

001

[Download Script](#)

Scales Gradient

Description:

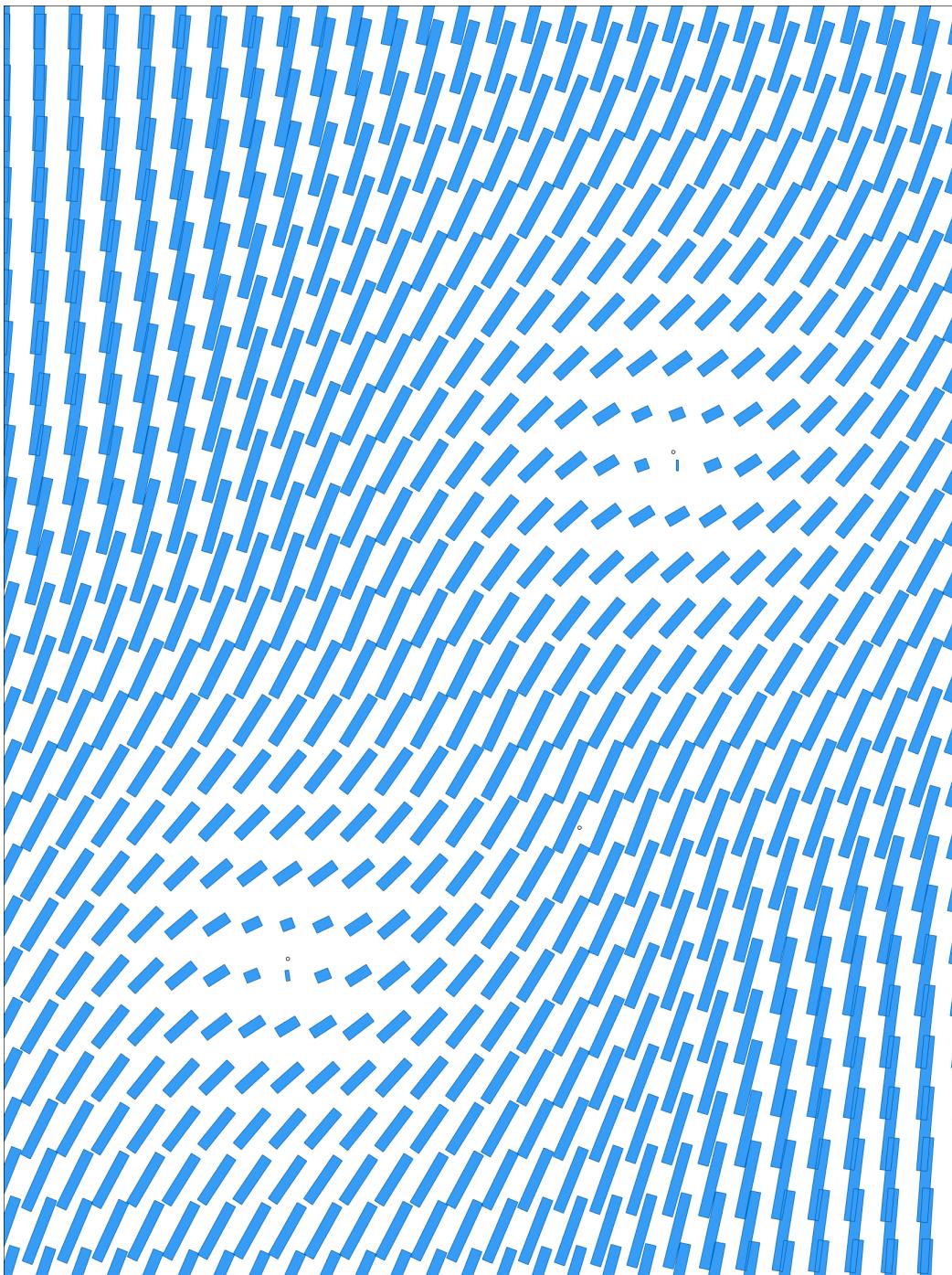
This pattern generates a diamond pattern on a surface. Through relative item selection four points are connected to create a base rectangle. The top point of the rectangle is moved towards its opposite end in relation to the distance to a curve attractor.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Polygonal, Scales



002

[Download Script](#)

Rectangle Vortex

Description:

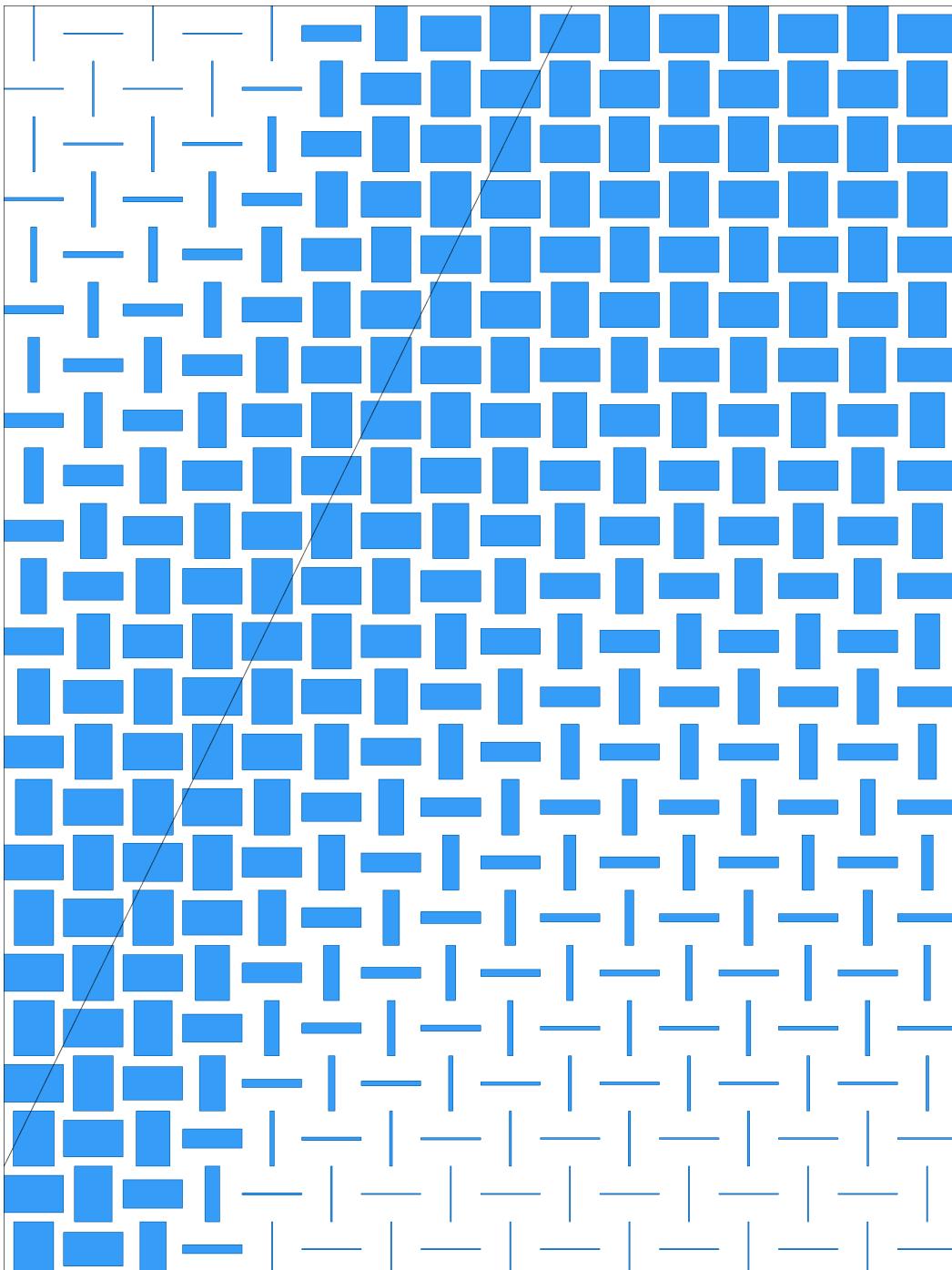
A surface is divided into a regular grid. Rectangles are generated centered on the grid points. Both the rectangles' height and rotation are controlled in relation to their closest attractor point.

Inputs:

- Surface
- Points (Attractors)

Tags:

Gradient, Polygonal, Rotation, Field Effect



003

[Download Script](#)

Woven Rectangles

Description:

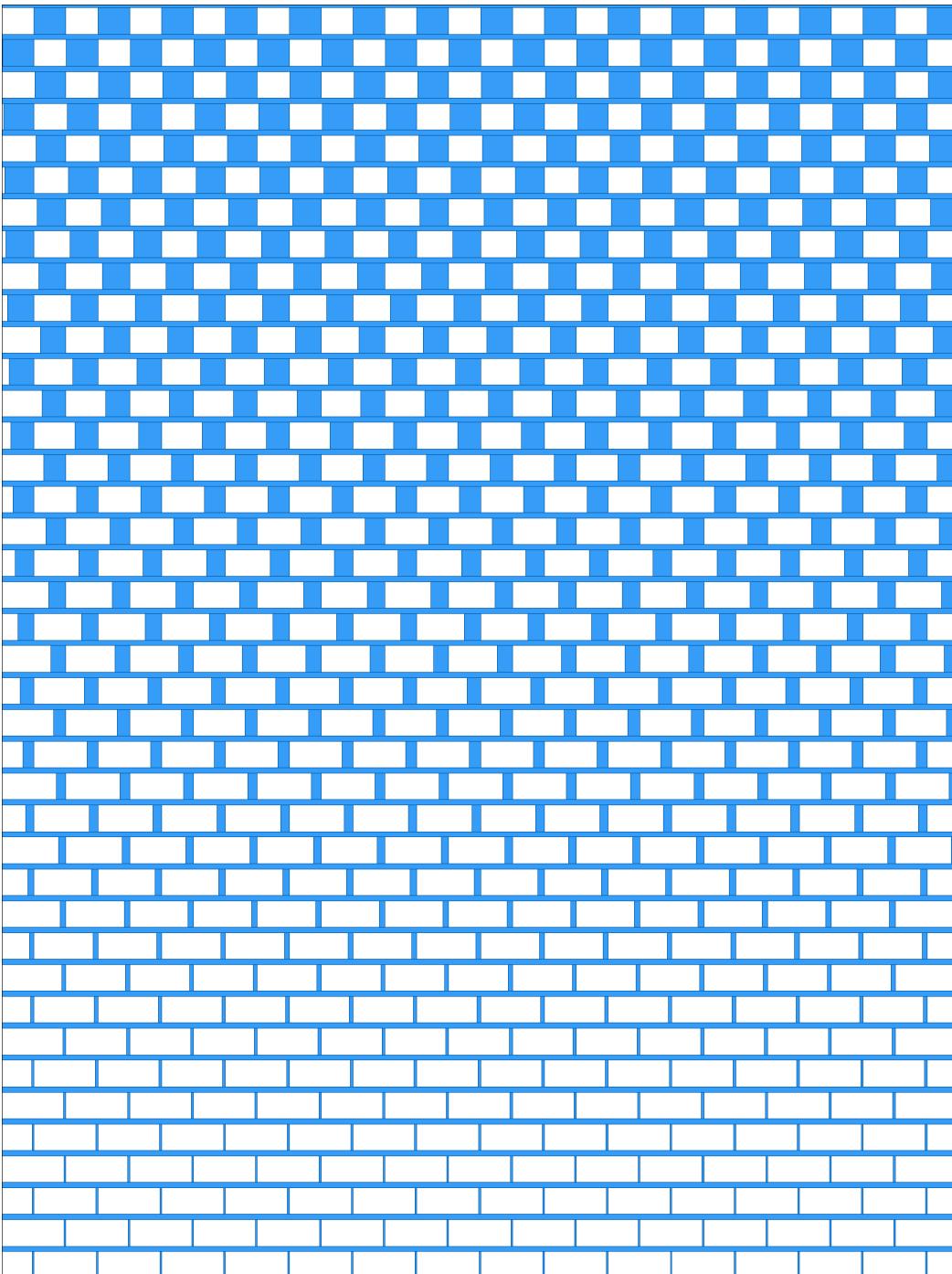
A checkerboard pattern is generated on a surface. The two rectangle groups are scaled along the surface's u and v direction respectively to create a 'woven' effect. The rectangles' width is controlled by the closest distance to a curve attractor.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Polygonal, Rectangles, No Overlap



004

[Download Script](#)

Bricks Inversion

Description:

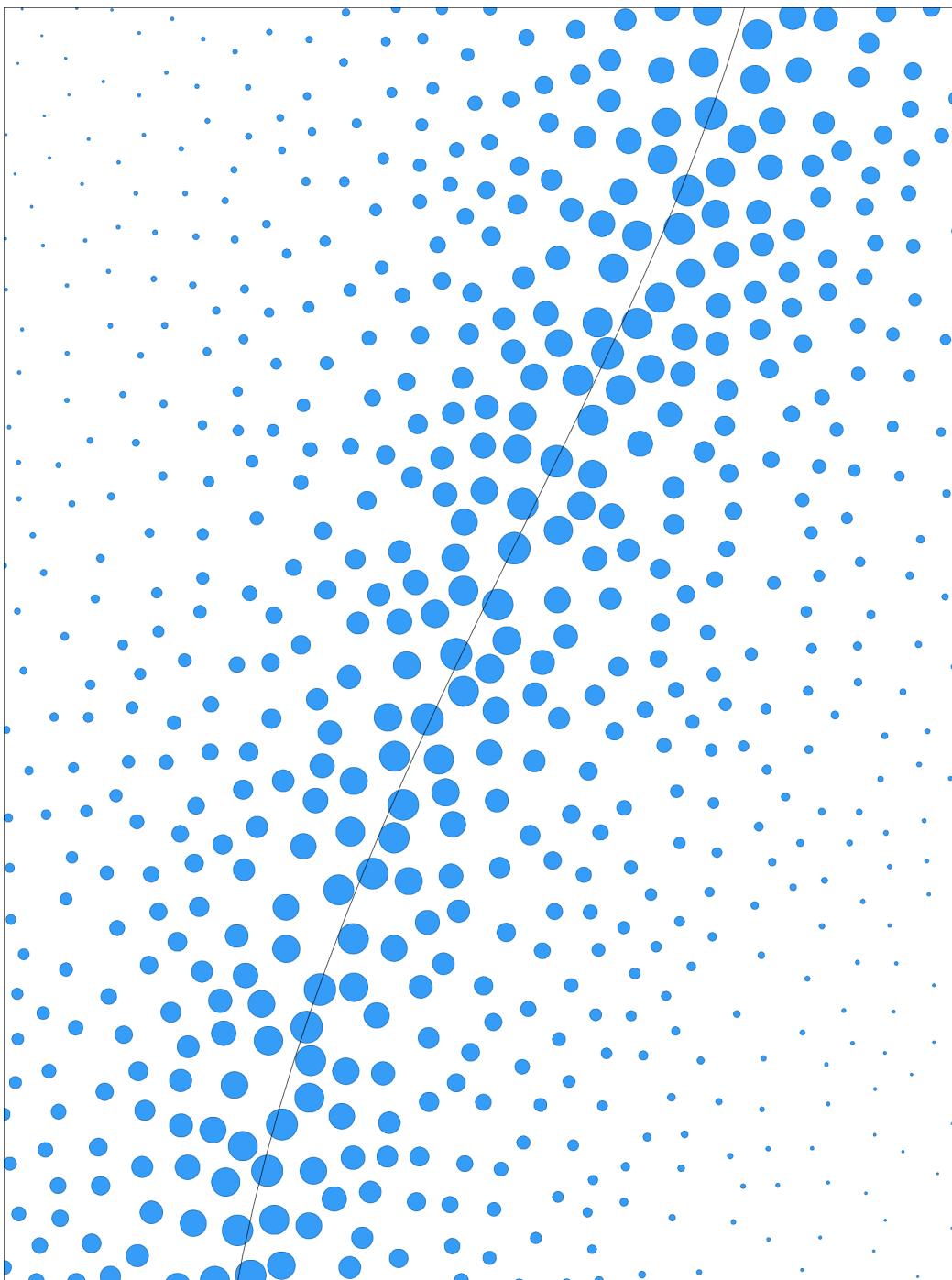
Based on a checkerboard surface subdivision, rectangles diminish in width the closer they get to an attractor curve. Horizontal divisions separate each row to create the brick-effect.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Polygonal, Bricks, No Overlap



005

[Download Script](#)

Bubbles Along Curve

Description:

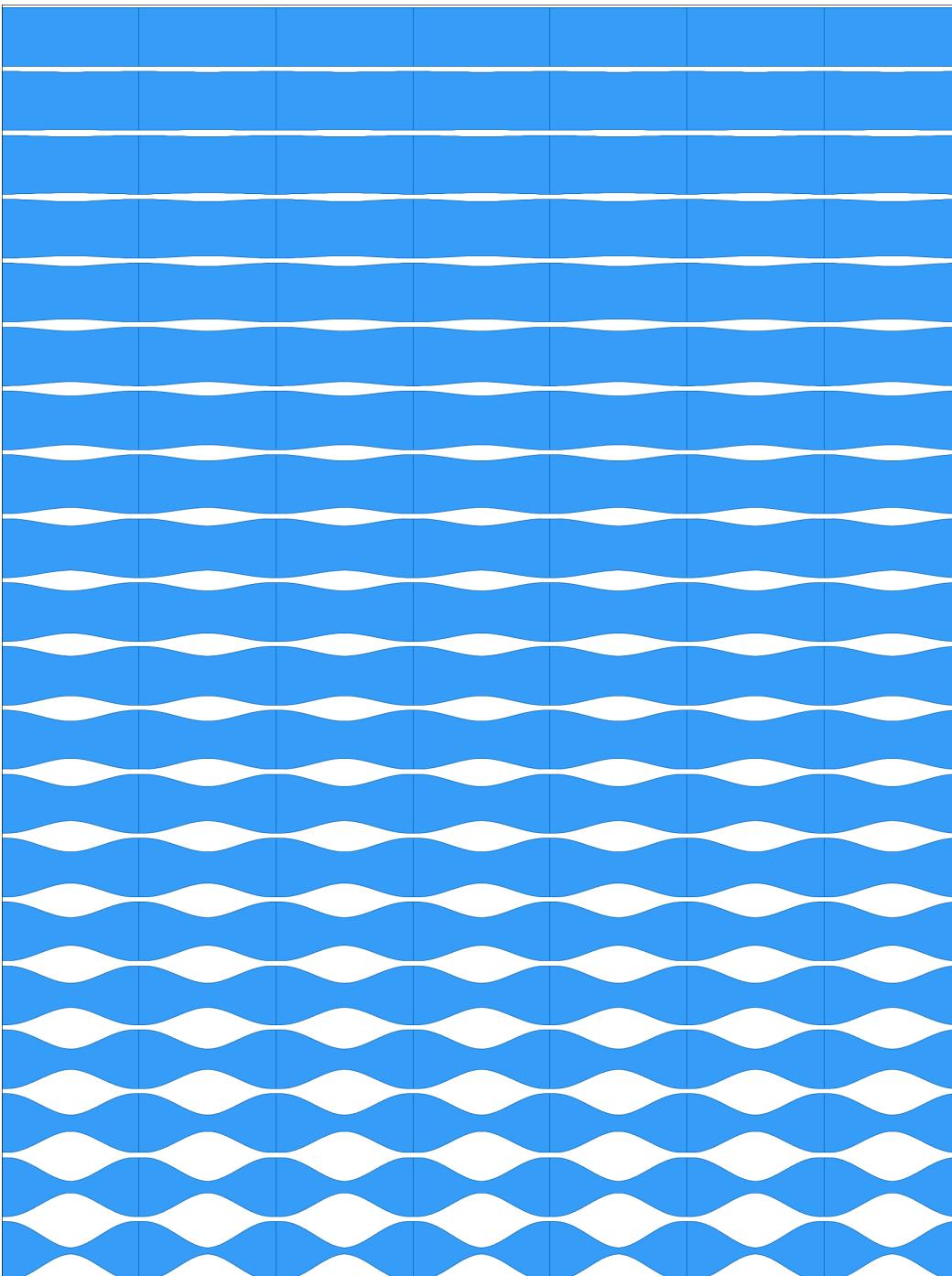
A surface is populated with randomly placed points. Circles at those points increase in scale in proximity to an attractor curve.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Circles, Random Distribution



006

[Download Script](#)

Harlequin Waves

Description:

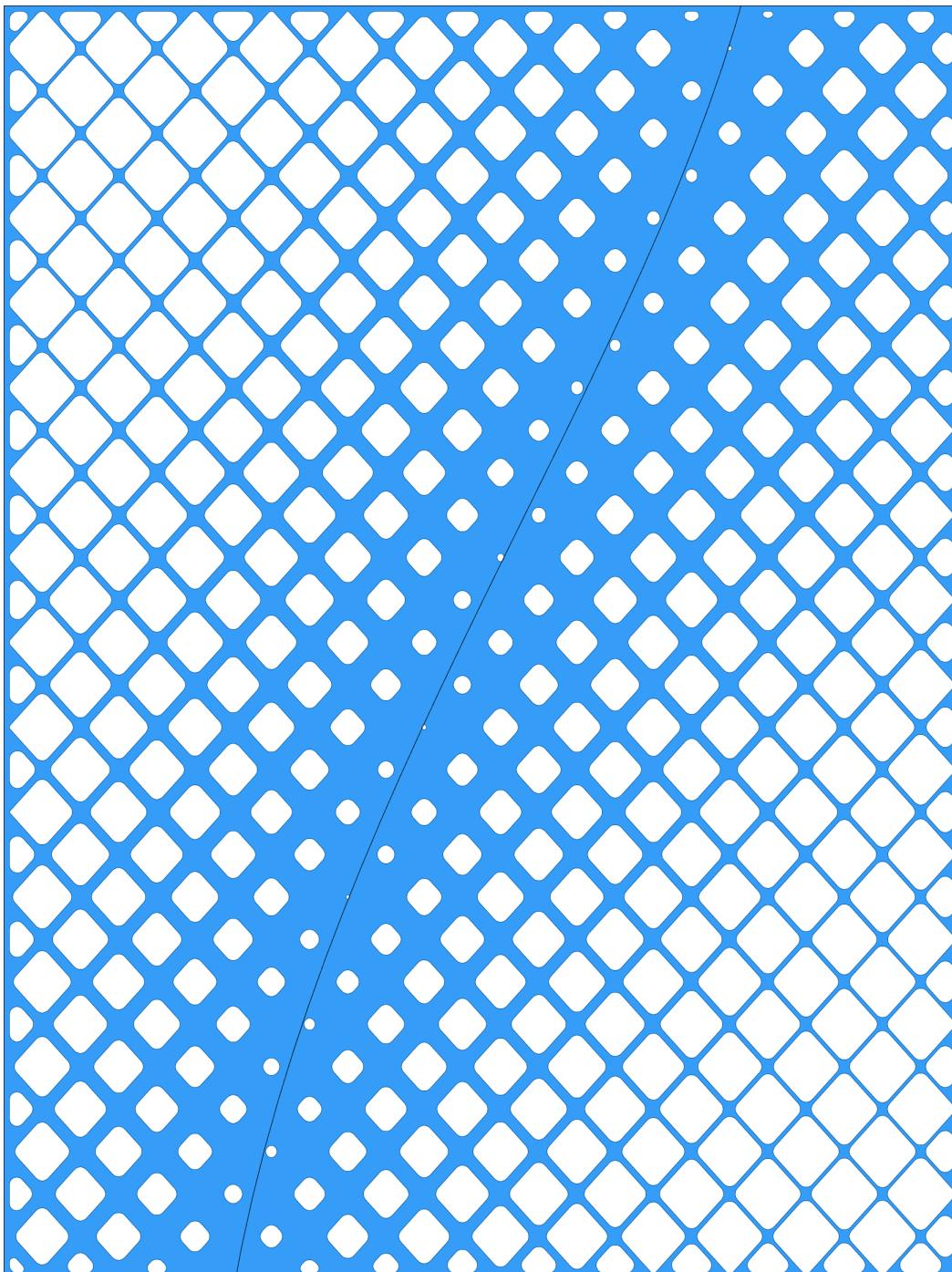
Using a checkerboard surface subdivision, curvilinear elements are created by generating curves using tangents. The elements' central tangent is moved to transform them rectangles to hourglass shapes in relation to their distance to a curve attractor.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, No Overlap, Curvilinear



007

[Download Script](#)

Diamond Gradient

Description:

