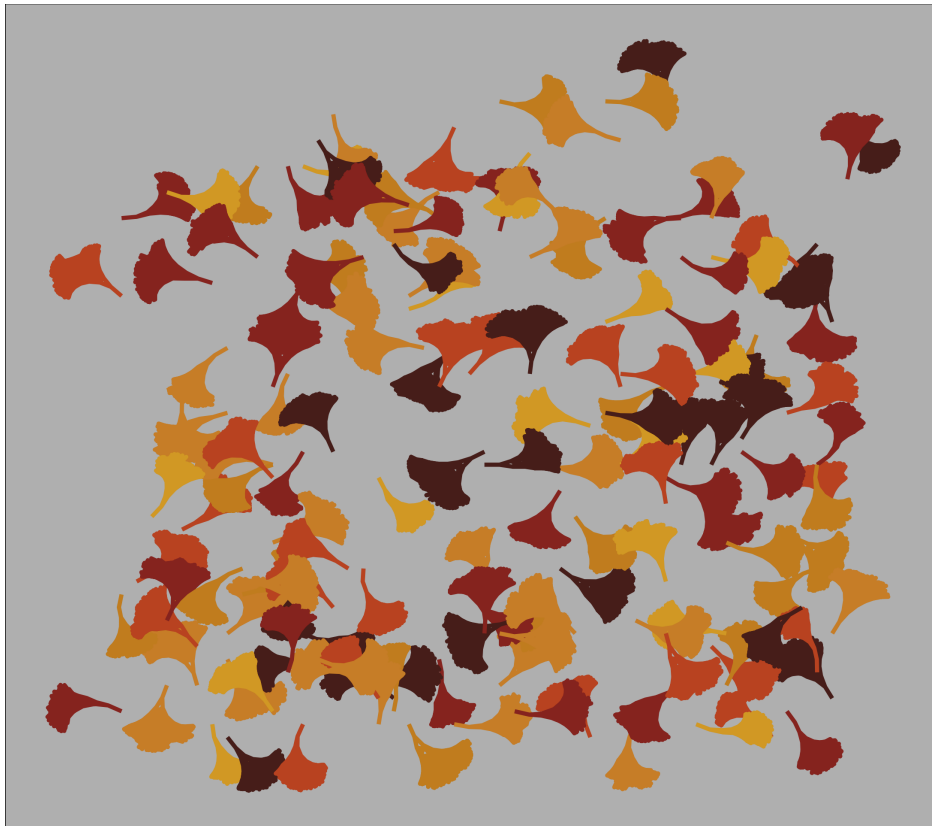
# The choice of parameter matters

[Shiny app to explore](#)



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<https://emilypalmer.shinyapps.io/empalmer-project-leafart/>