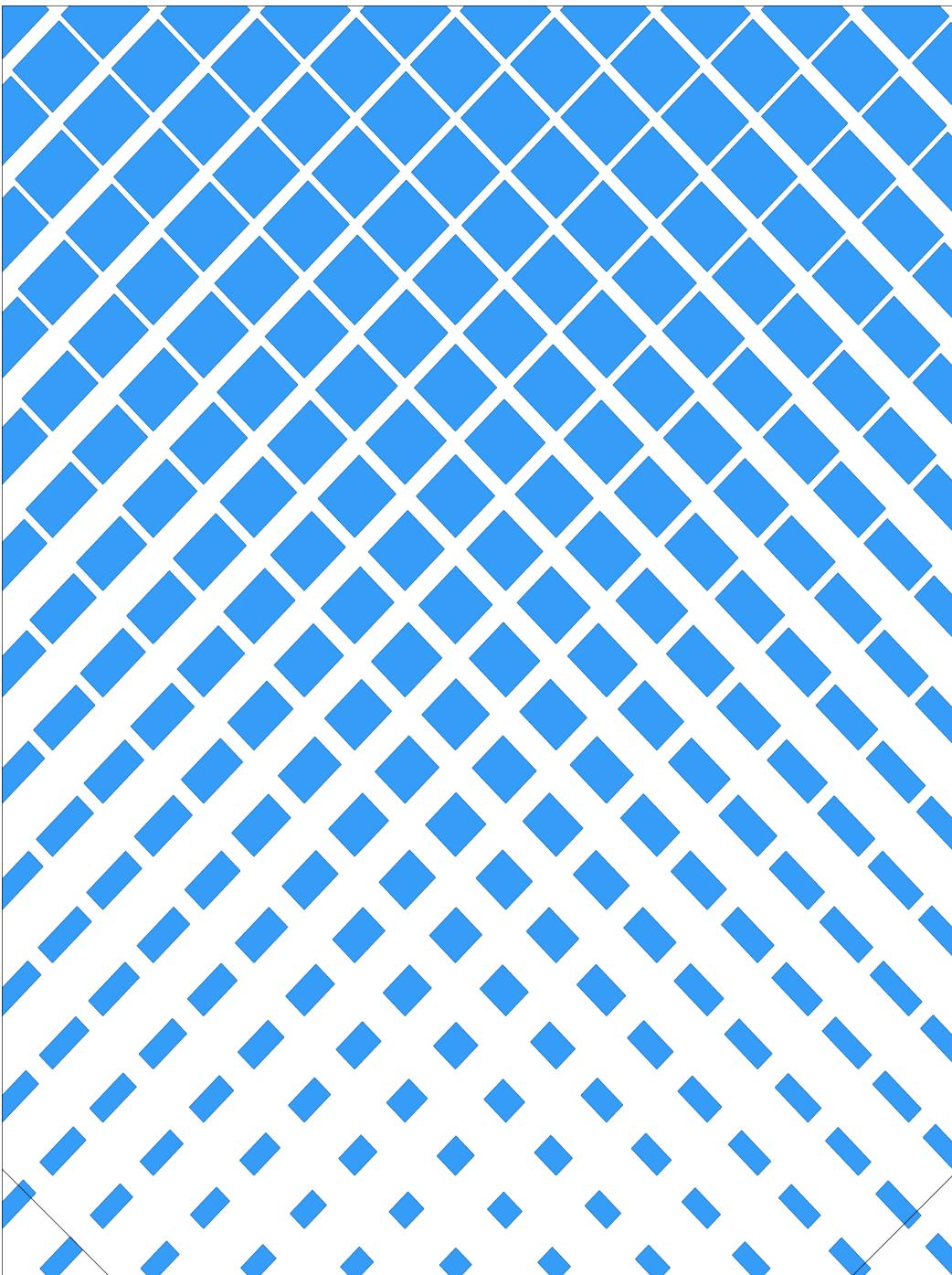
A diamond pattern grid is generated on a surface. Four points are connected to form a curve through relative item selection. The resulting diamond shapes are offset in relation to their distance to an attractor curve. All diamond corners are filleted.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Diamond, Fillet



008

[Download Script](#)

Double Deformation

Description:

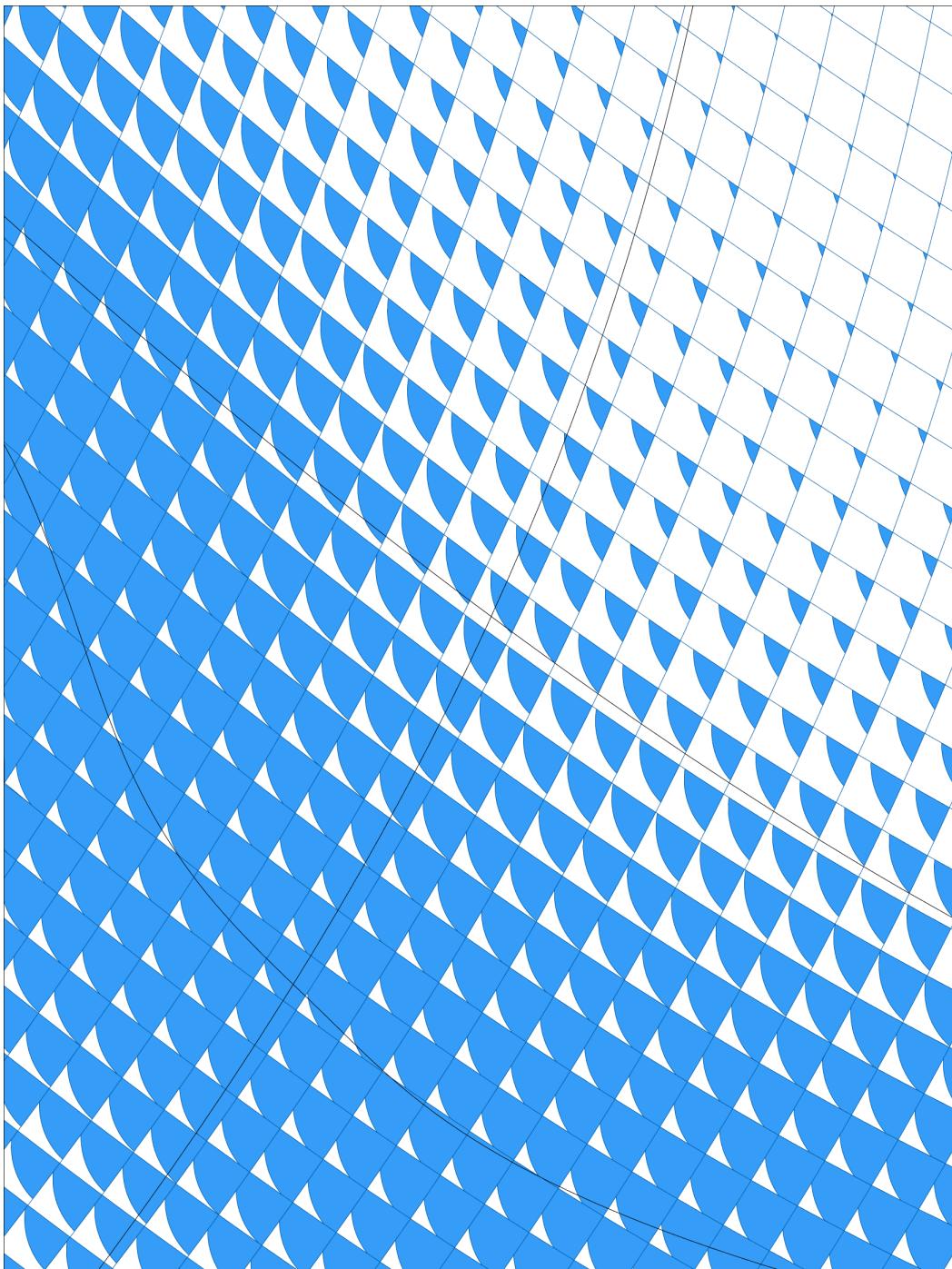
Based on a checkerboard surface subdivision, diamond-shaped curves are scaled in two directions. Each diamonds' distance to one or the other attractor curve defines the scaling factor in one of its two axis.

Inputs:

- Surface
- Curve (Attractor 1)
- Curve (Attractor 2)

Tags:

Gradient, Polygonal, Diamonds, No Overlap



009

[Download Script](#)

Fish Scales

Description:

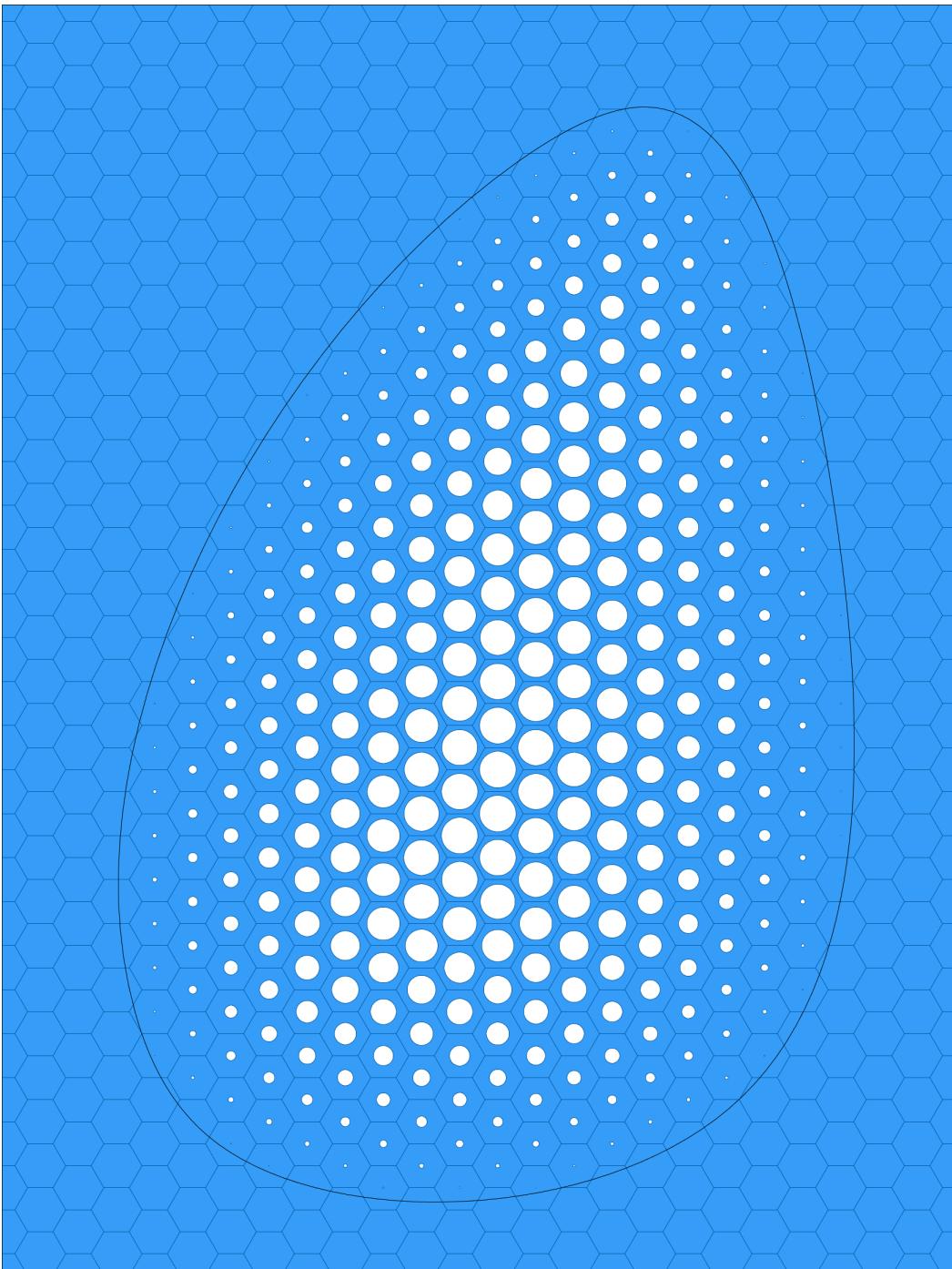
Two curves generate a deformed grid. Rectangular closed curves create individual 'scales' on the grid. A circle is generated for each 'scale' and moved closer or further from the scale's centerpoint in relation to the distance to a curve attractor. The intersection between the rectangular scale and the circle is calculated to create the fish scale effect. The resulting effect is contained within the surface boundary.

Inputs:

- Surface
- Curve 1 (Grid Curve A)
- Curve 2 (Grid Curve B)
- Curve 3 (Attractor)

Tags:

Gradient, Curvilinear, Scales, No Overlap



010

[Download Script](#)

Local Perforation

Description:

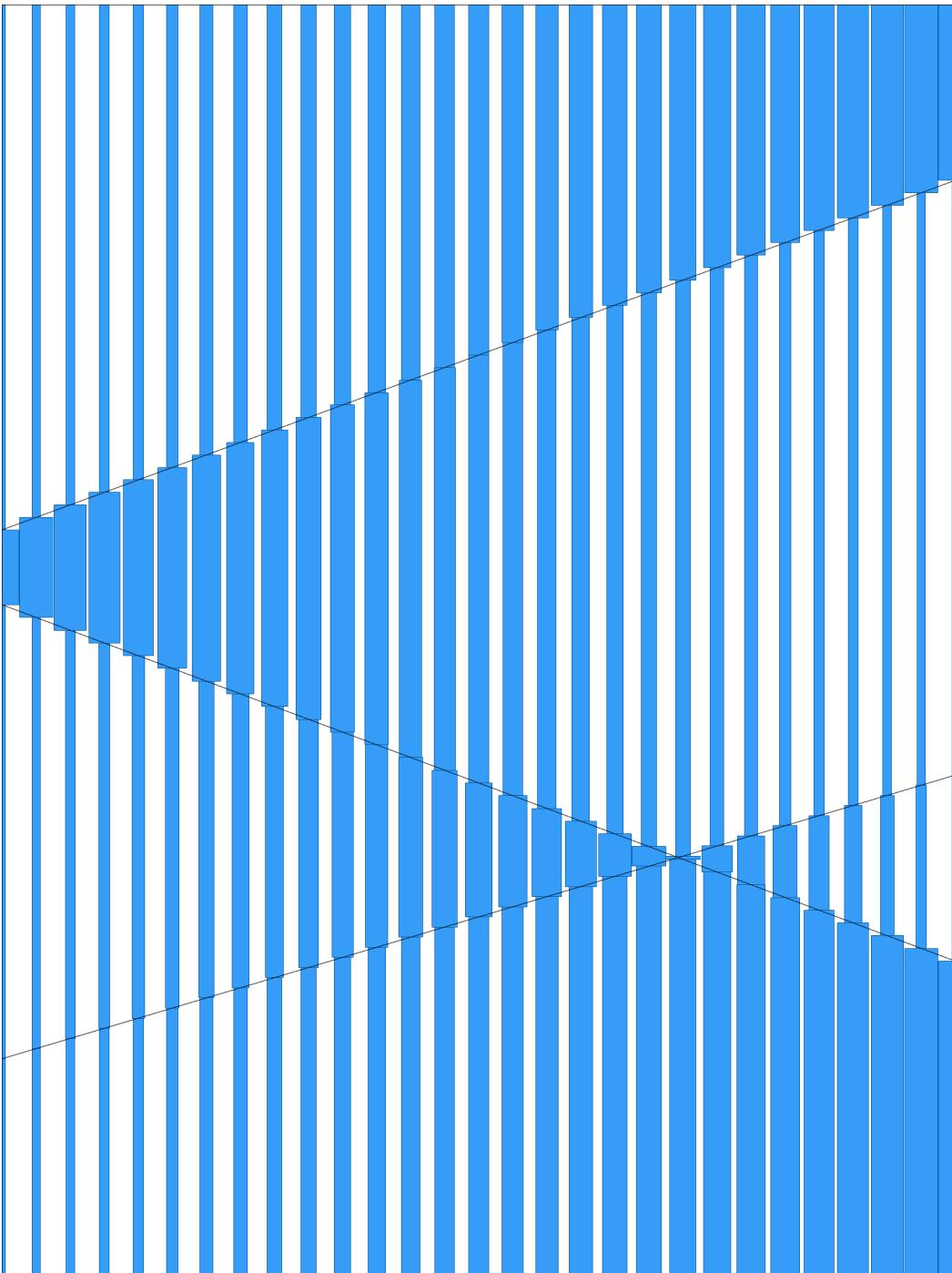
A hexagonal grid is generated on a base surface. The hexagons within the attractor curve are perforated with circles that increase in size the further they are from the curve. The result is a locally perforated surface made up of hexagon elements.

Inputs:

- Surface
- Closed Curve (Attractor)

Tags:

Gradient, Hexagons, Circles, Perforation



011

[Download Script](#)

Opposing Gradients

Description:

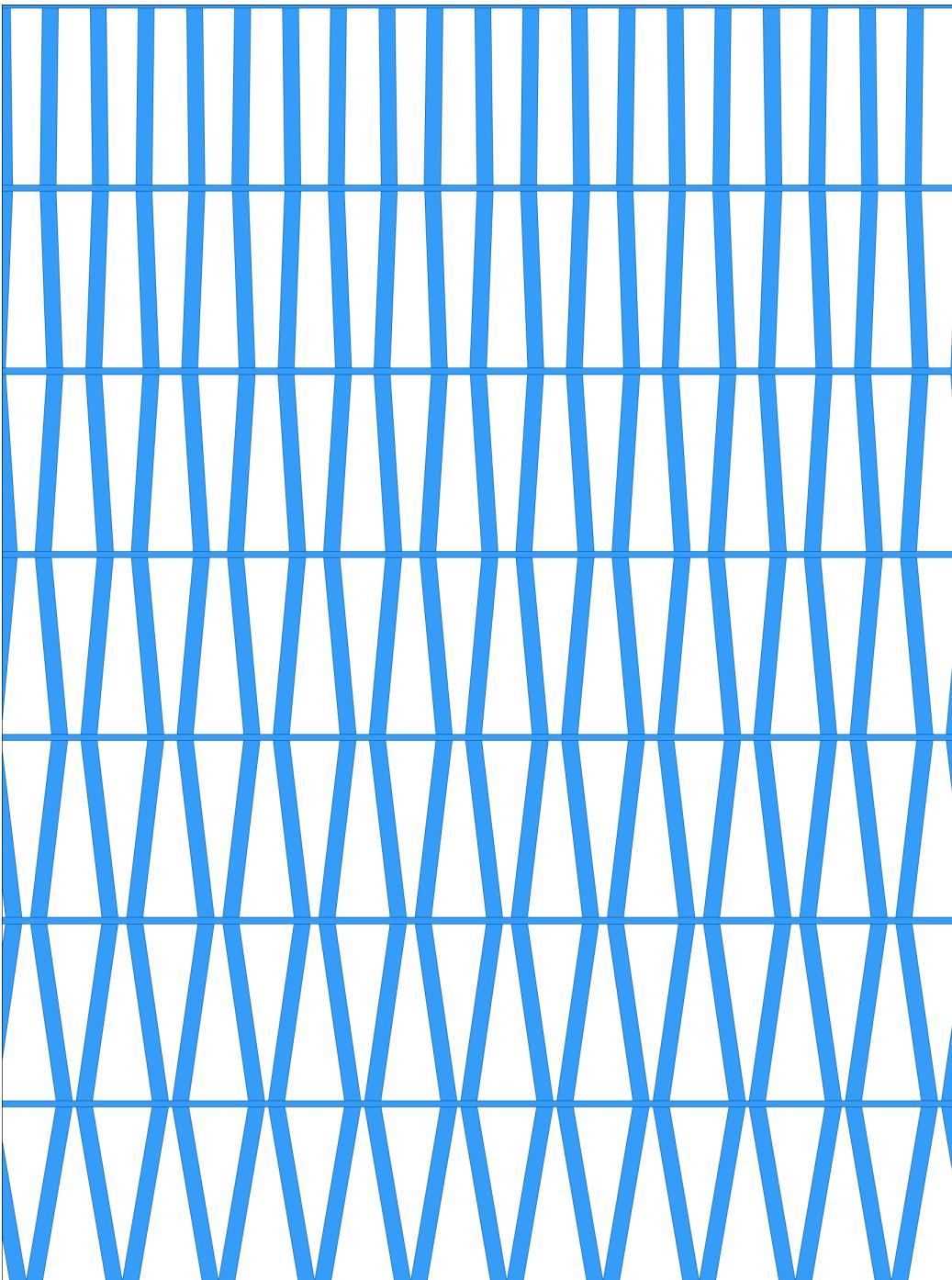
A surface is subdivided along its axis. Equally spaced lines are split with input curves. The resulting curve segments are offset to both sides to create thickness. The elements' thickness in each section follows a gradient that flips direction for each neighboring section.

Inputs:

- Surface
- Curves (Splitting Curves)

Tags:

Gradient, Polygonal, Louvers, Facade



012

[Download Script](#)

Diagrid Gradient

Description:

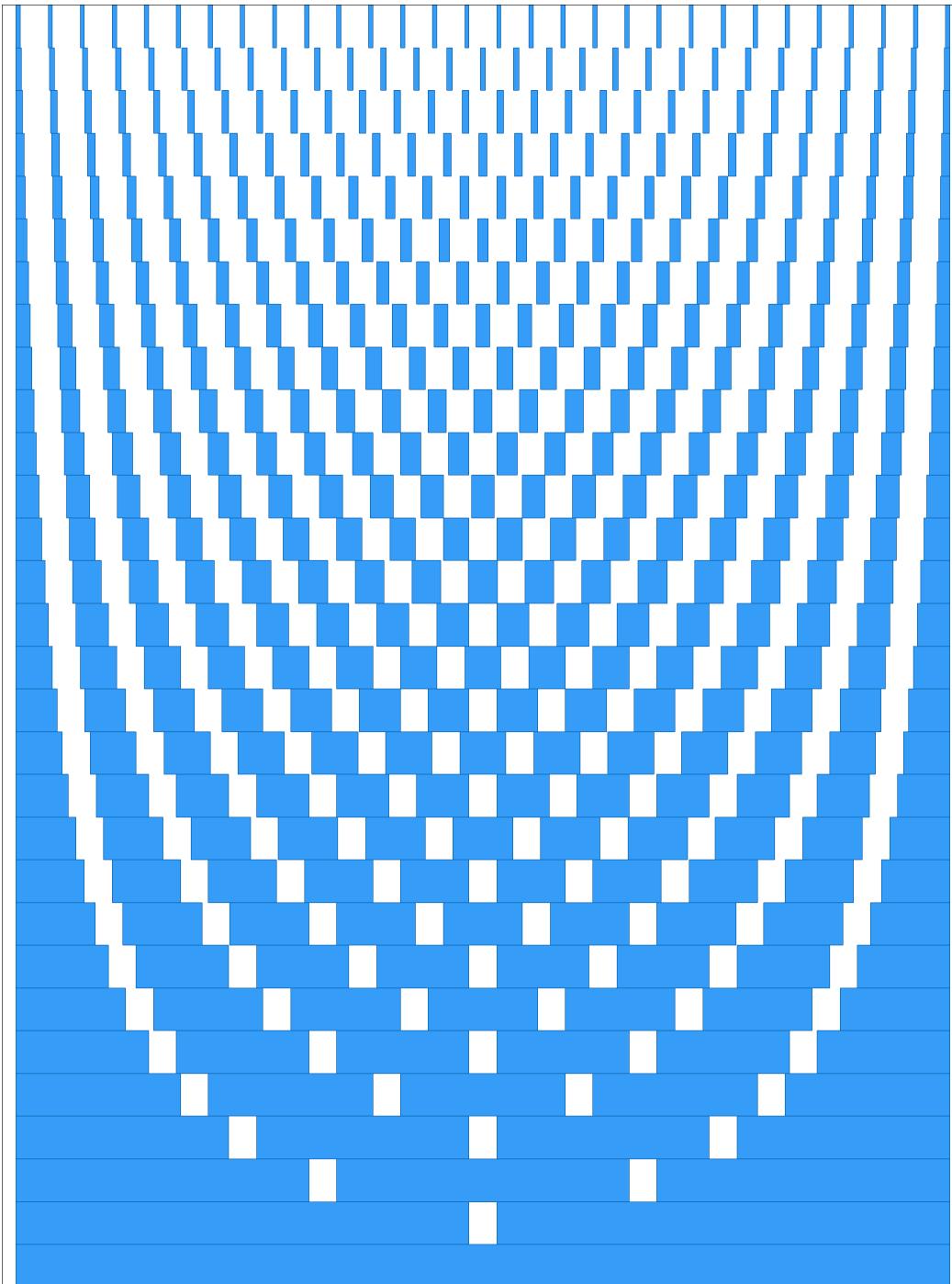
A surface is subdivided in both directions to create a grid of points. Two groups of lines are generated from the point grid: horizontal lines creating sections and vertical lines. Relative to the distance to an attractor curve point pairs are moved closer together along the section lines. The point pairing alternates from row to row creating a diamond pattern. The elements go from parallel to zig-zagged.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Polygonal, Facade, Diamonds



013

[Download Script](#)

Gap Pyramid

Description:

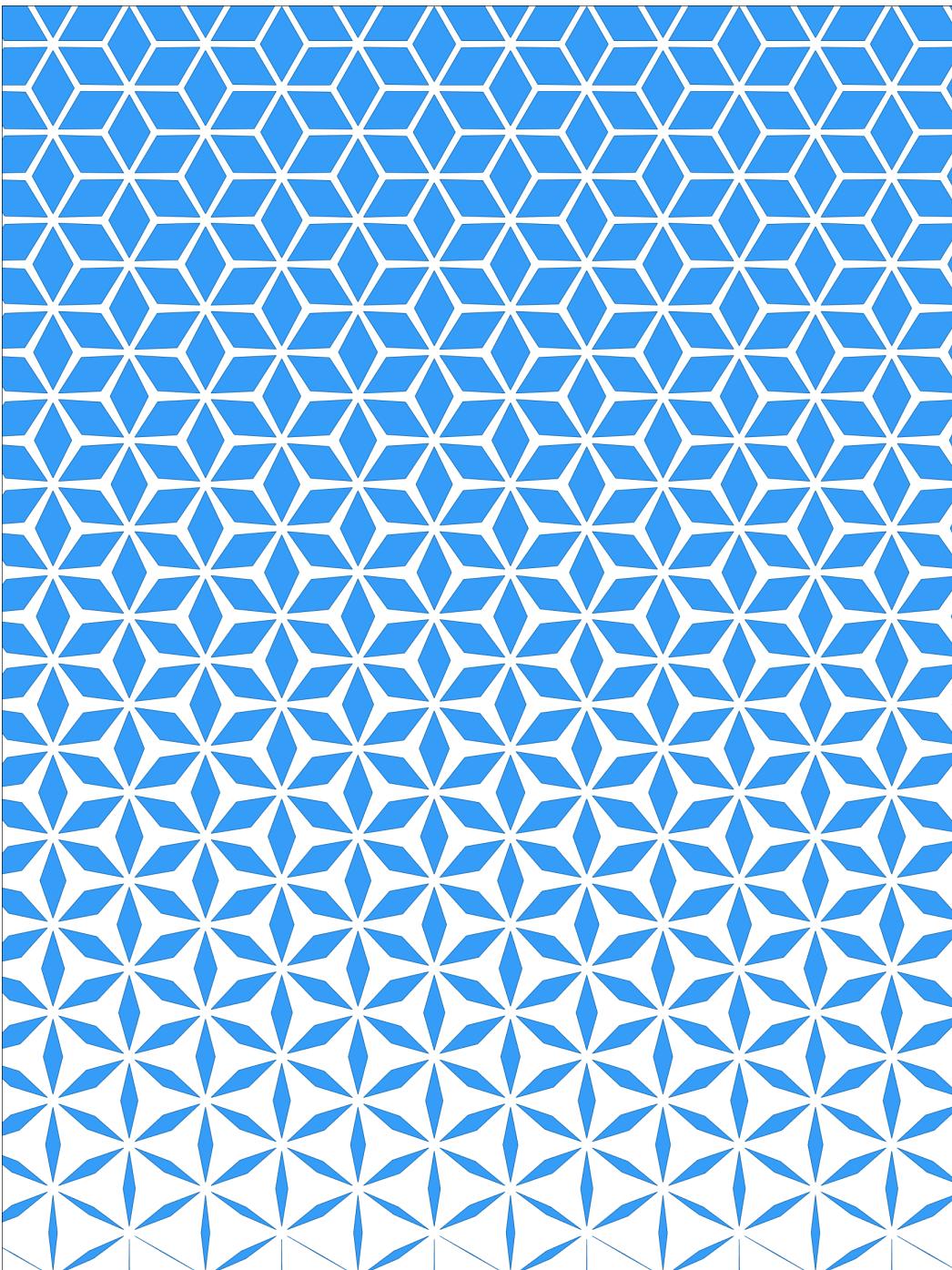
The input surface is subdivided to create horizontal sections. The sections are divided with increasing numbers of points, with increments of one. At the point location the horizontal section is cut out, creating a pyramid-like pattern with wide elements on one end and thin ones on the other.

Inputs:

- Surface

Tags:

Gradient, Rectangles, Assymetrical



014

[Download Script](#)

Hexagon Flowers

Description:

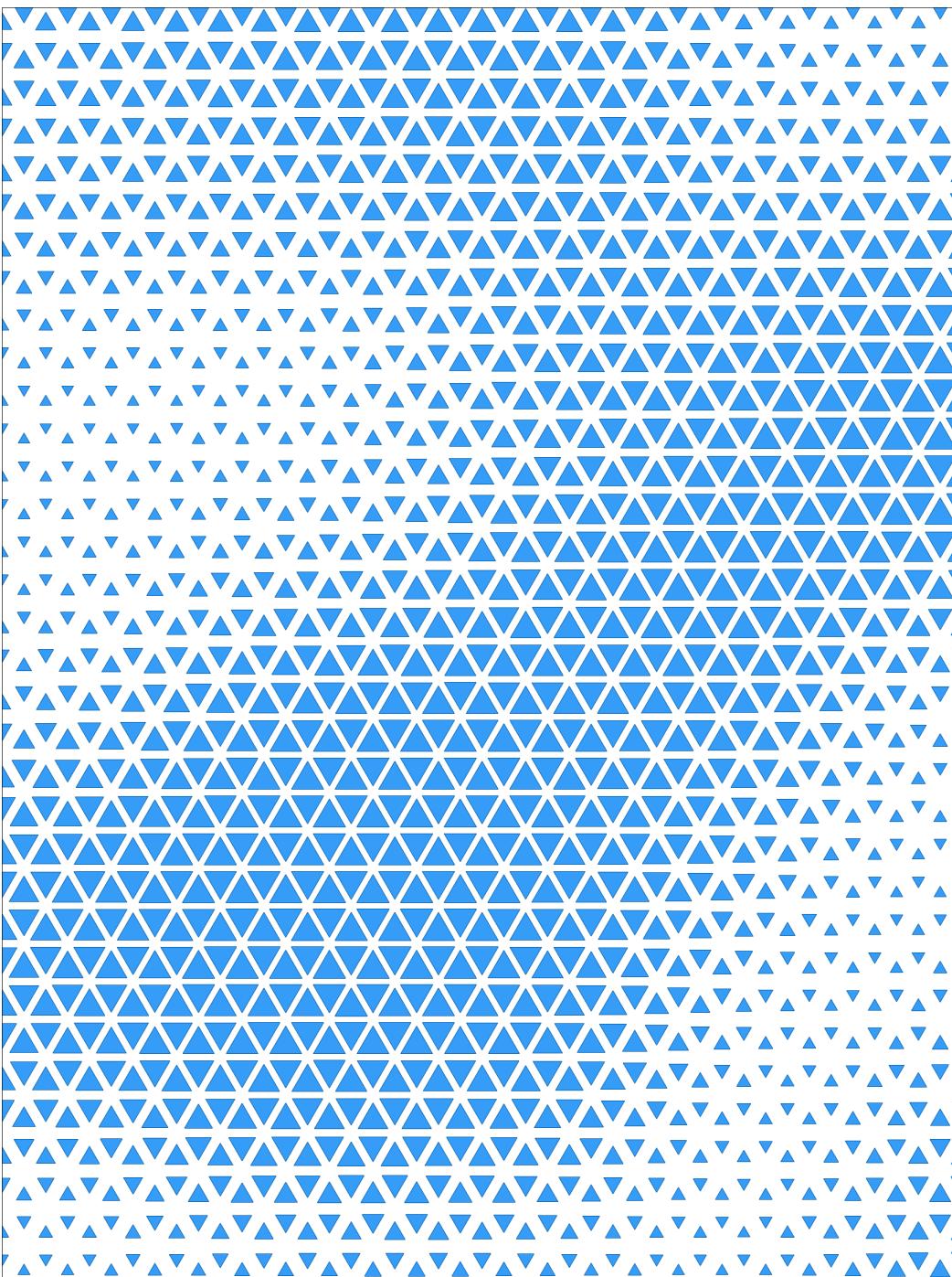
A hexagon pattern is generated within the bounds of the input surface. Each hexagon is divided into three equal diamonds. The diamonds are scaled along their short axis in relation to the distance to a curve attractor, resulting a pattern that goes from geometrical to floral.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Hexagonal, Floral, Diamonds



015

[Download Script](#)

Hexagon Triangles

Description:

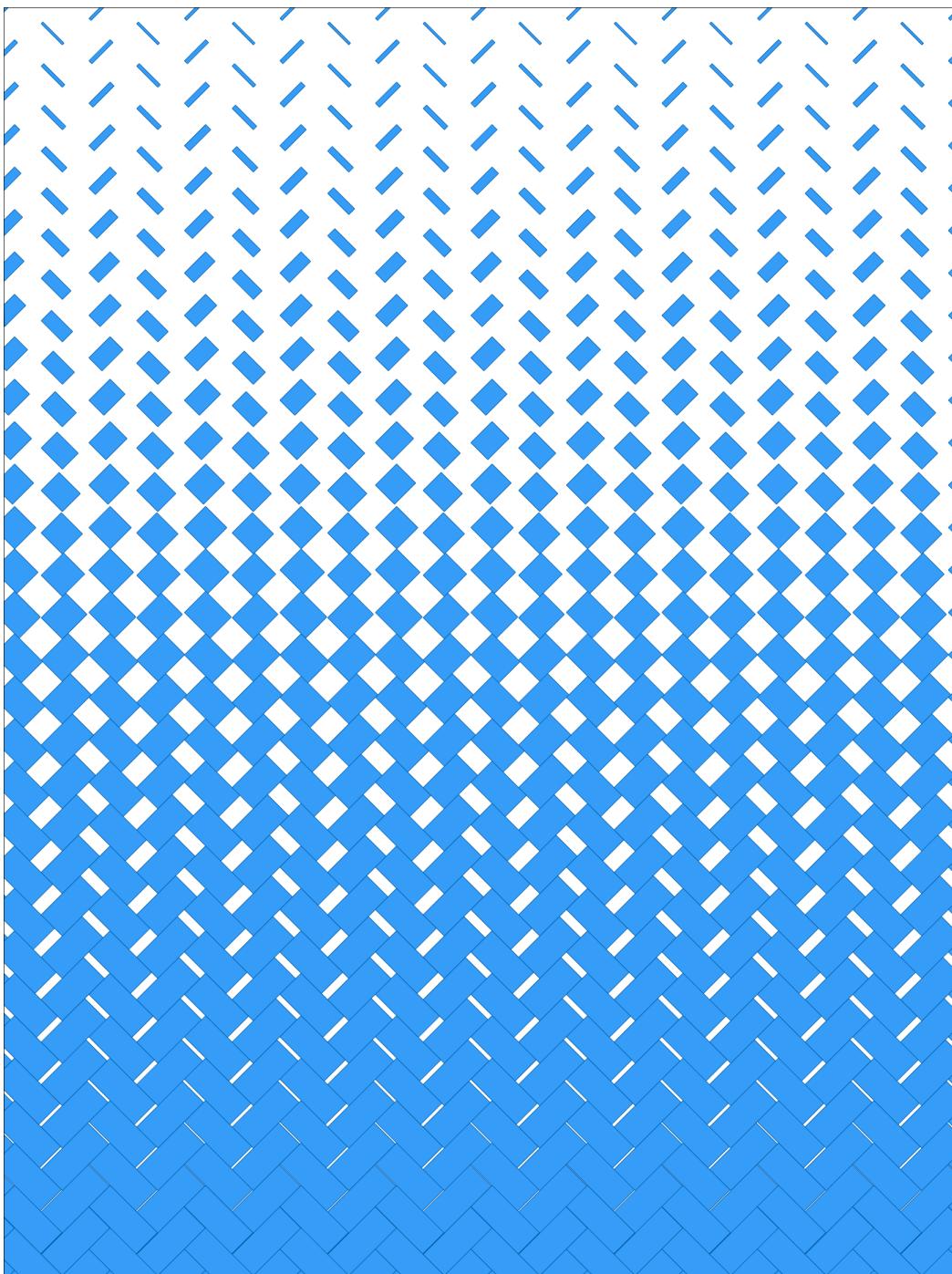
A hexagon pattern is generated within the bounds of the input surface. Each hexagon is divided into six equal triangles. Each triangle is scaled using a black and white image map. Each triangle's location relative to the input surface is mapped to the matching location on the image map. The brightness of the pixel at that point in the image controls the scaling factor.

Inputs:

- Surface
- Image (Image Map)

Tags:

Gradient, Triangles, Cloud



016

[Download Script](#)

Dissolving Pavers

Description:

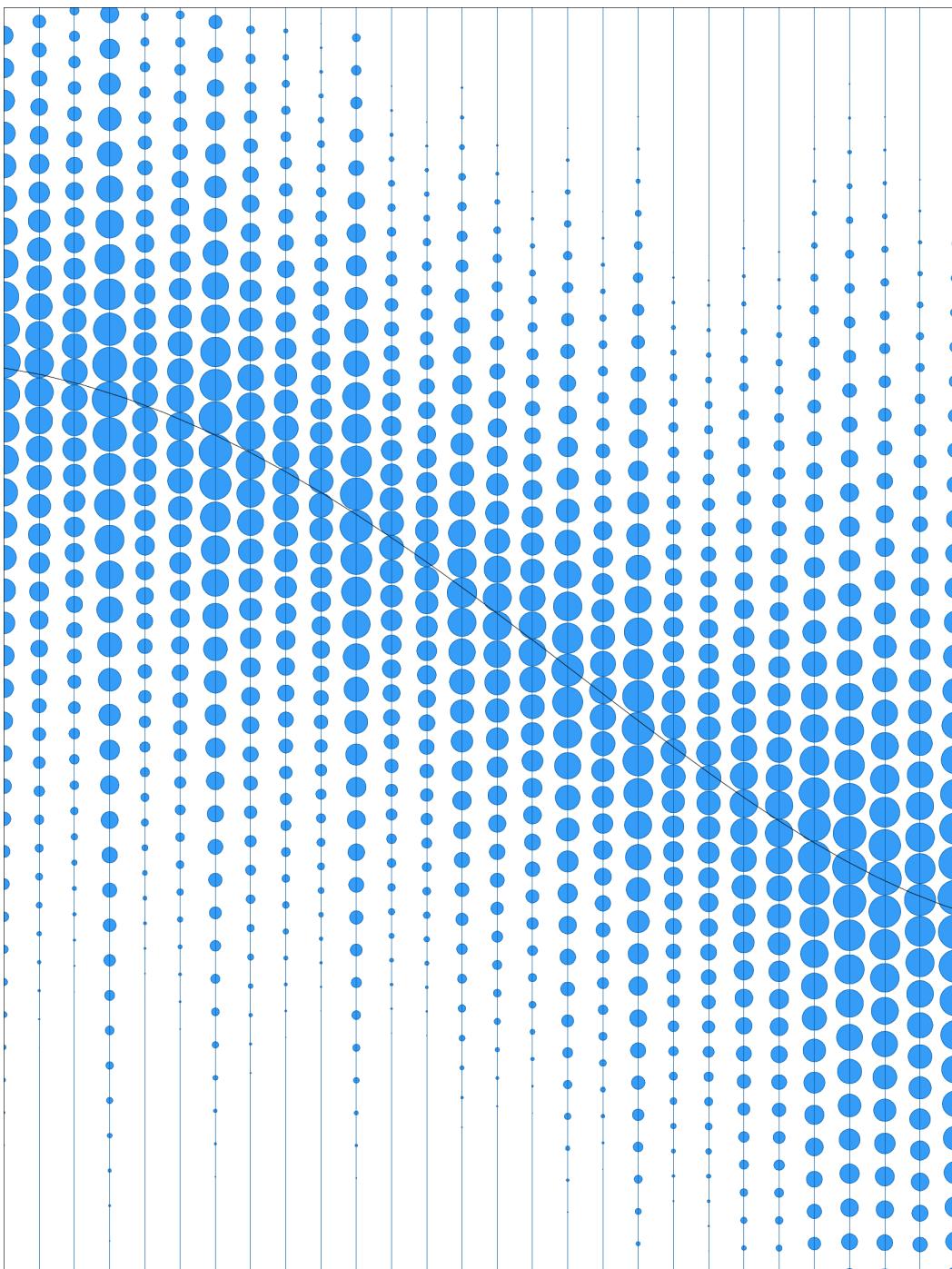
The input surface is subdivided to create a grid of points. Using basic trigonometry, two interlocking sets of rectangles are generated. The rectangles are scaled along their length in relation to their distance to an attractor curve.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Rectangles, Paving, Bricks



017

[Download Script](#)

Perl Chains

Description:

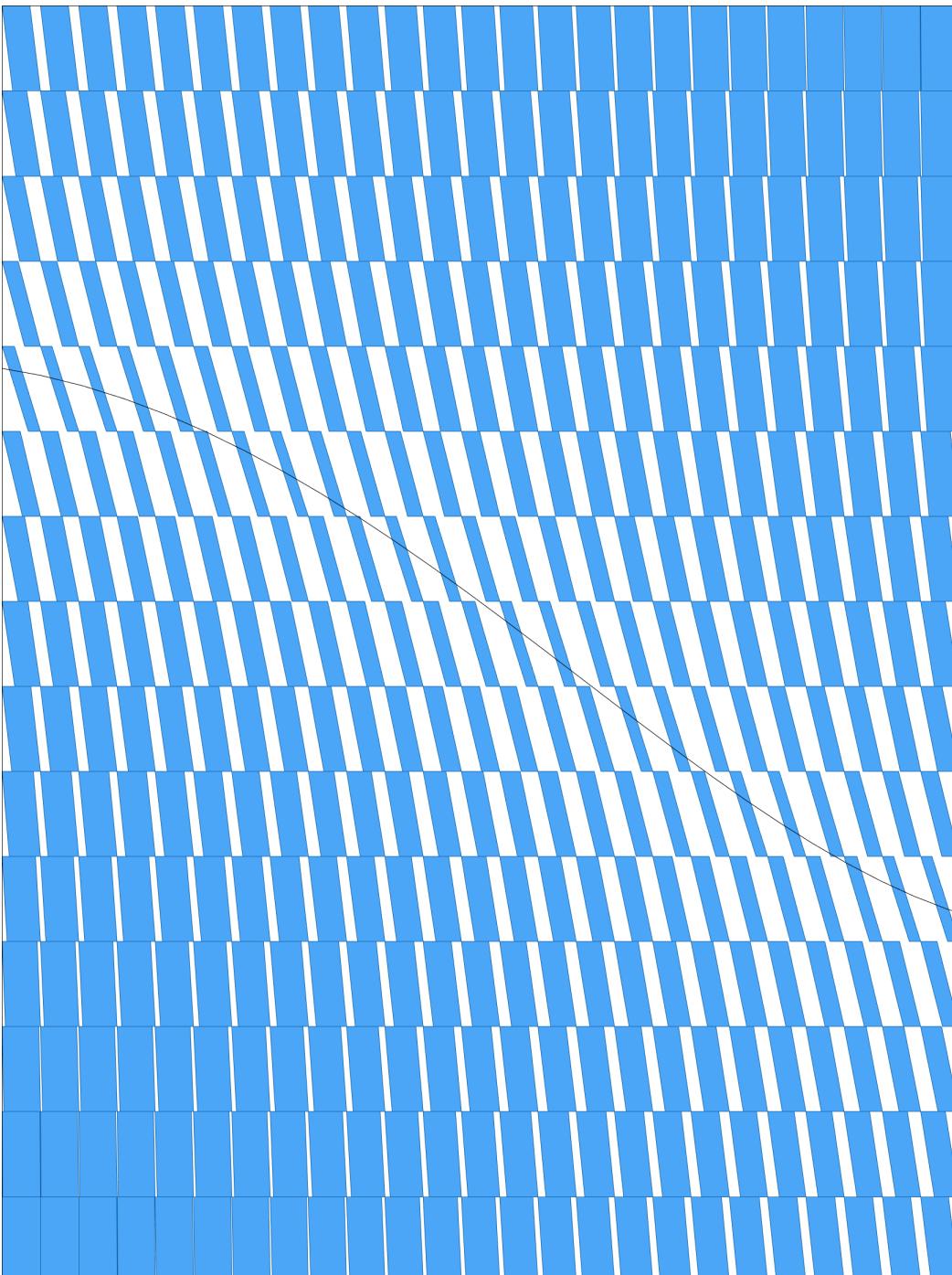
The input surface is divided to create vertical section lines. The lines are divided by varying amounts of points within a similar range. The distance between two neighboring points on a line define the maximum diameter of the circles created on each curve. The circles are then scaled in relation to the distance to an attractor curve.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Circles, Linear, Perforation



018

[Download Script](#)

Distorted Panels

Description:

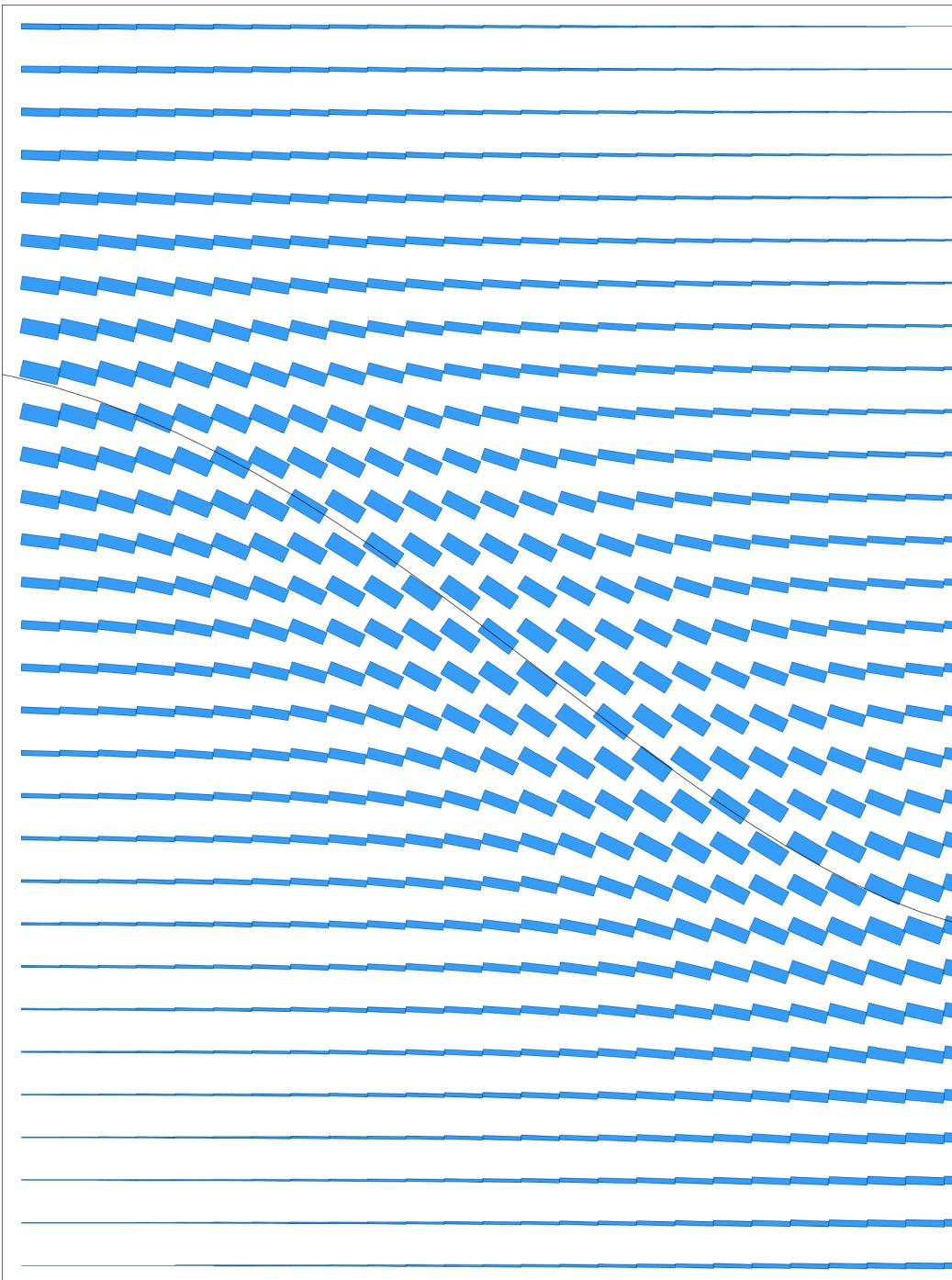
The input surface is subdivided to create a grid of rectangular surfaces. Two opposing corners of the rectangles are moved to their neighboring corners in relation to the distance to an attractor curve. While each resulting panel never exceeds its original, rectangular outline the distorted panels suggest a movement.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Polygonal, Facade, Panels, Distortion



019

[Download Script](#)

Ridge Effect

Description:

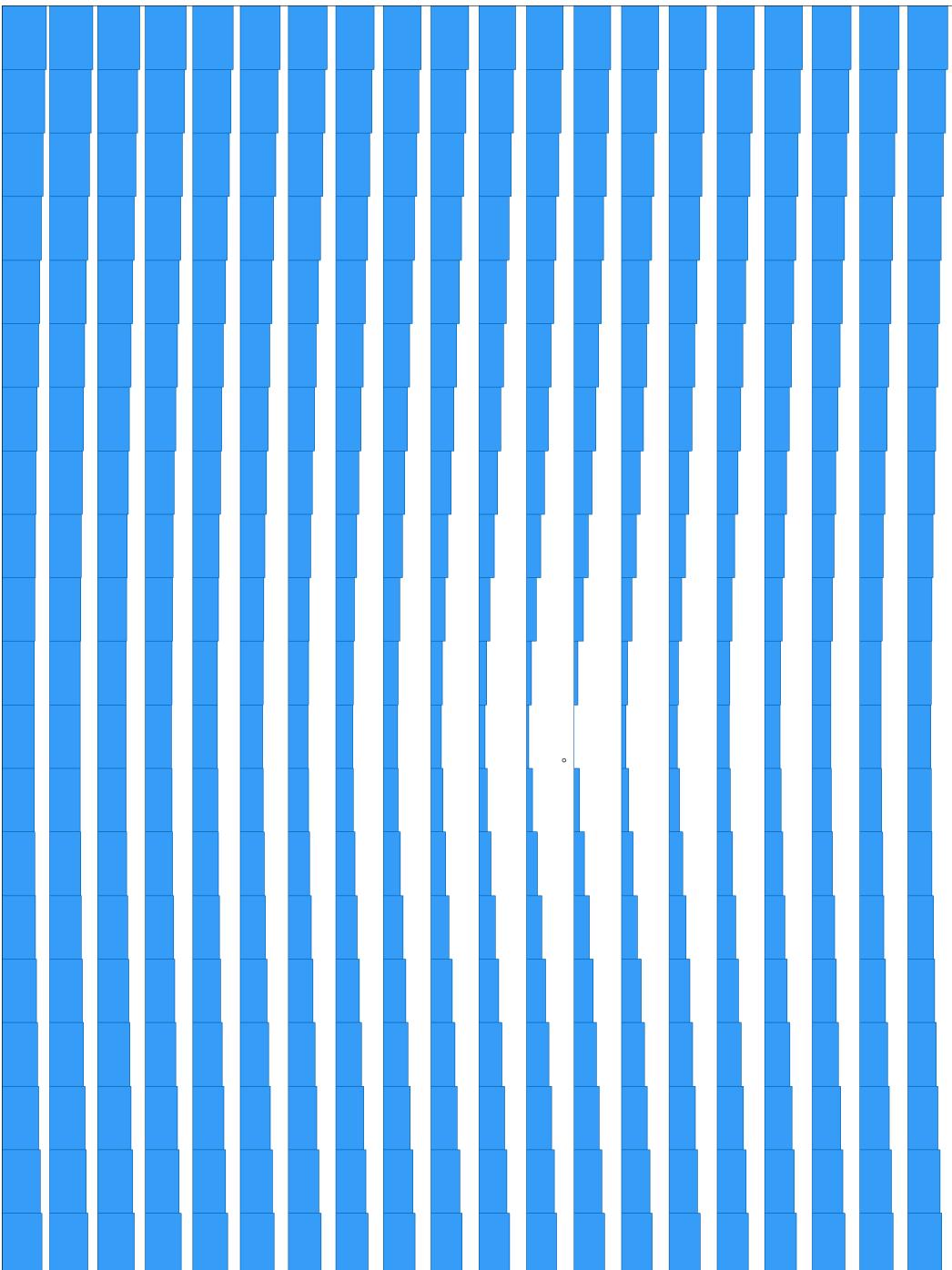
The input surface is subdivided to create a grid of points. A rectangle is created at each point in the grid. The width as well as the rotation of each rectangle is driven by its distance to a curve attractor.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Rectangles, Field Effect, Rotation



020

[Download Script](#)

Stacked Panels

Description:

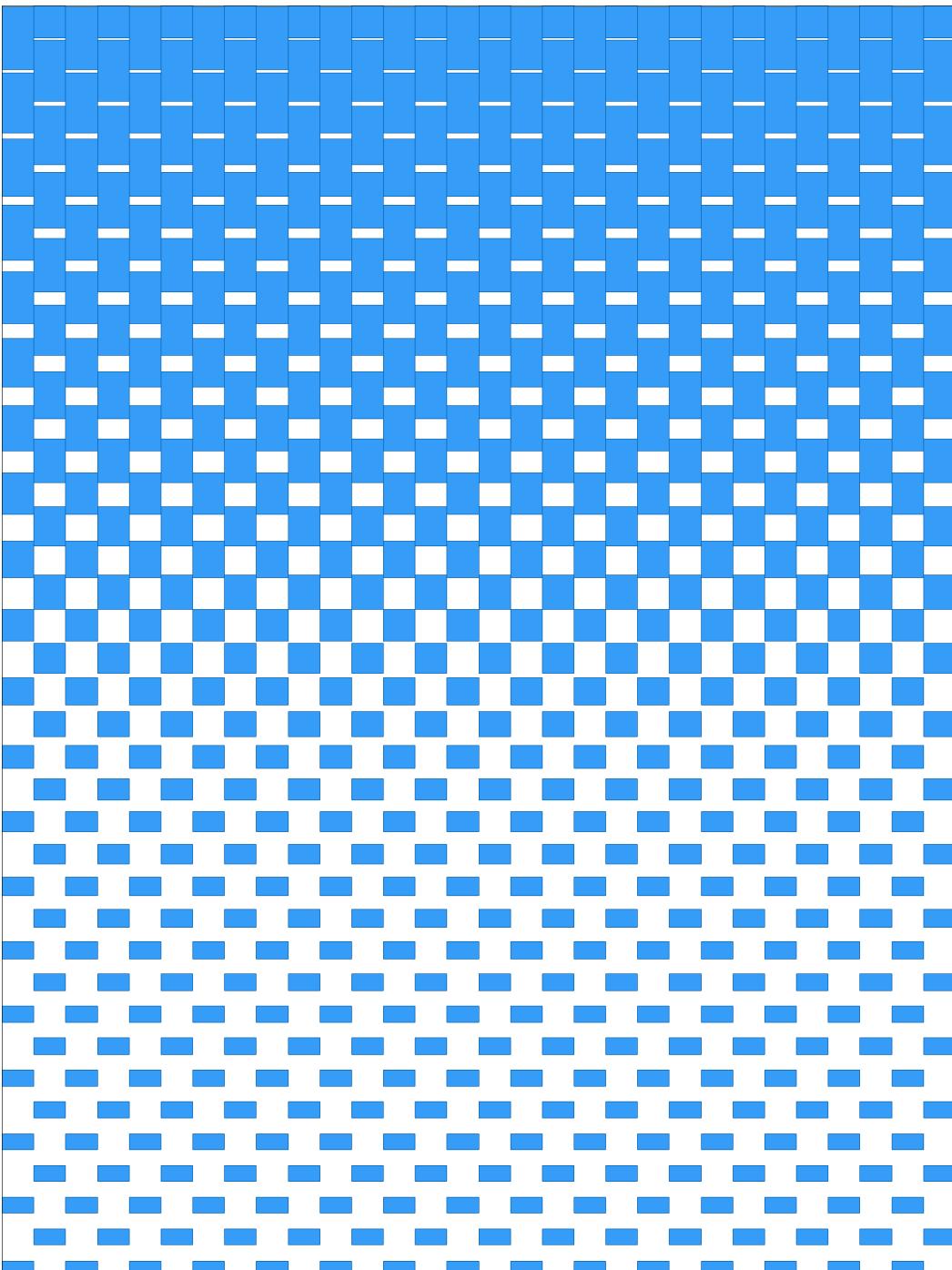
The input surface is subdivided into rectangular panels. Each panel is scaled along its width from the same side by an amount proportional to the distance to an attractor point.

Inputs:

- Surface
- Point (Attractor)

Tags:

Gradient, Facade, Panel, Rectangles



021

[Download Script](#)

Narrowing Bricks

Description:

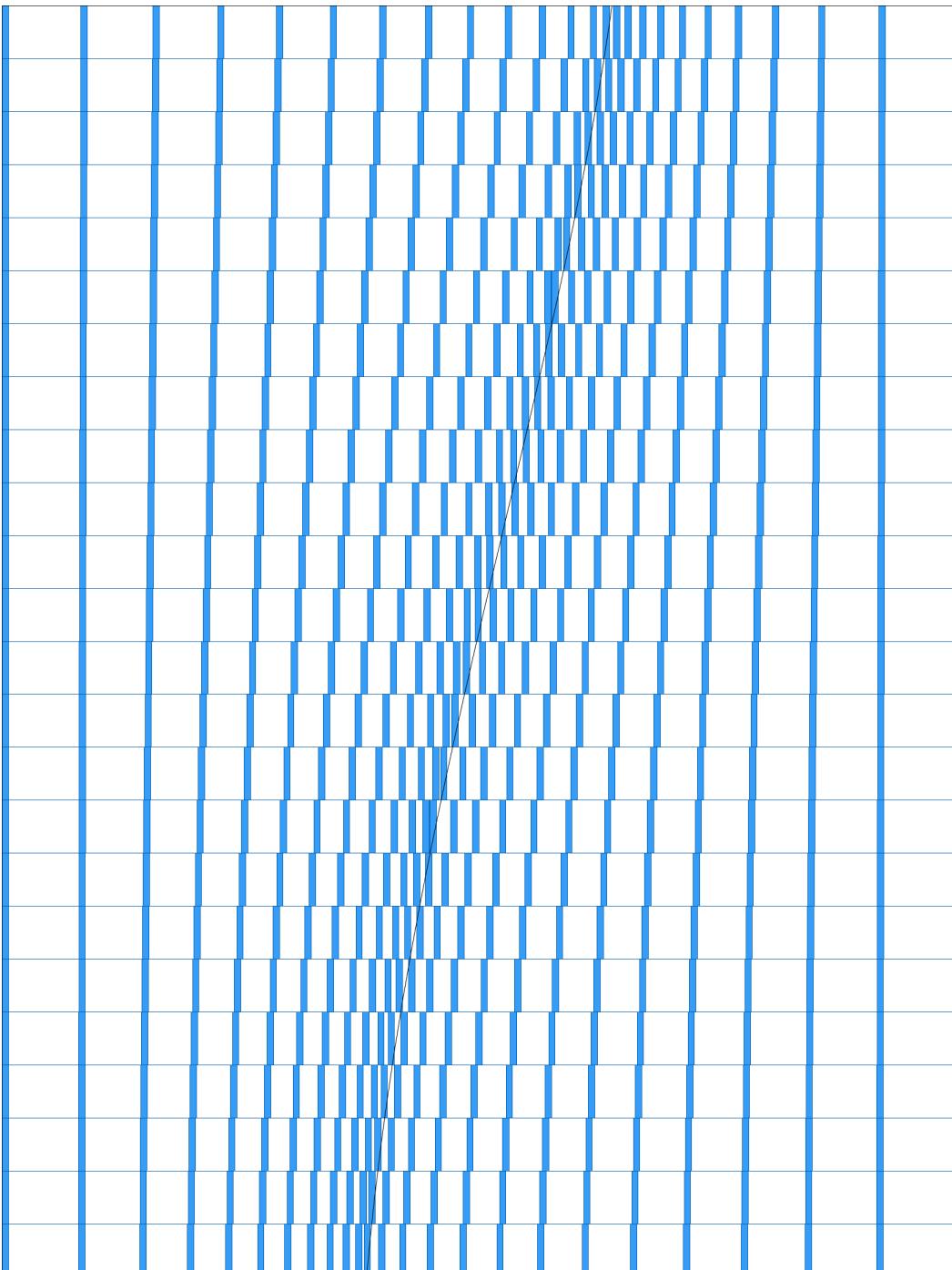
The input surface is subdivided into a grid of points. A checkerboard pattern is created by deleting every other element on each row, shifting the deletion pattern each row. Rectangles are created for the remaining points that neatly fill out the surface. The rectangles are then scaled along their long axis in relation to the distance to a curve attractor, leading to a brick pattern that dissolves into narrower and narrower elements.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Bricks, Rectangular



022

[Download Script](#)

Pinched Sticks

Description:

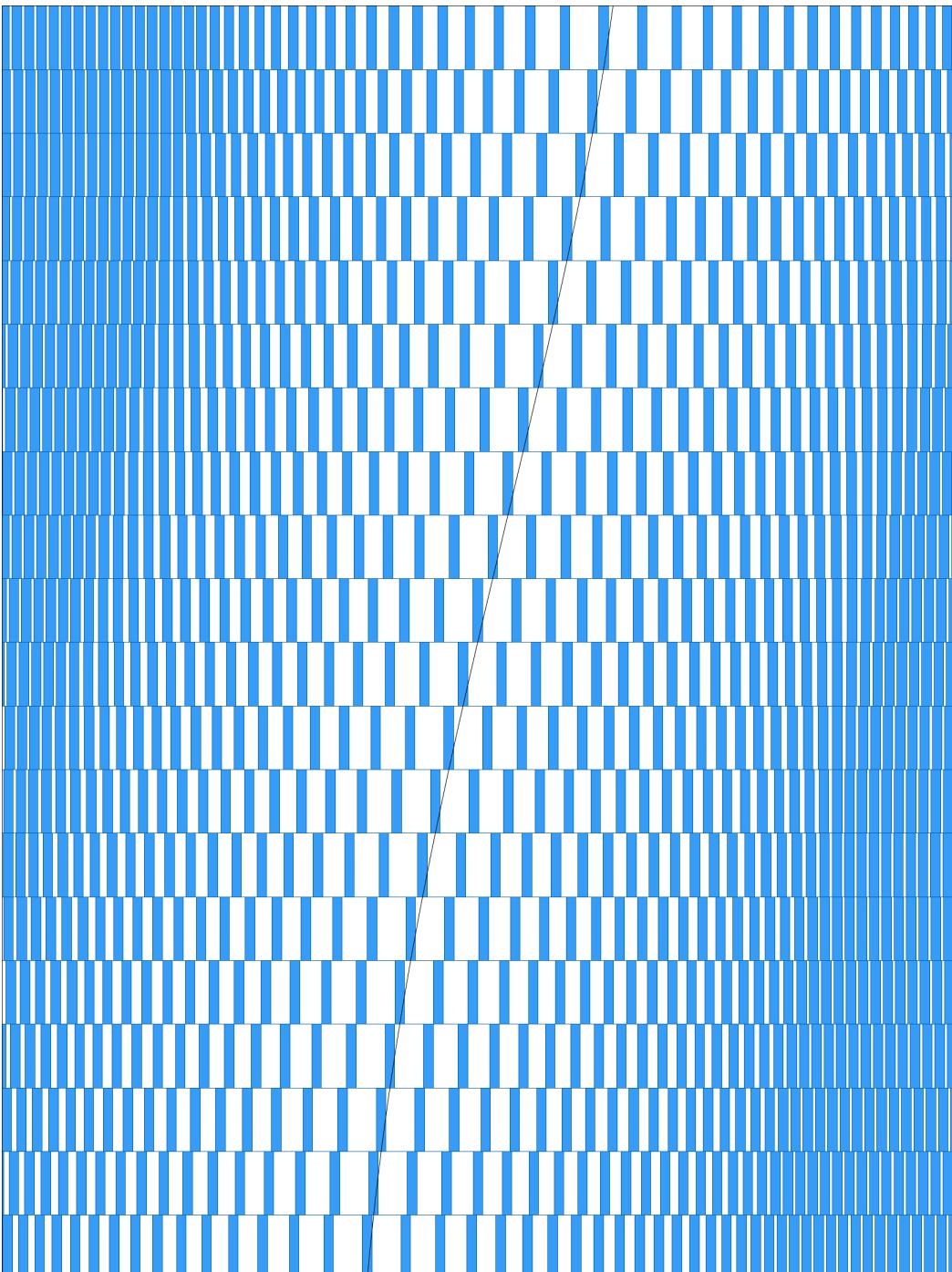
The input surface is subdivided along one axis to create horizontal sections. An attractor curve splits the section lines into two. Narrow rectangles are generated along the horizontal sections. The rectangles are close to each other near the attractor curve and increasingly spaced out away from it.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Rectangles, Spacing, Optical Illusion



023

[Download Script](#)

Bulging Sticks

Description:

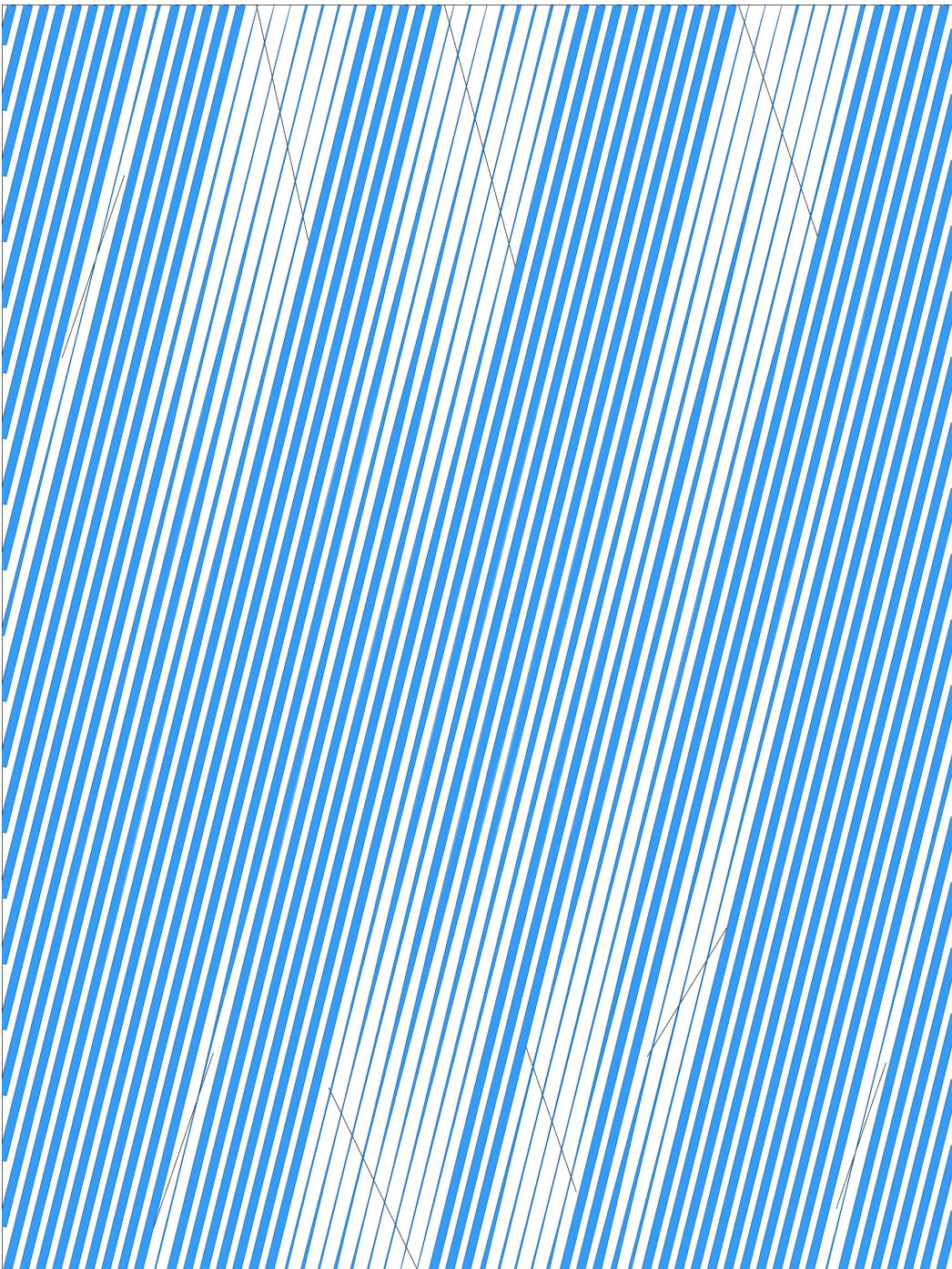
The input surface is subdivided along one axis to create horizontal sections. An attractor curve splits the section lines into two. Narrow rectangles are generated along the horizontal sections. The rectangles are spread furthest apart close to the attractor curve and increase in density as they move further away.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Rectangles, Optical Illusion



024

[Download Script](#)

Streaks

Description:

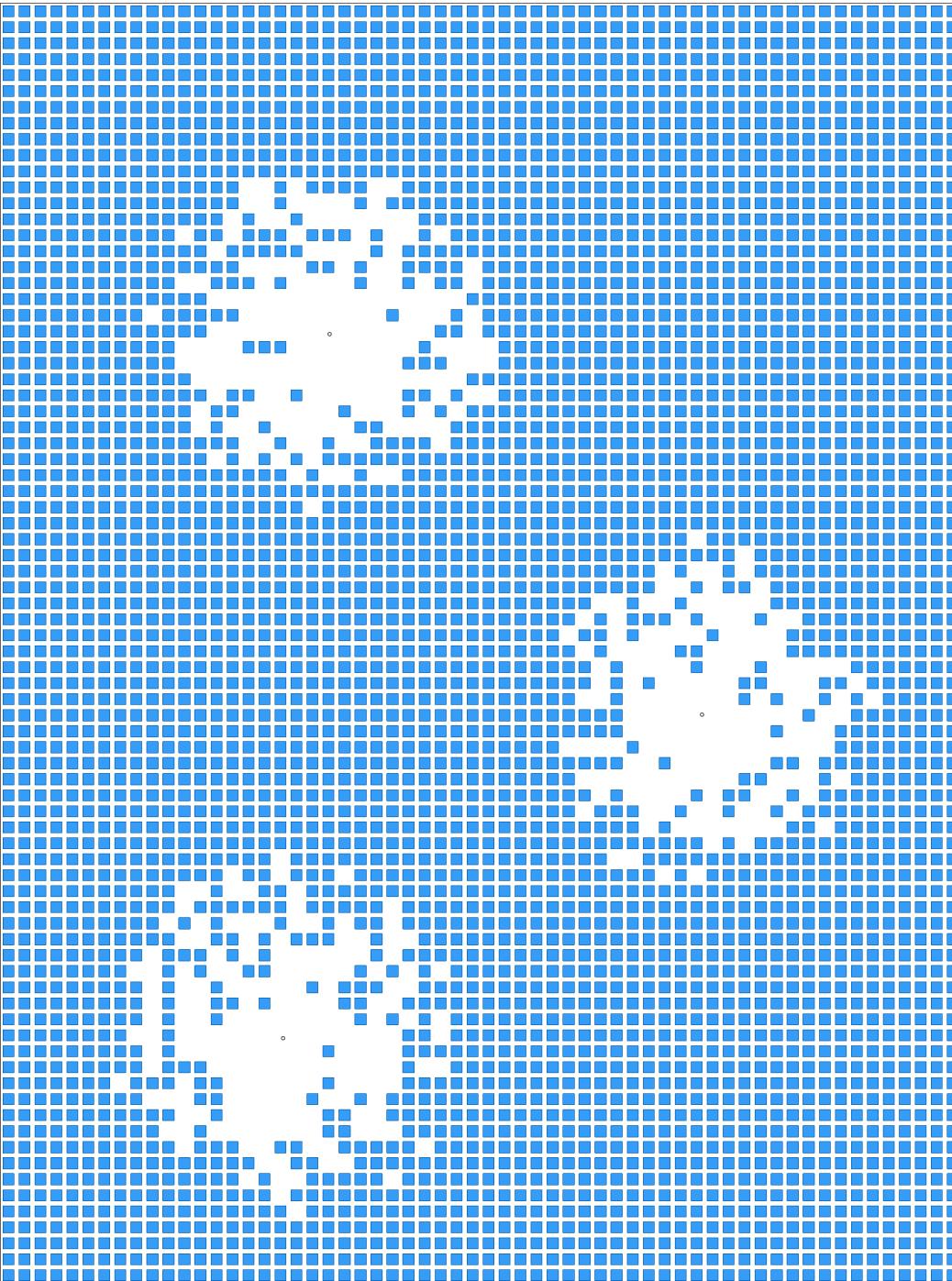
The input surface is contoured along a specified direction to create evenly spaces lines on the surface. Each line is offset to both sides to give them a thickness. Where the line intersects one of a set of obstacle curves, the thickness gradually diminishes, creating a streak effect.

Inputs:

- Surface
- Set of Curves

Tags:

Gradient, Linear



025

[Download Script](#)

Dissolving Squares

Description:

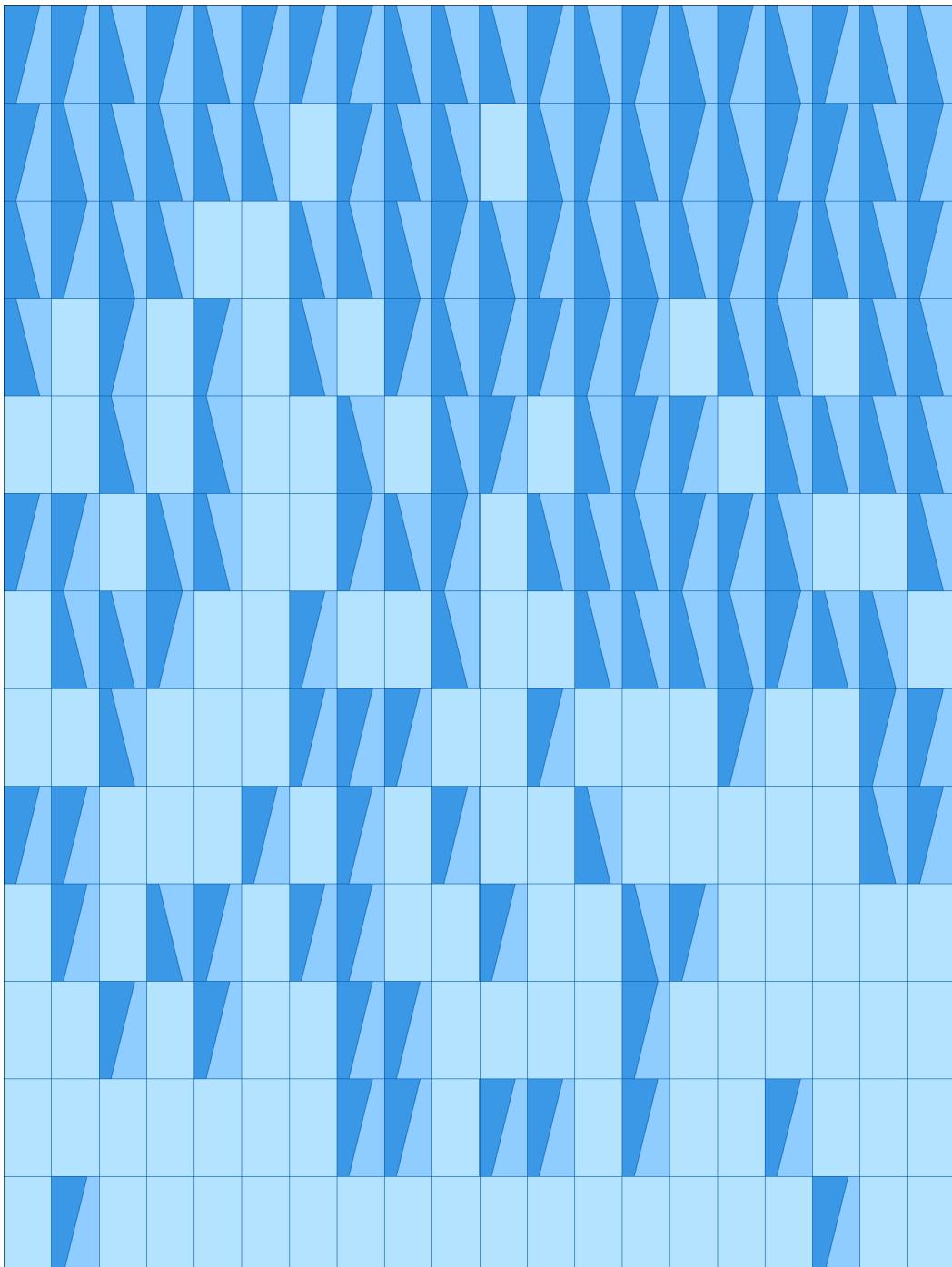
The input surface is subdivided to create a grid of points. Rectangles are created at each point, offset inside to create white space inbetween them. The resulting squares are removed in a randomized gradient as the get closer to a specified set of attractor points, creating clearings.

Inputs:

- Surface
- Points (Attractors)

Tags:

Gradient, Squares, Clearnings, Dissolution



026

[Download Script](#)

Repeating Panels

Description:

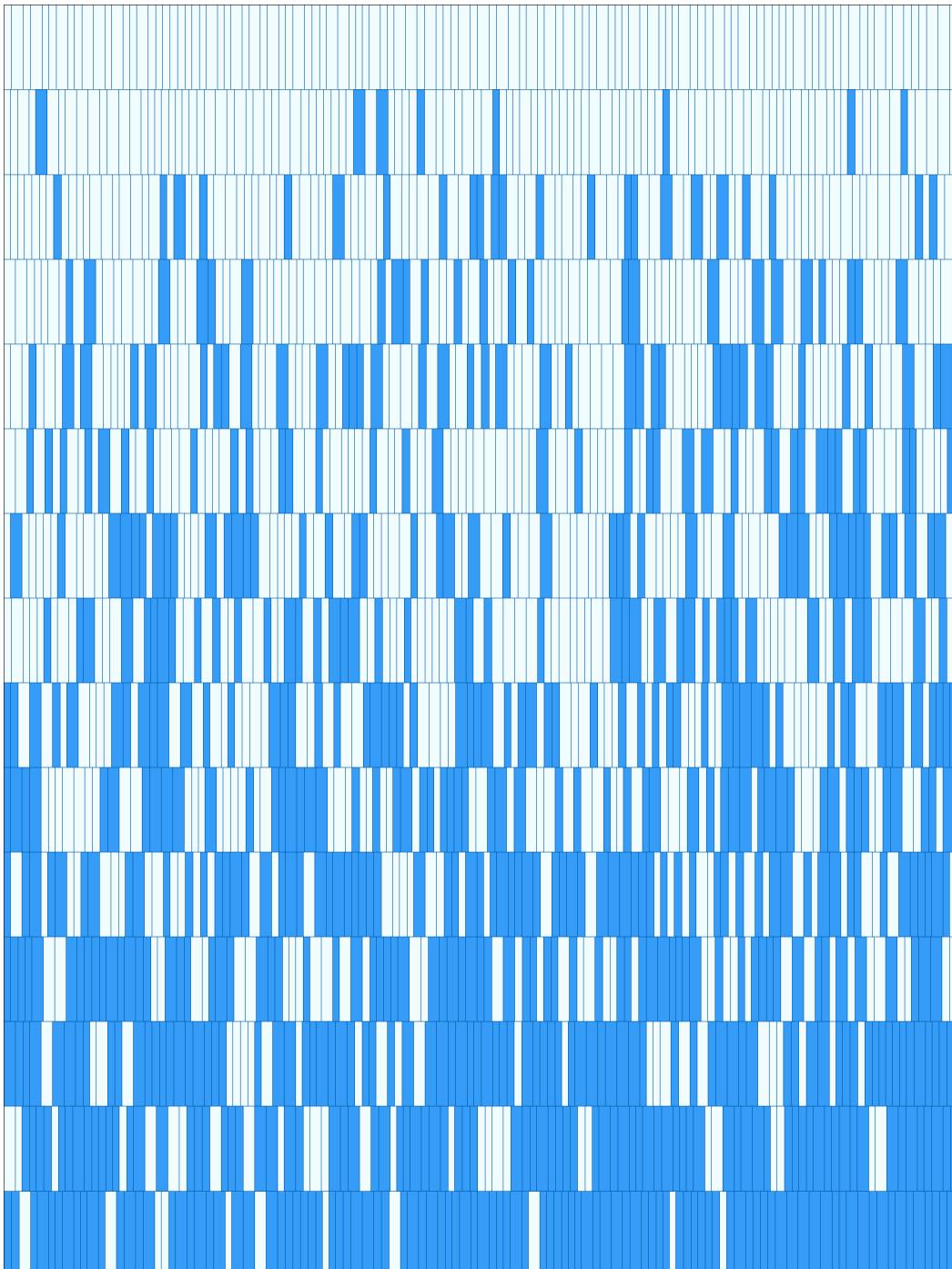
The input surface is subdivided into rectangular panels. The panels are split into three groups. One group remains blank. In the second group the rectangles are split diagonally to create two panels. The third group is the same with the same diagonal flipped. The panels are divided into these groups using a randomized gradient based on the distance to a curve attractor.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Facade, Panels, Diagonal, Dissolution



027

[Download Script](#)

Fine Sticks

Description:

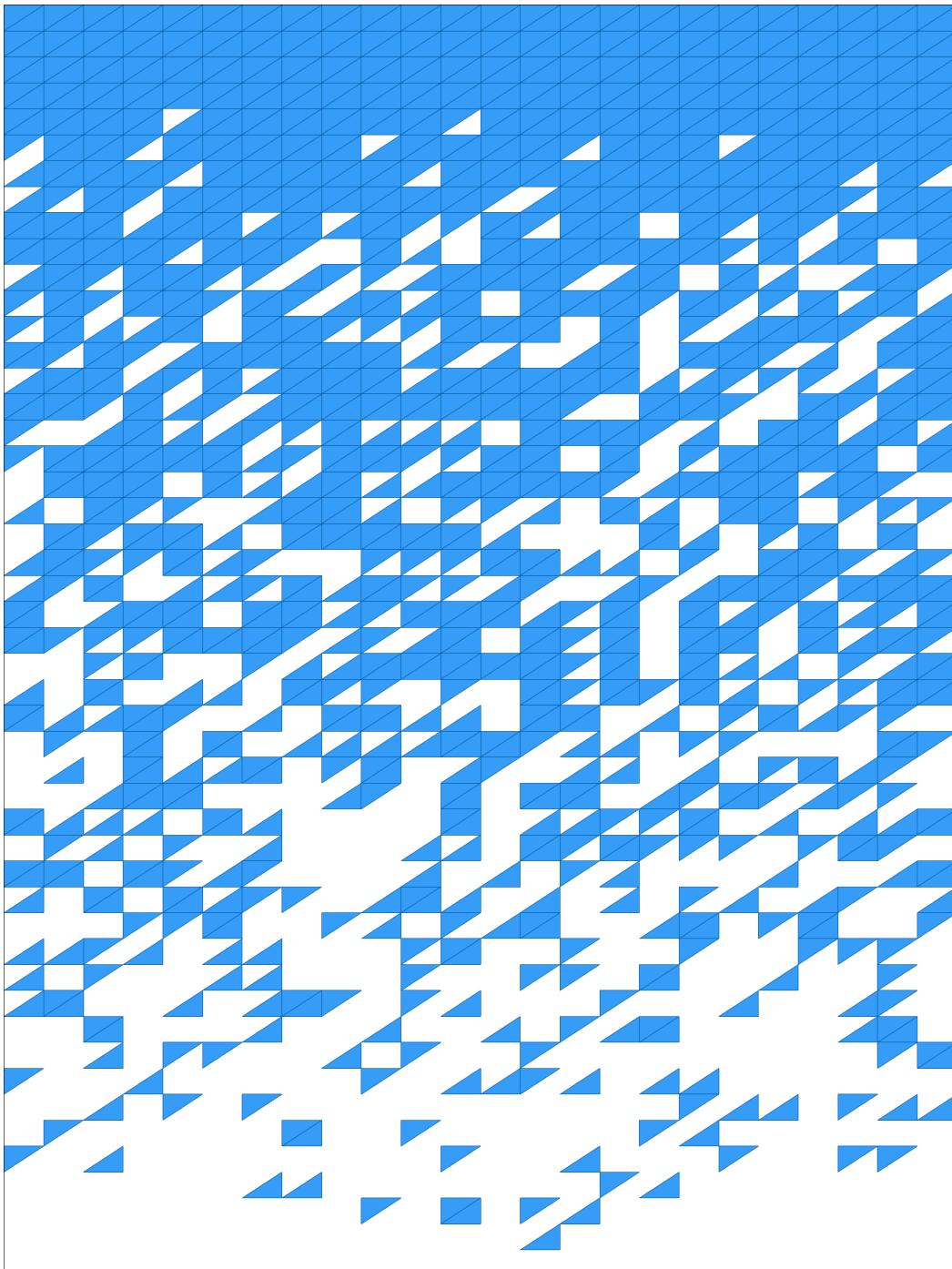
The input surface is subdivided to create horizontal section lines. The lines are subdivided into short segments of randomized widths, resulting in unique segmentations per row. The segments are extruded to generate stick-like rectangles on each row. The rectangles are then randomly deleted in relation to the distance to a curve attractor.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Sticks, Dissolution, Facade



028

[Download Script](#)

Oriented Dissolution

Description:

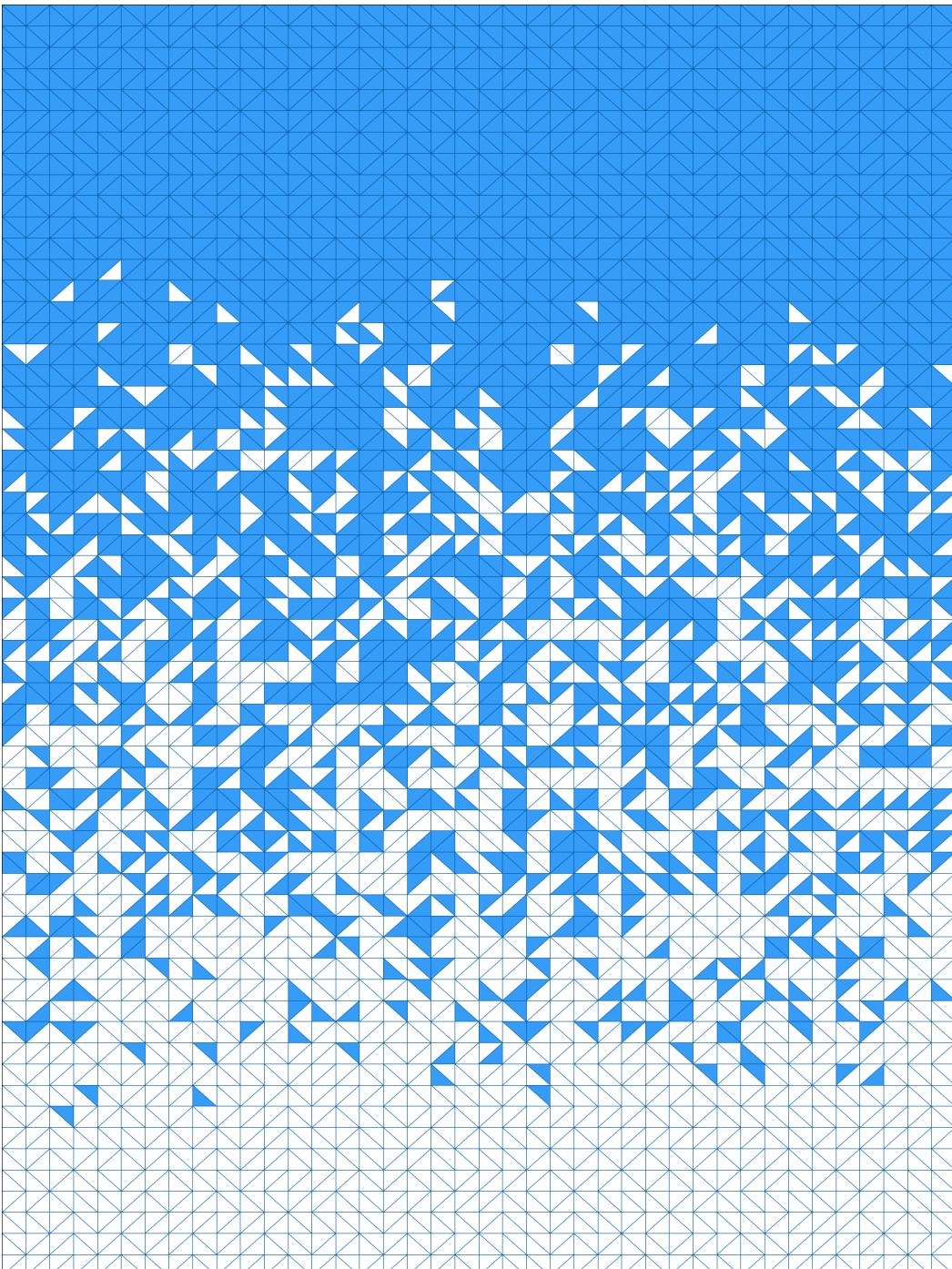
The input surface is subdivided into a grid of rectangular surfaces. Each rectangle is split diagonally, in the same direction. The resulting triangle surfaces are then randomly reduced in relation to the distance to a curve attractor, resulting in an oriented dissolution effect.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Triangle, Dissolution, Randomized



029

[Download Script](#)

Triangle Dissolution

Description:

The input surface is subdivided into a grid of rectangular surfaces. Each rectangle is split diagonally, in a randomly selected direction. The resulting triangle surfaces are then randomly reduced in relation to the distance to a curve attractor, resulting in a dissolution effect.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Triangle, Dissolution, Randomized



030

[Download Script](#)

Dissolving Layers

Description:

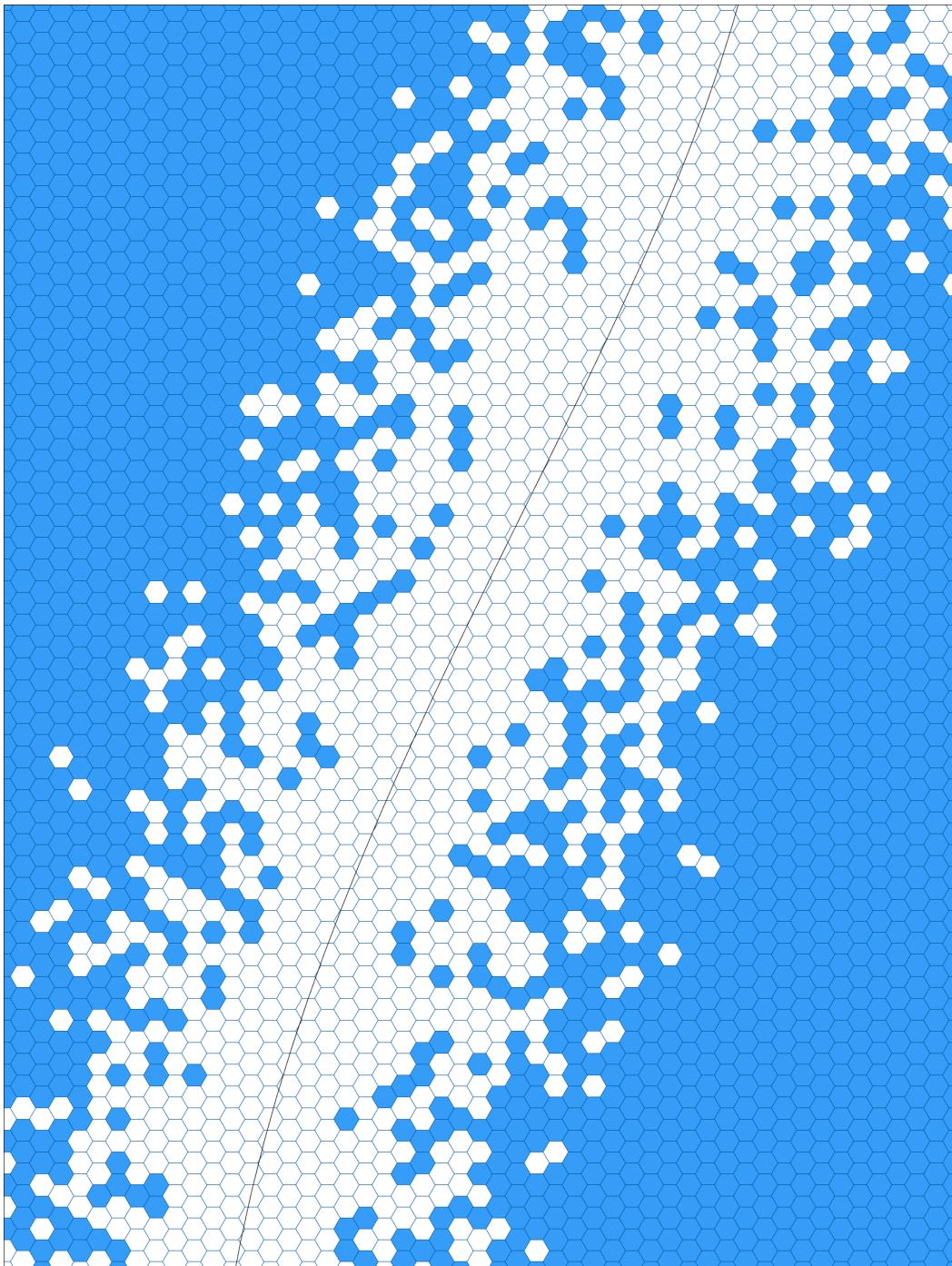
The input surface is subdivided to create horizontal section lines. The lines are subdivided into short segments of randomized widths, resulting in unique segmentations per row. Lines are created at the division points. A handful of points will be generated at random locations along each curve. Those points serve as local point attractors that drive the dissolution of the line segments, leading to a dissolving layers effect.

Inputs:

- Surface

Tags:

Gradient, Facade, Linear, Screen, Barcode



031

[Download Script](#)

Dissolving Hexagons

Description:

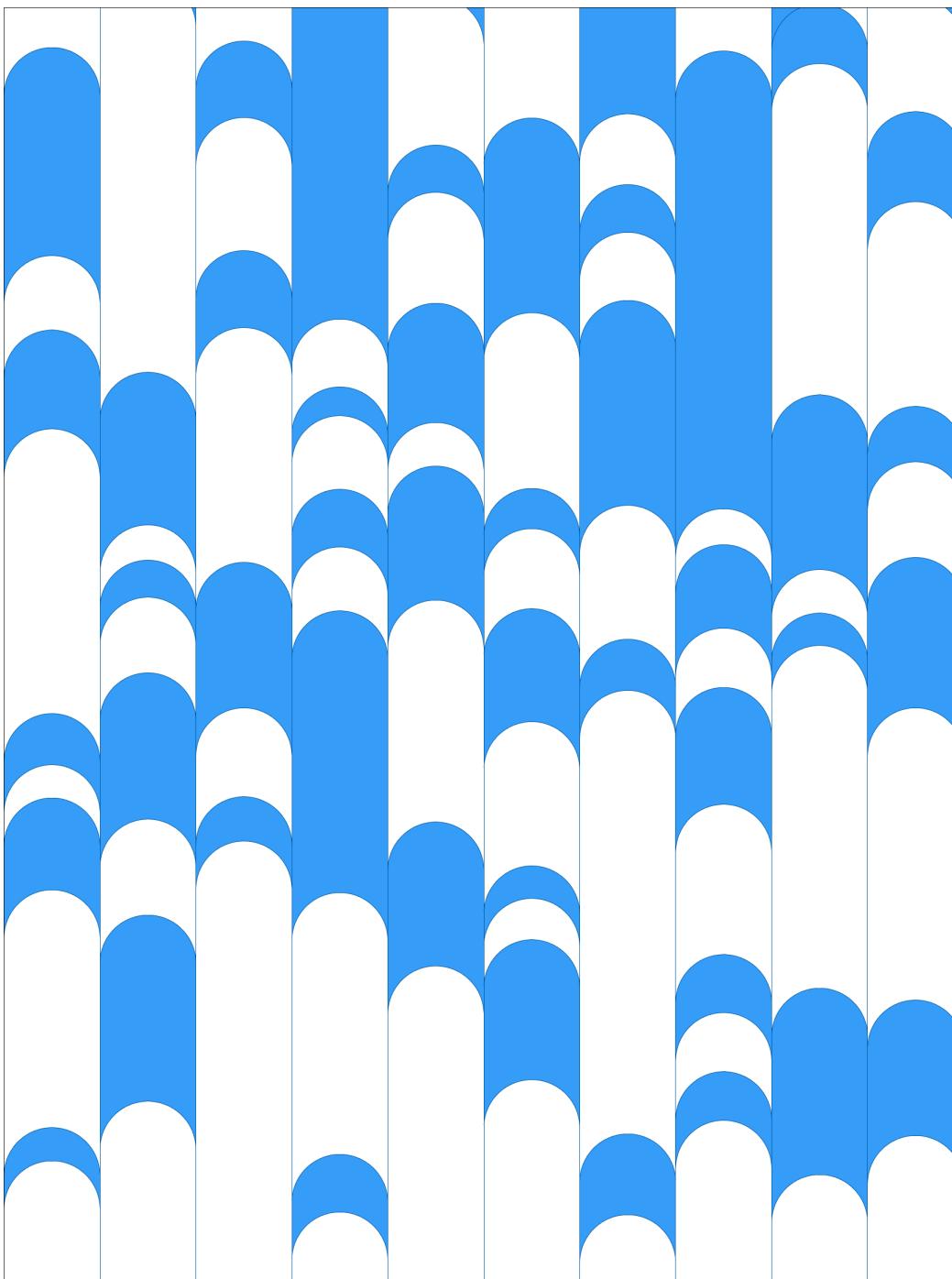
The input surface is covered with a hexagonal pattern. In relation to the distance to an attractor curve, the hexagons are deleted in a randomized way leading to a dissolution effect.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Dissolution, Hexagons



032

[Download Script](#)

Overlapping Circles

Description:

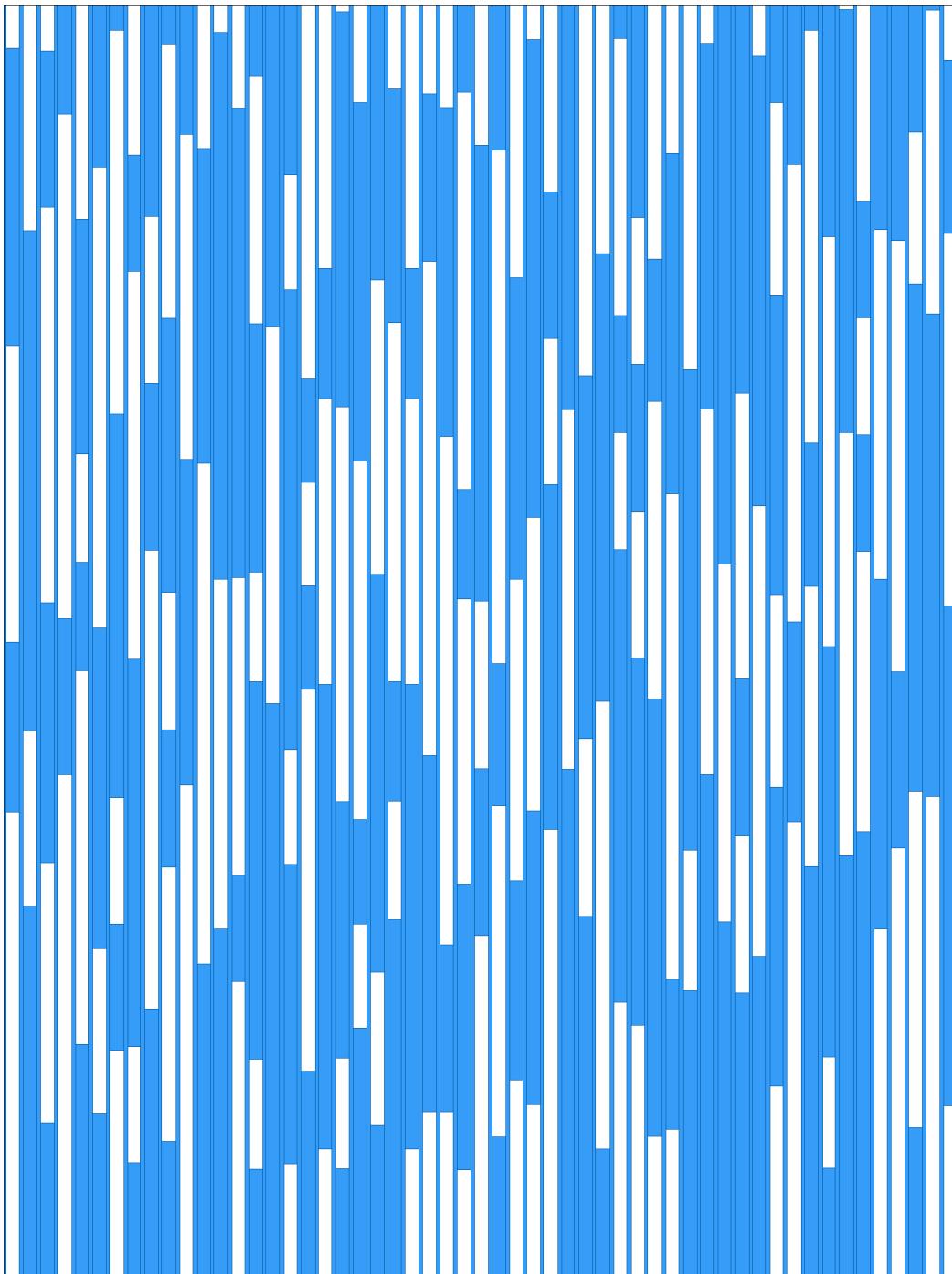
The input surface is subdivided to create vertical section lines. Neighboring lines are paired and tweened to get the centerline between them. A specified number of points are randomly generated along each centerline. Half-circle arcs pointing in the same direction are created at those point locations. Each column is split with the half circles and the resulting surfaces are alternate between closed and open.

Inputs:

- Surface

Tags:

Circle, Randomized, Overlap



033

[Download Script](#)

Randomized Bars

Description:

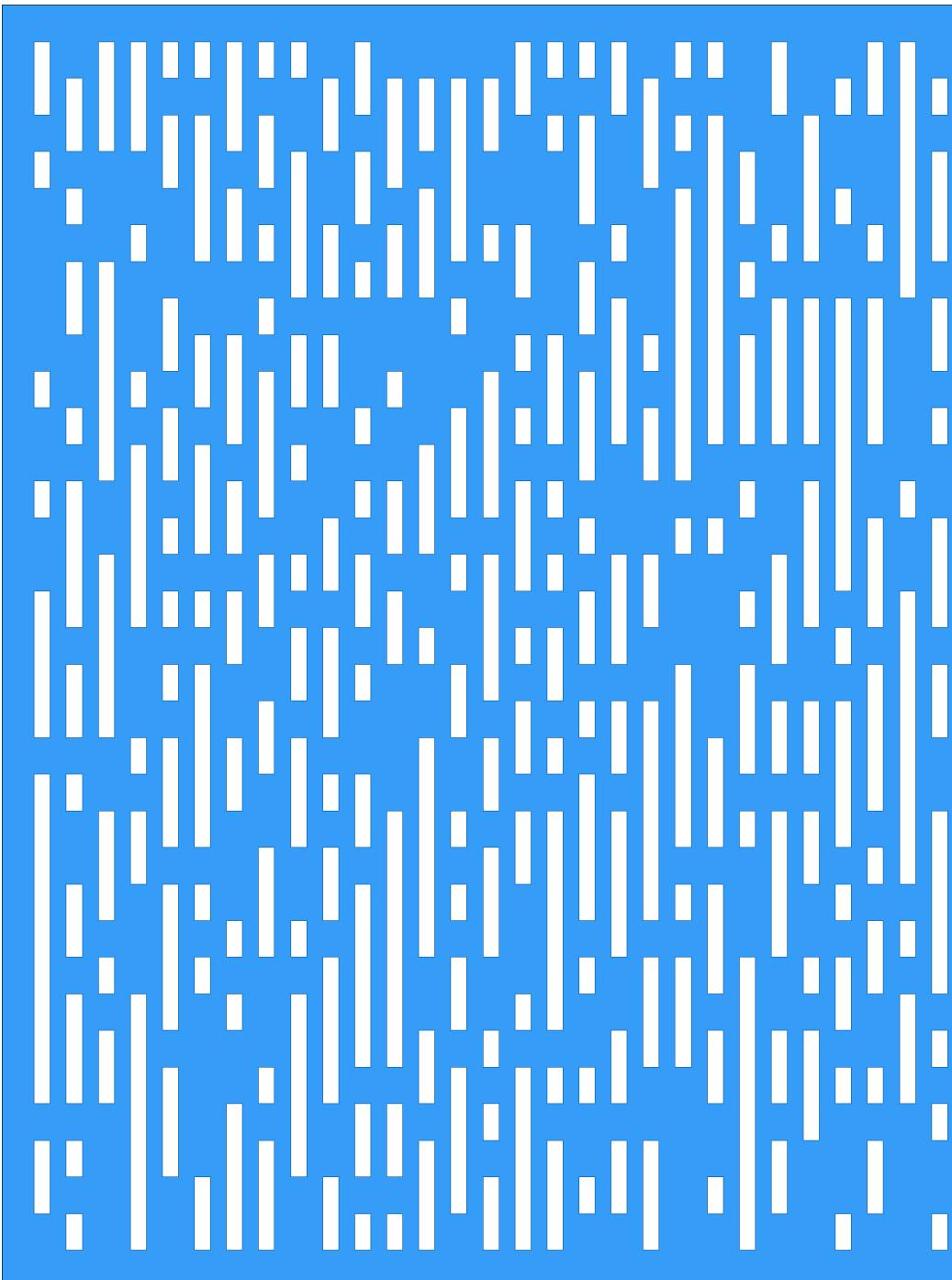
The input surface is subdivided to create equally spaced vertical lines. Each line is split with a randomized sequence of specified division lengths. Every other resulting curve segment is then removed, and the remaining segments extruded. An additional vertical grid is added between the extrusions.

Inputs:

- Surface

Tags:

Randomized, Rectangles, Linear



034

[Download Script](#)

Rectangle Rain

Description:

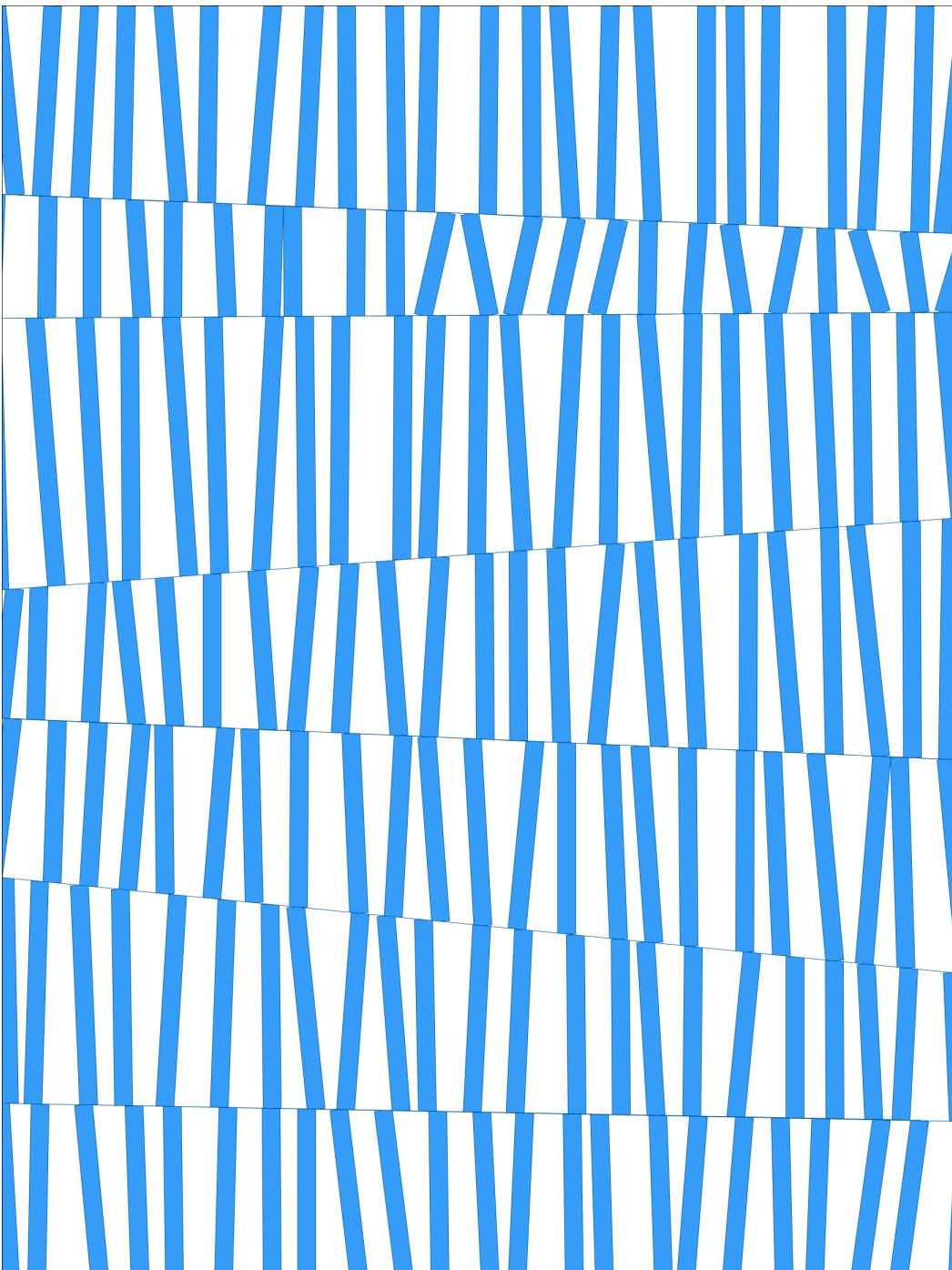
The input surface is subdivided to create equally spaced vertical lines. Each line is split with a randomized sequence of specified division lengths. Every other resulting curve segment is then removed. The remaining curve segments are offset to both sides to turn them into rectangles, and subtracted from the input surface creating a perforated surface.

Inputs:

- Surface

Tags:

Rectangular, Linear, Perforation



035

[Download Script](#)

Shaky Sticks

Description:

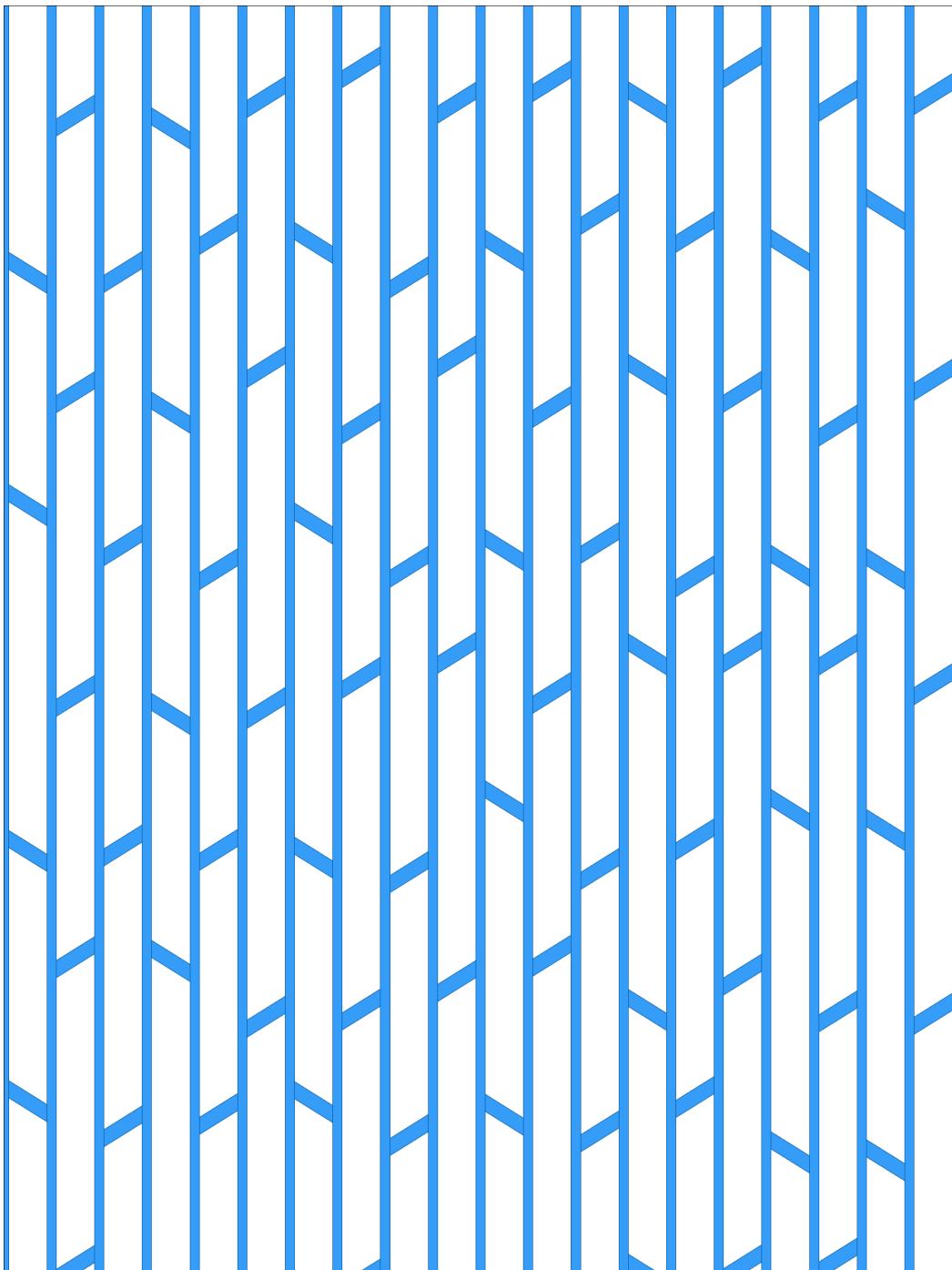
The input surface is subdivided to create equally spaced horizontal section lines. The line ends are moved up and down by random amounts resulting in slightly angled lines. Each line is divided into an equal amount of points. The points are then moved along the curve by a randomized amount, and then connected across the section lines. Finally these vertical lines are offset to both sides leading to irregular 'shaky sticks'.

Inputs:

- Surface

Tags:

Facade, Rectangular, Irregular, Randomized



036

[Download Script](#)

Slanted Ladders

Description:

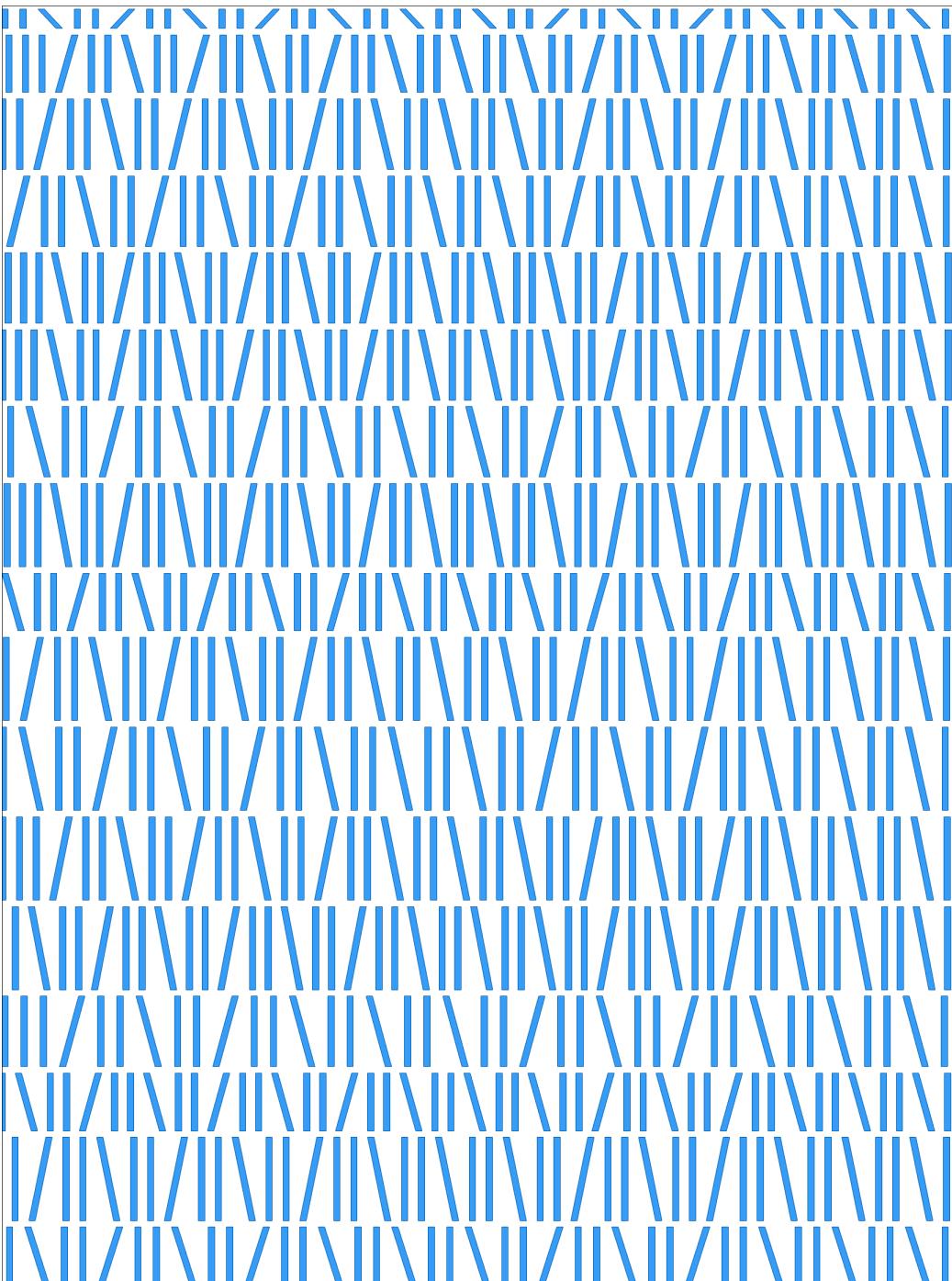
The input surface is subdivided to create equally spaced vertical section lines. The lines are divided by a specified length, shifting the starting point by half the length for each line, leading to a checkerboard pattern. Angled lines are created at those points that have the same angle but a positive or negative rotation angle. Finally the angled curves are moved along the vertical lines by a randomized amount to create irregularity.

Inputs:

- Surface

Tags:

Screen, Uniform



037

[Download Script](#)

Stacked Books

Description:

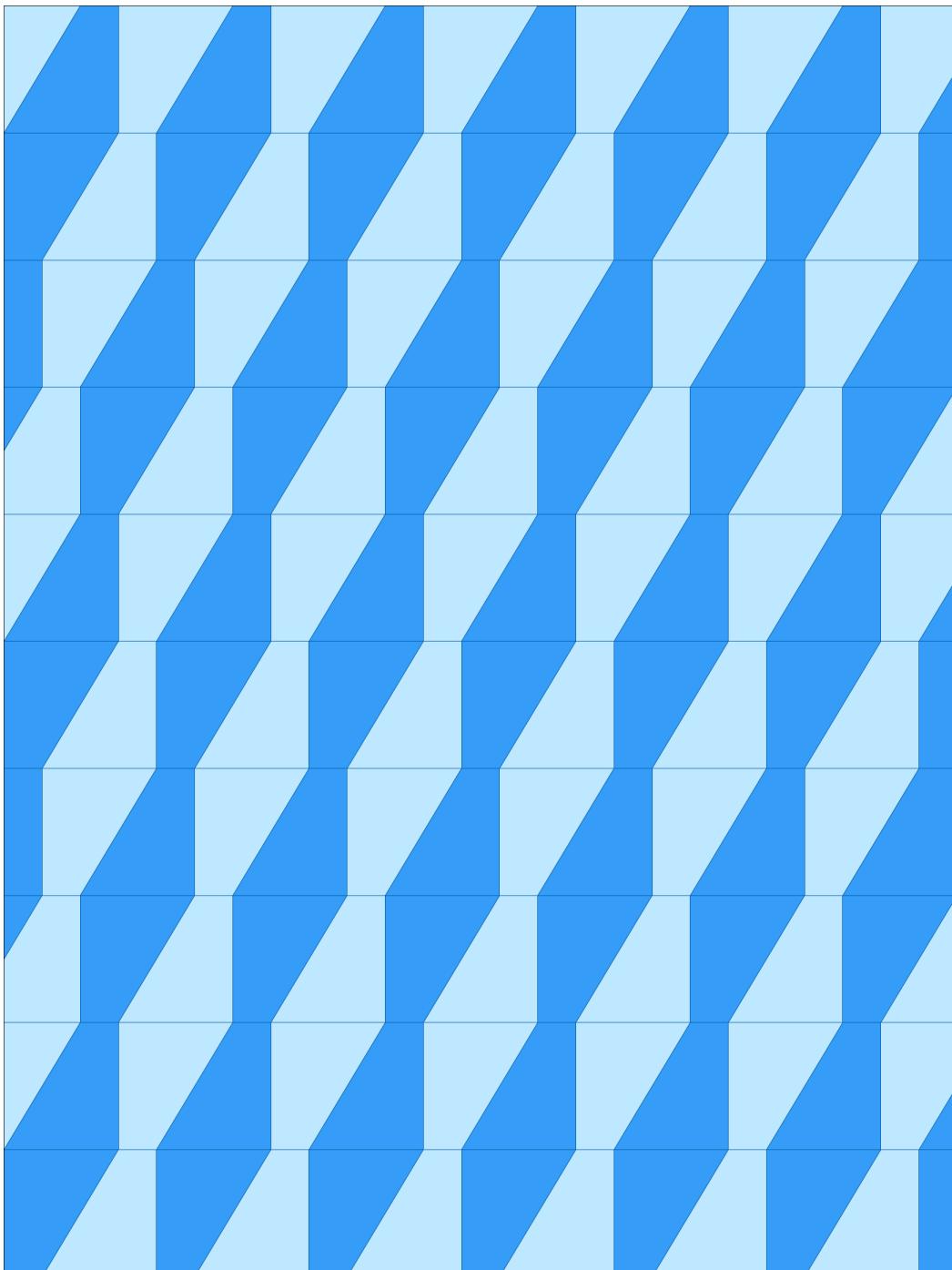
The input surface is subdivided to create irregularly spaced horizontal section lines. The lines are subdivided to generate points. The points are turned into lines that reach up to the next section line. Every third element is angled left or right randomly, creating an effect reminiscent of a book shelf.

Inputs:

- Surface

Tags:

Uniform, Books, Facade



038

[Download Script](#)

Twisting Diamonds

Description:

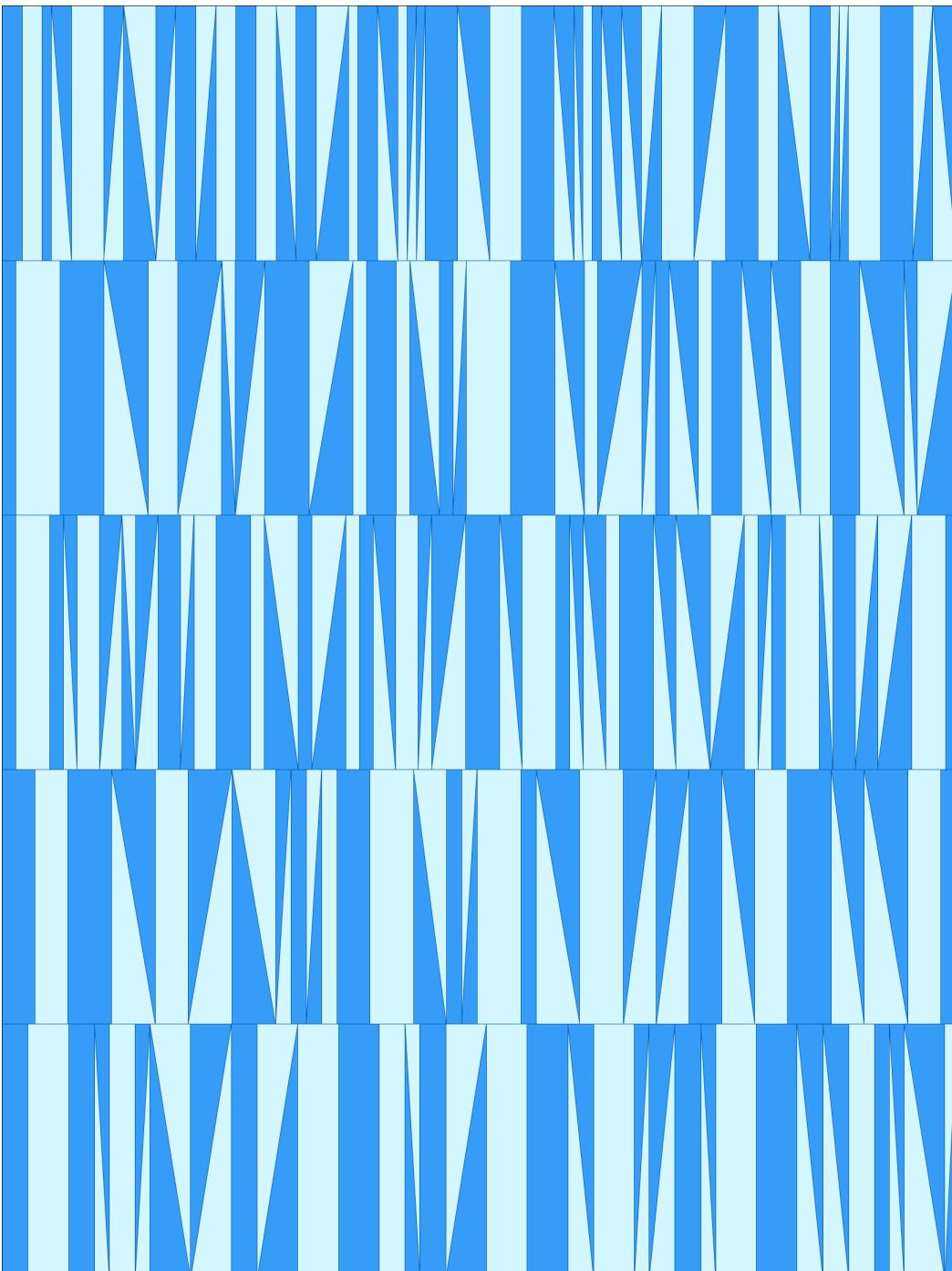
The input surface is subdivided to create equally spaced horizontal section lines. The lines are subdivided using a repeating sequence of two specified values. The subdivision is shifted from curve to curve in such a way that by connecting the division points across the section lines every second line is vertical and every other one angled. Every second enclosed section is then removed to create a twisting diamond pattern.

Inputs:

- Surface

Tags:

Diamond, Uniform



039

[Download Script](#)

Folded Rows

Description:

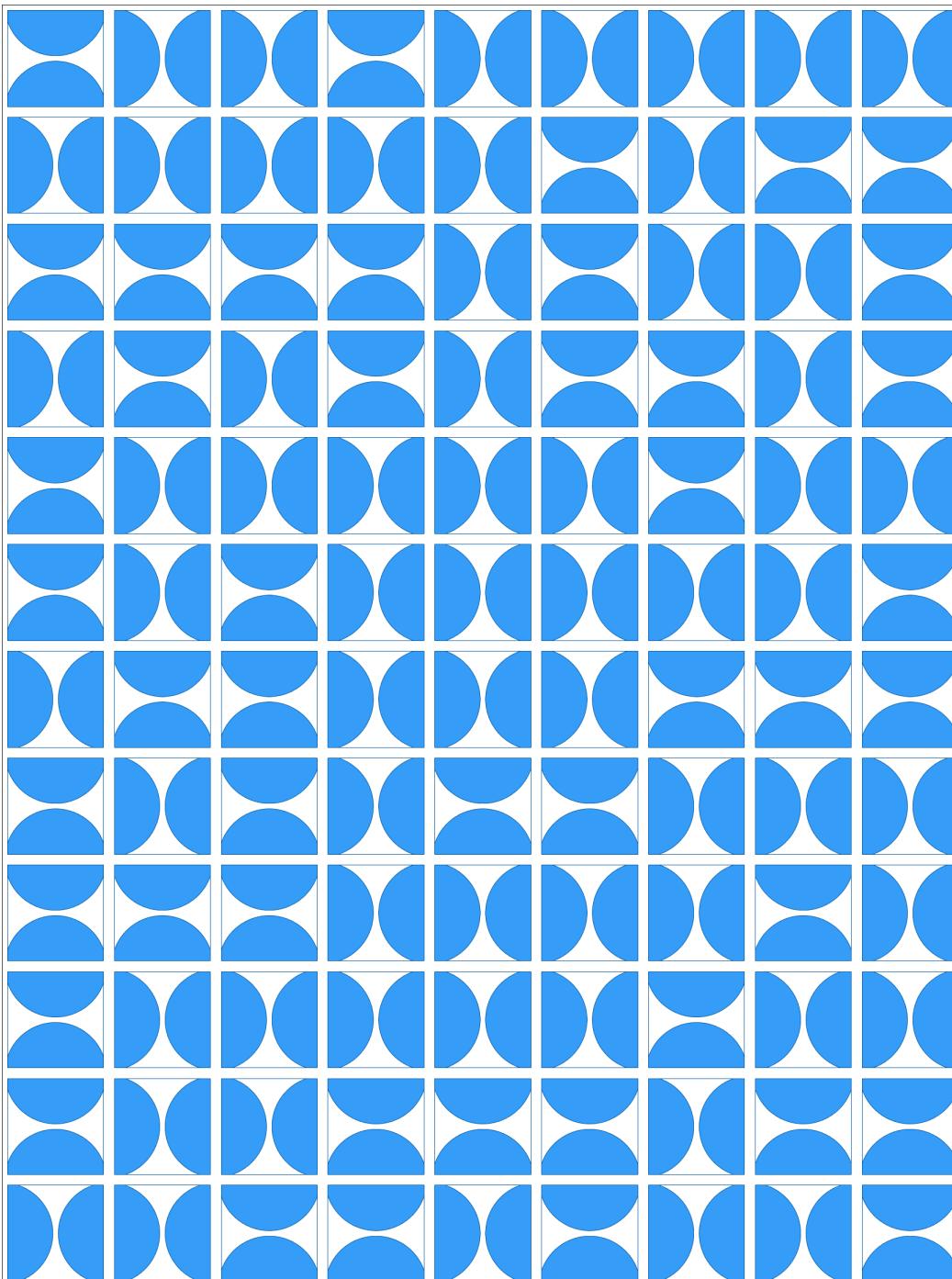
The input surface is subdivided to create equally spaced horizontal section lines. The lines are subdivided using a randomized sequence of specified values to create an irregular point pattern. Vertical lines are created from those points that reach to the next section line. A subset of the lines are connected to the next or previous point to create diagonals. The input surface is split with the resulting elements on each row. Every second surface is removed.

Inputs:

- Surface

Tags:

Diagonal, Facade, Uniform



040

[Download Script](#)

Half Circles

Description:

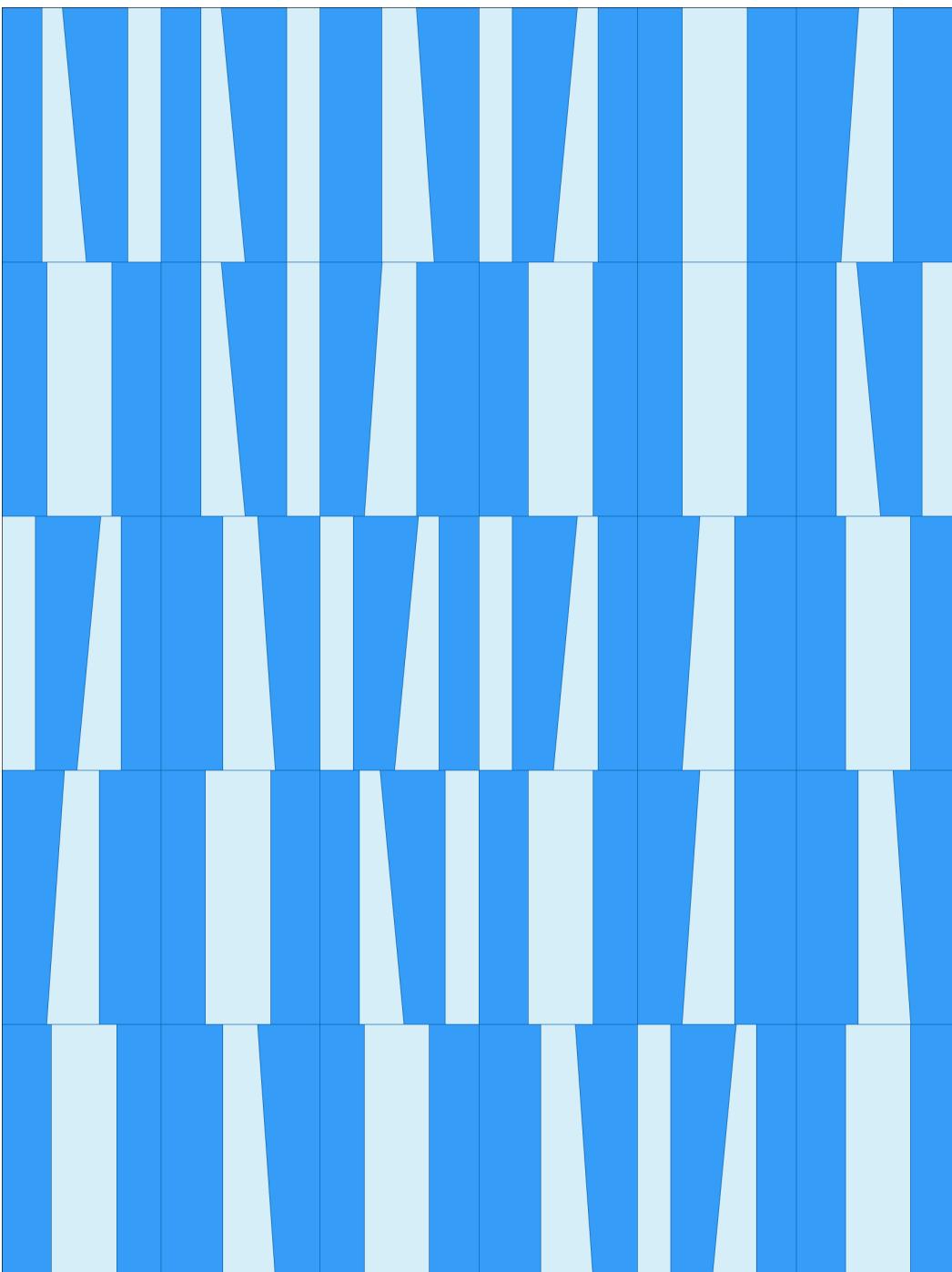
The input surface is subdivided into a grid of subsurfaces. Each resulting rectangle is offset inside. Two circles are created at opposing sides of each rectangle, and then trimmed by the rectangles, creating two half circles. The selection of the opposing sides is randomly picked for each rectangle, creating a randomized half circle pattern.

Inputs:

- Surface

Tags:

Circle, Uniform



041

[!\[\]\(cc25d66a253e8abef973a3641007bae5_img.jpg\) Download Script](#)

Panel Tilt

Description:

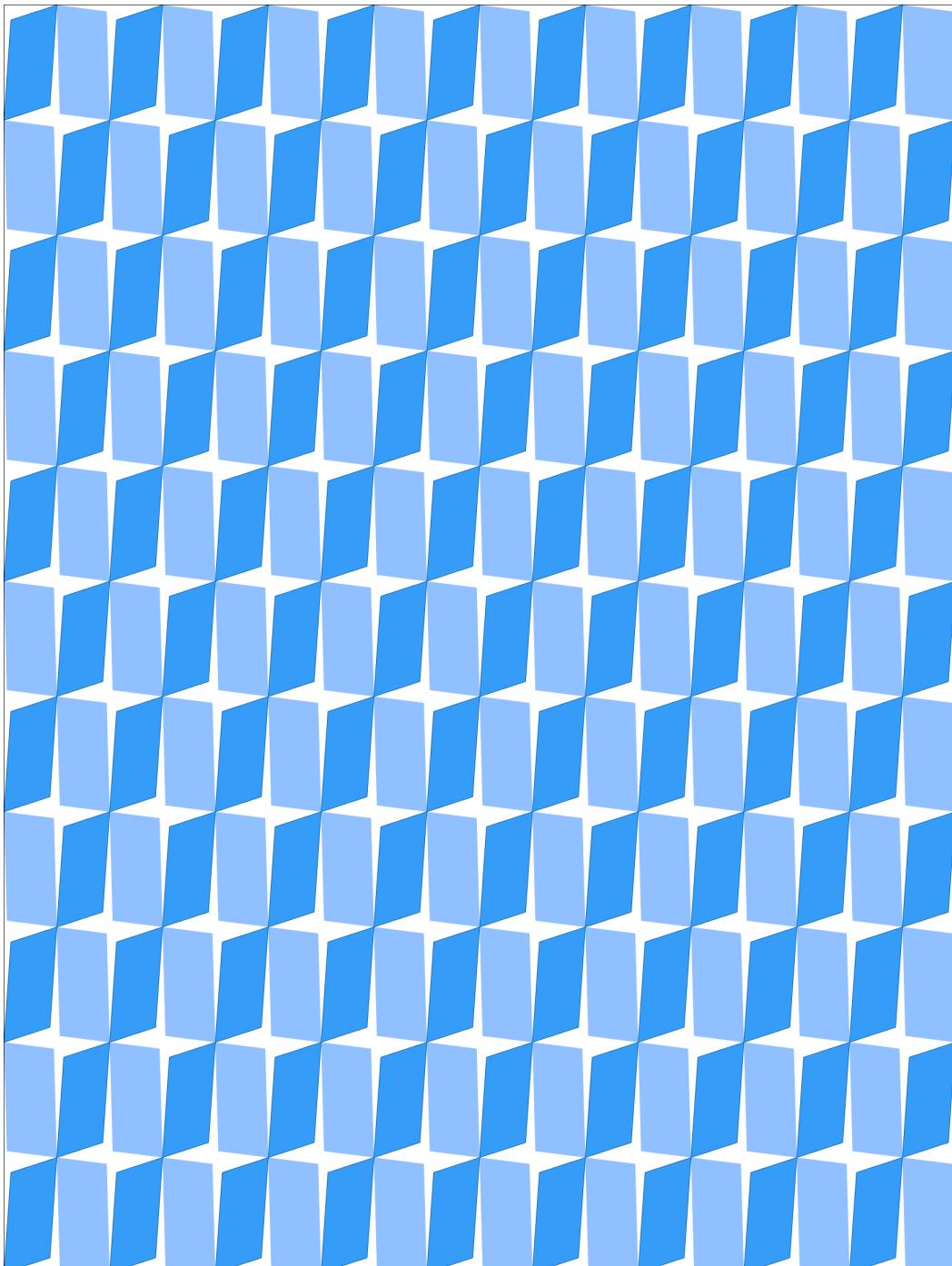
The input surface is subdivided to create equally spaced horizontal section lines. The lines are subdivided using a randomized sequence of specified values to create an irregular point pattern. Vertical lines are created from those points that reach to the next section line. A small subset of the lines are tilted by shifting one endpoint along the section line direction, thereby generating diagonals. The surface is split and the elements are split into two groups of different coloration.

Inputs:

- Surface

Tags:

Facade, Panels



042

[Download Script](#)

Distorted Checkers

Description:

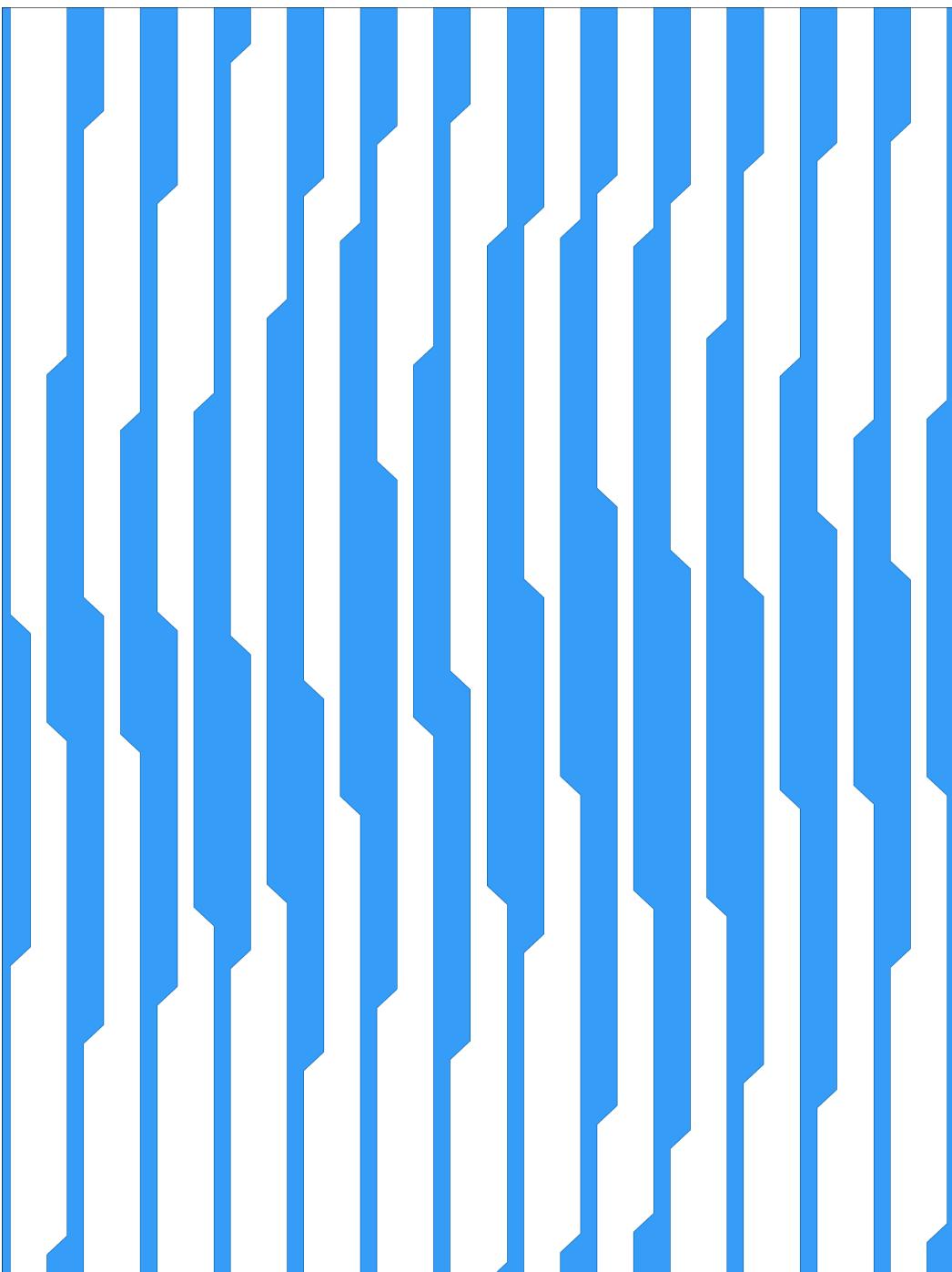
The input surface is subdivided into a grid of rectangular subsurfaces. The rectangles are divided into two groups in a checkerboard pattern. Two of the rectangle's opposing cornerpoints are moved towards the rectangle's centerpoint, distorting it. The two groups distort the rectangles in different directions, creating a distorted checkerboard pattern.

Inputs:

- Surface

Tags:

Checkerboard, Uniform, Distortion



043

[Download Script](#)

Analog Waves

Description:

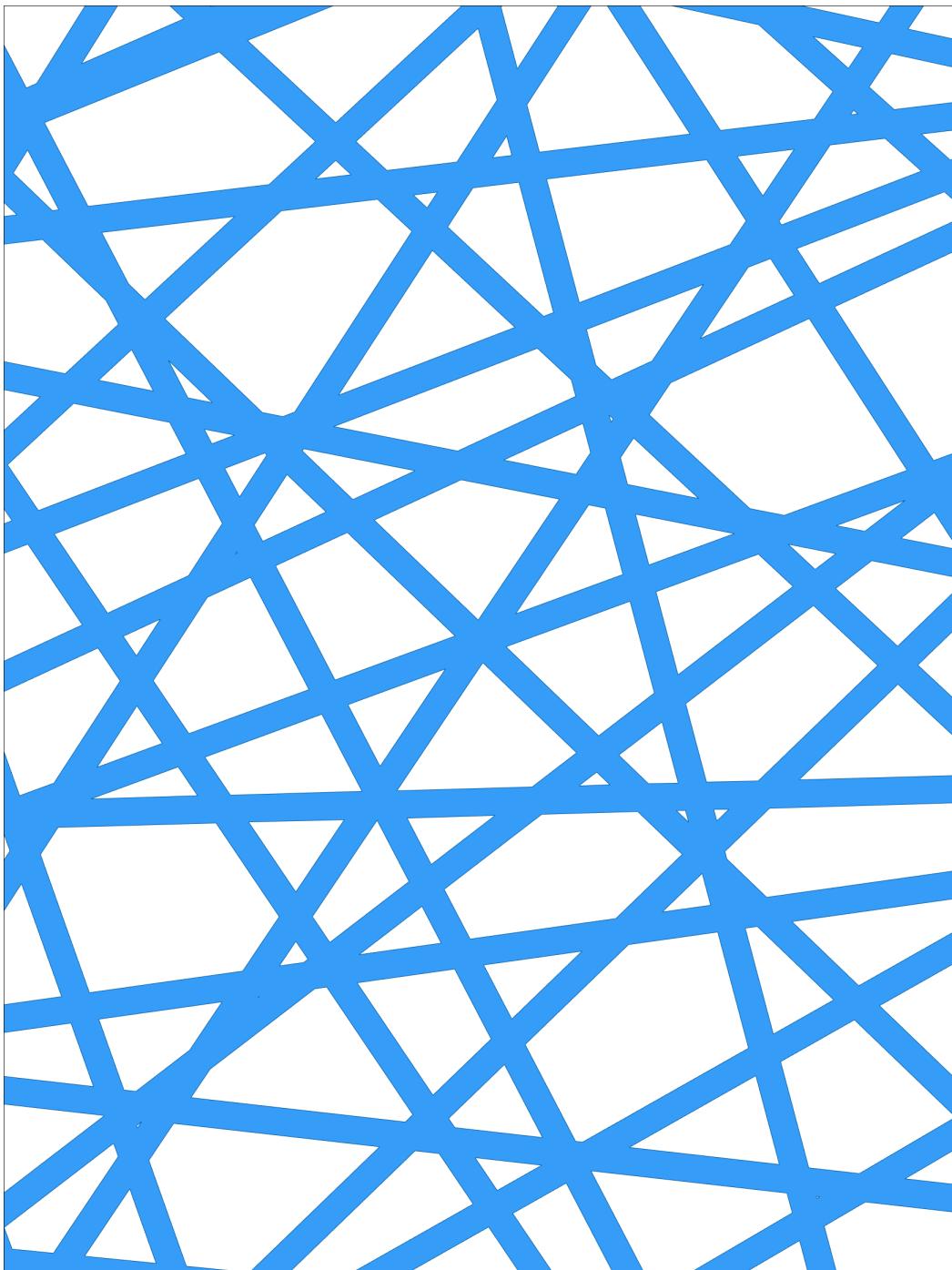
The input surface is subdivided to create equally spaced vertical section lines. The lines are subdivided using a randomized sequence of specified values to create an irregular division pattern. Every second curve segment is moved horizontally and connected with a diagonal line, creating a sequence of irregular analog waves. The input surface is split with the waves and every second element is removed.

Inputs:

- Surface

Tags:

Linear, Randomized



044

[Download Script](#)

Bird's Nest

Description:

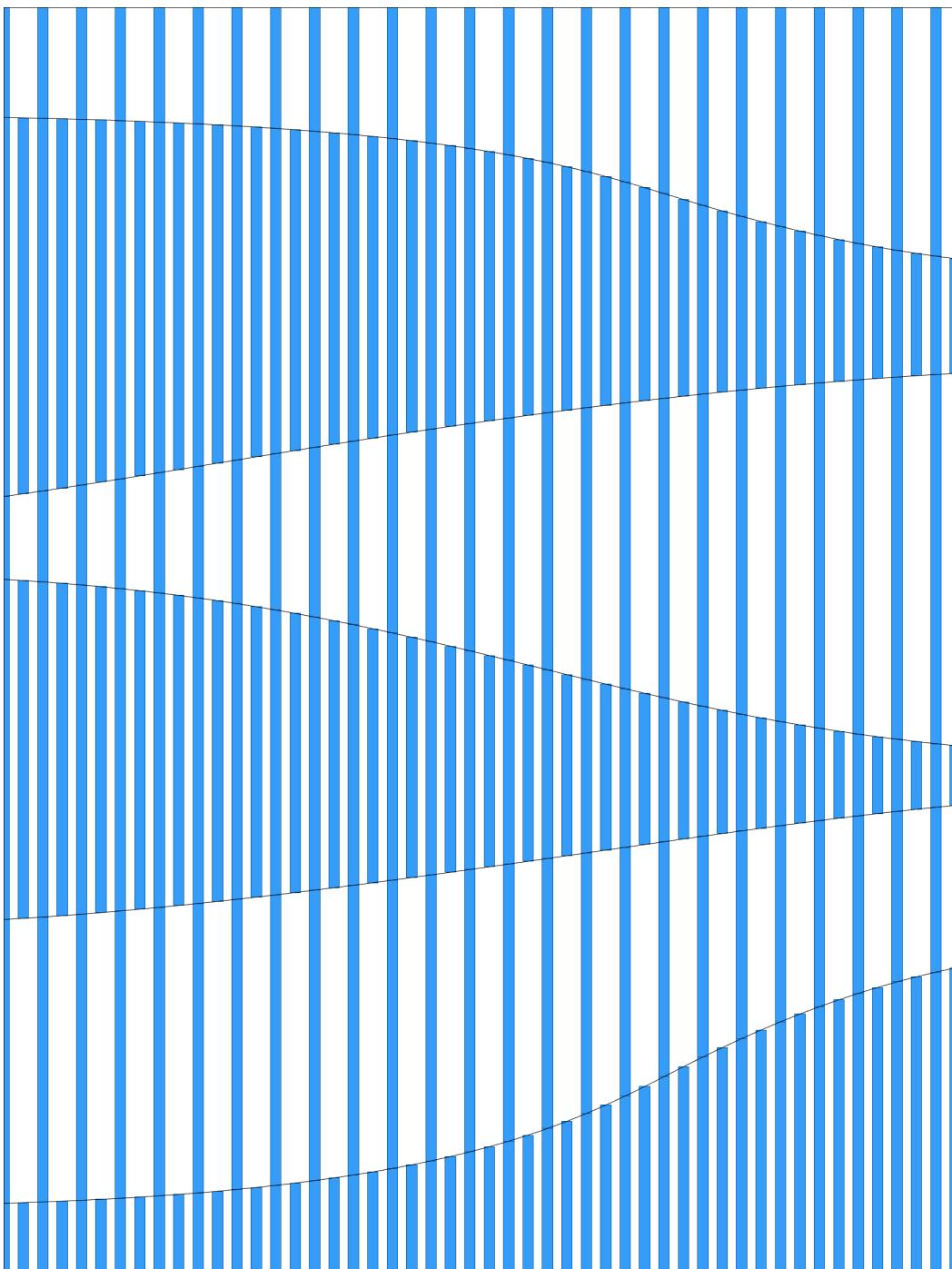
A line centered on the input surface is rotated by three values to create three main weaving directions. Each curve is subdivided and curves perpendicular to the source curve are generated, and subsequently rotated by a small, randomized amount to create irregularity. The lines are then extended to cover the input surface, and offset to both sides to create thickness. Finally a single, combined surface is generated from all intersecting elements.

Inputs:

- Surface

Tags:

Randomized, Lines



045

[Download Script](#)

Layered Louvers

Description:

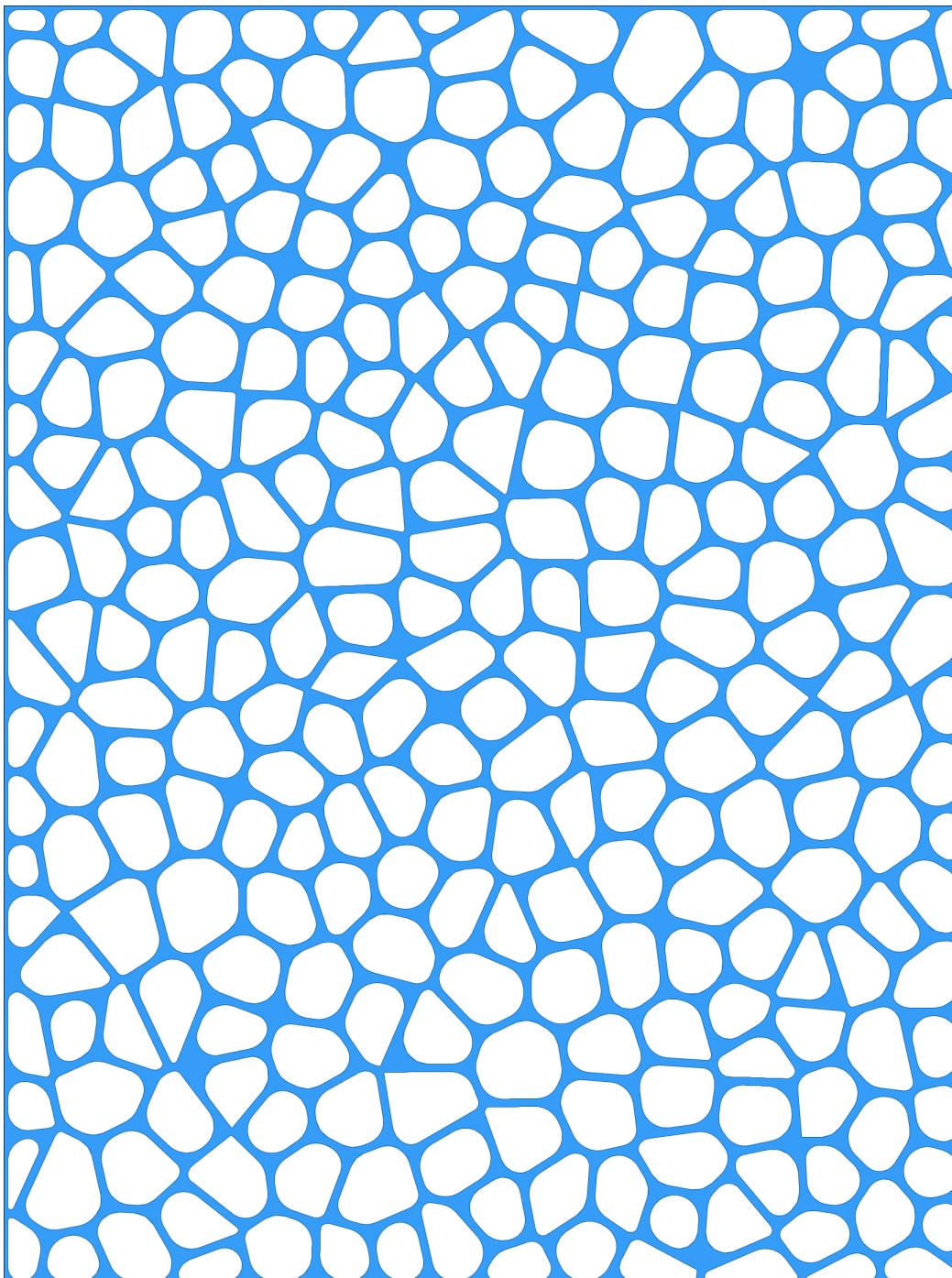
The input surface is subdivided to create equally spaced vertical section lines. The section curves are split with input curves that cross them. Every second section line's split segments are removed with an alternating pattern. The remaining curves are offset to both sides to turn them into rectangles, creating layers of interlocking elements that alternate in density.

Inputs:

- Surface
- Curves

Tags:

Linear, Louvers, Facade



046

[Download Script](#)

Voronoi Cells

Description:

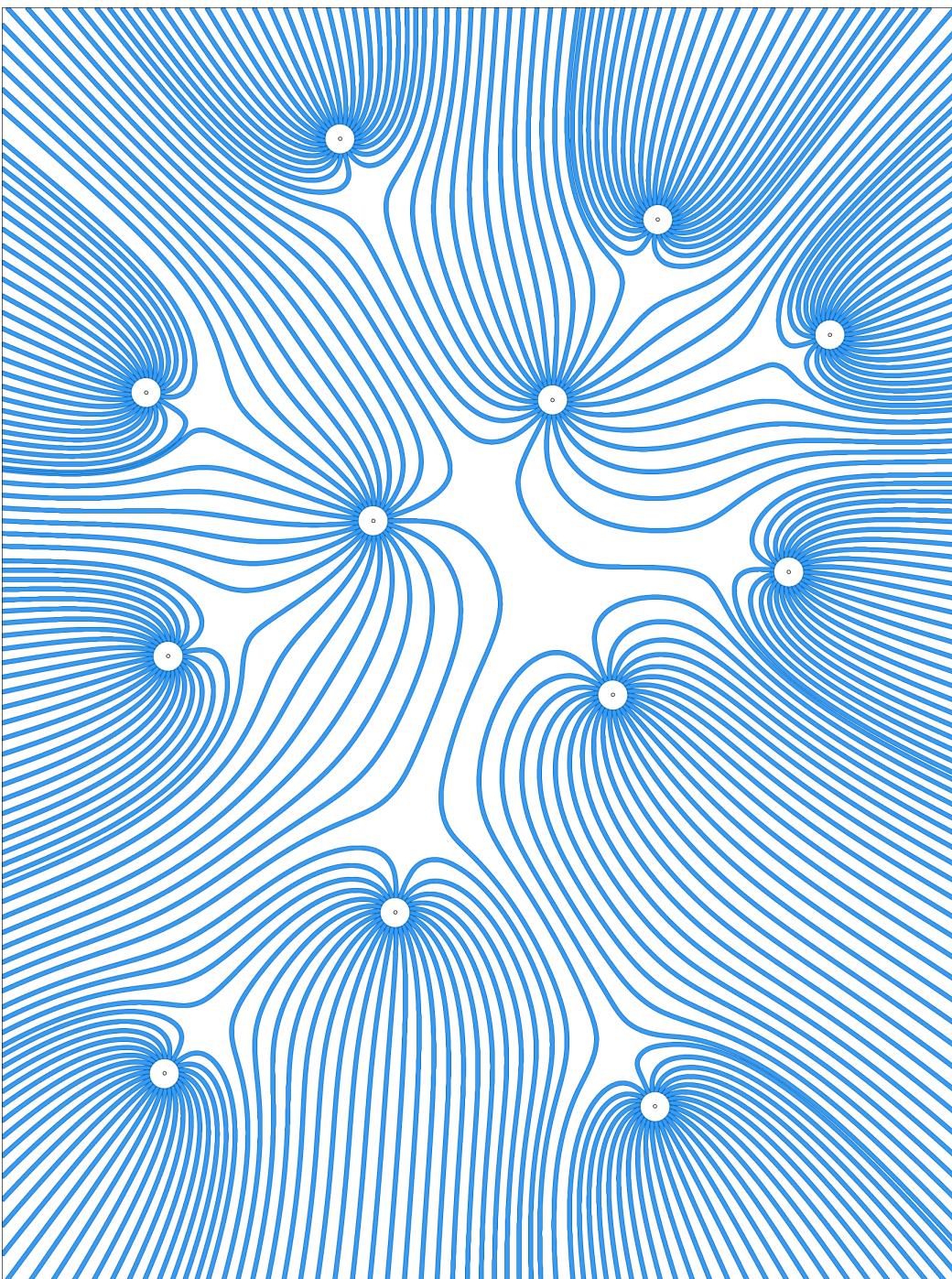
The input surface is populated with uniformly spaced randomized points. A Voronoi subdivision is created based on those points. The resulting Voronoi cell polygons' edges are filleted by varying radii. Finally the cells are cut out from the input surface.

Inputs:

- Surface

Tags:

Voronoi, Cells, Organic



047

[Download Script](#)

Field Effect

Description:

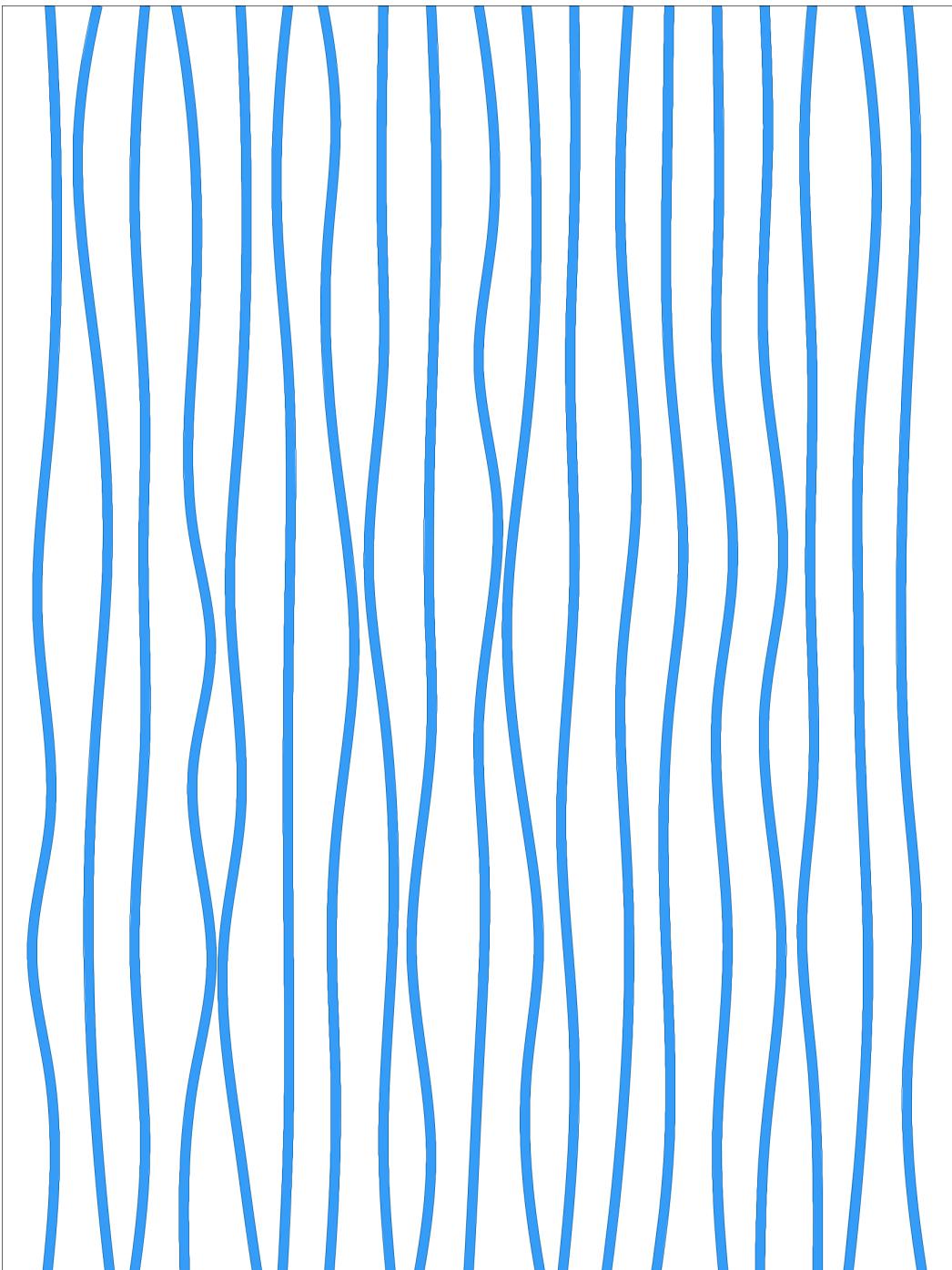
A set of input points serve as magnetic field sources. Circles around them are subdivided and the resulting points become the starting point for field lines that display the magnetic field. The result is a field effect.

Inputs:

- Surface
- Points (Attractors)

Tags:

Field Lines, Organic



048

[Download Script](#)

Loose Threads

Description:

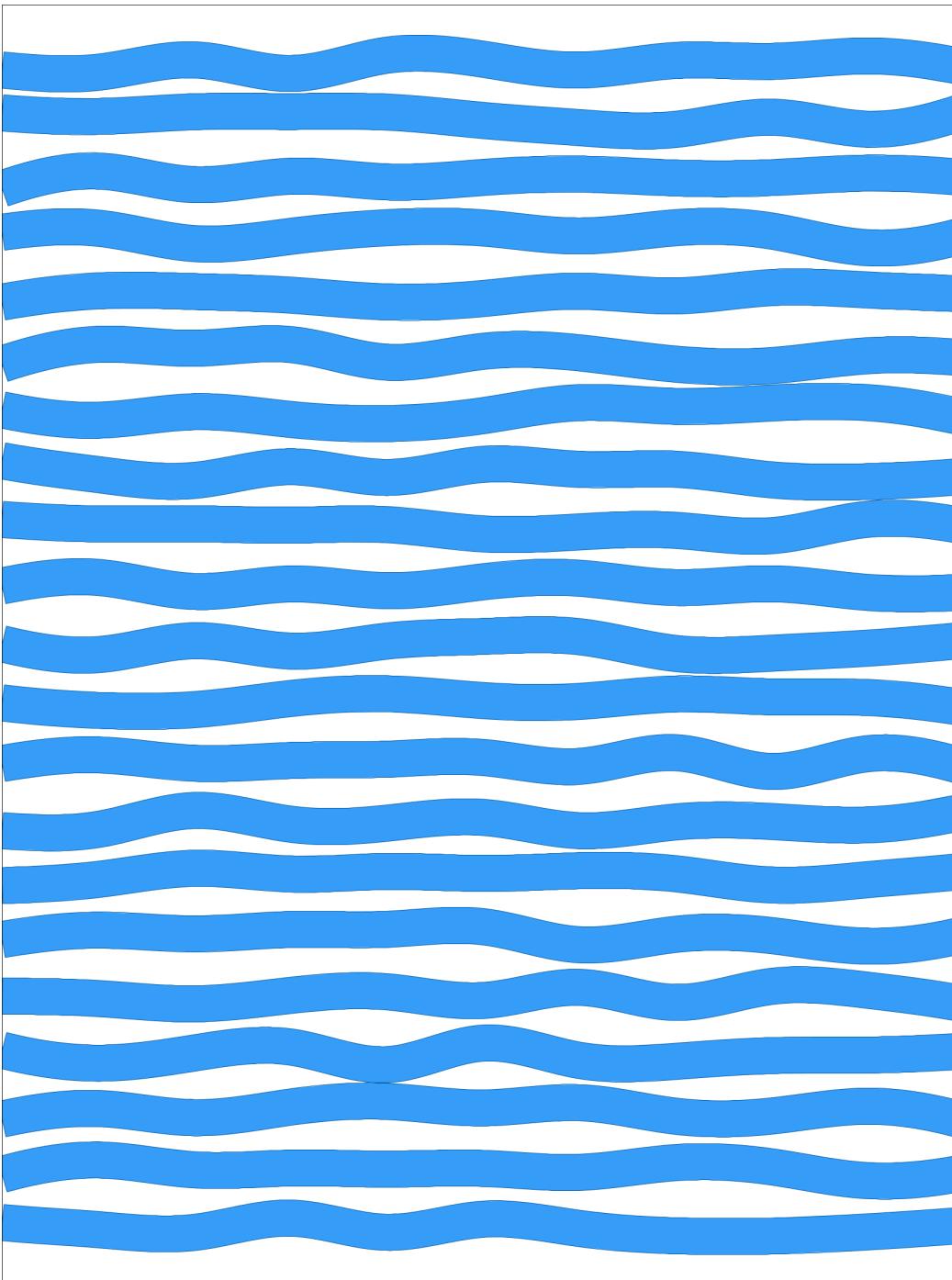
The input surface is subdivided to create equally spaced vertical section lines. The section curves are further subdivided into segments of randomized lengths. Every second controlpoint is then moved horizontally by a randomized amount up to the distance to the neighboring section line (to prevent intersections). The points are interpolated to create the final curves and offset to both sides to add thickness.

Inputs:

- Surface

Tags:

Curvilinear, Waves



049

[Download Script](#)

Wavy Ribbons

Description:

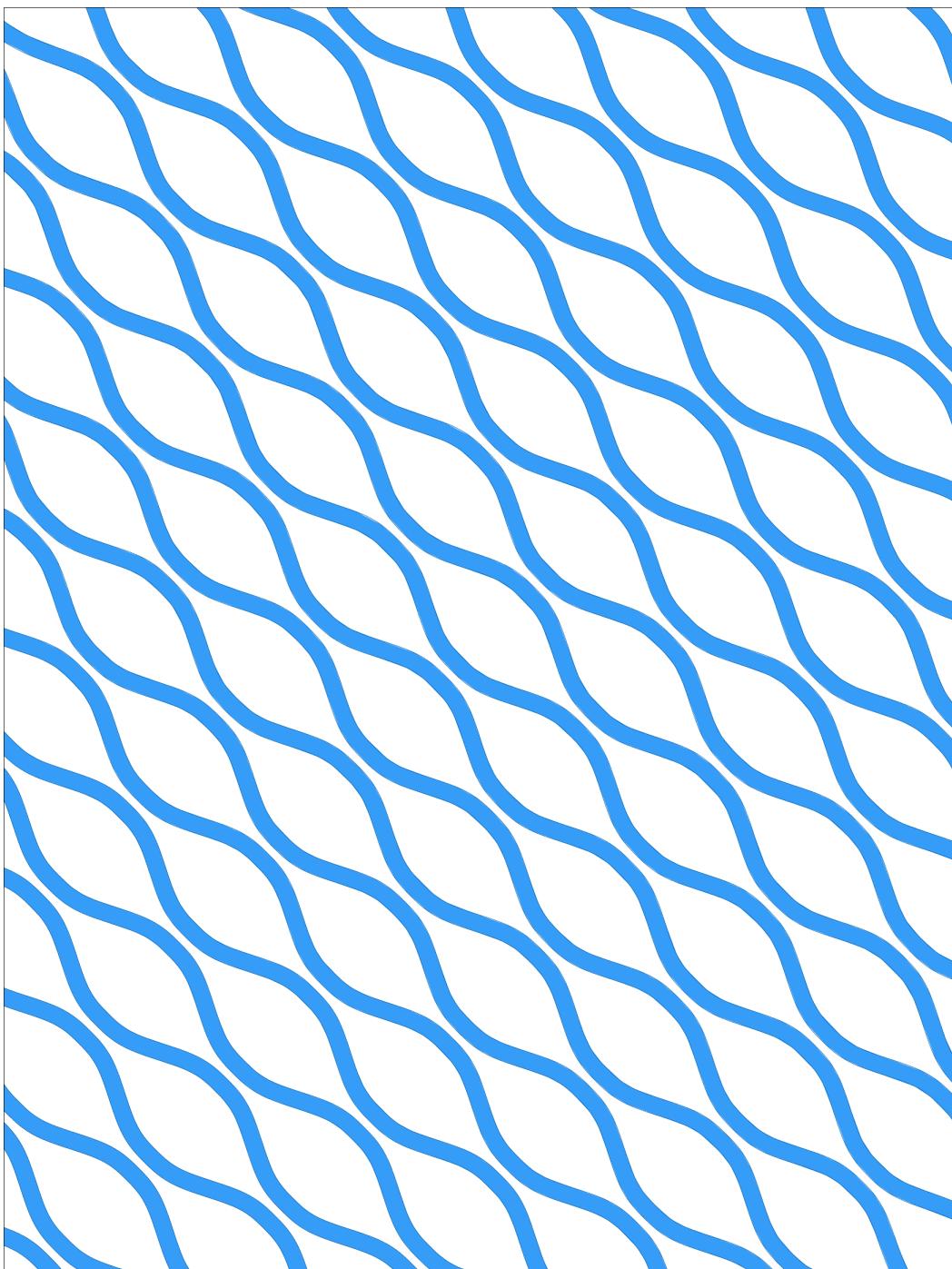
The input surface is subdivided to create equally spaced horizontal section lines. The section curves are further subdivided into equally spaced points. All points are moved vertically by a randomized amount never exceeding the distance to the next section line. Finally the points are interpolated with a curve and offset to both sides to add thickness. Compare to the Loose Threads pattern, the resulting waves are more erratic and irregular.

Inputs:

- Surface

Tags:

Organic, Waves, Curvilinear

**050** [Download Script](#)

Nested Waves

Description:

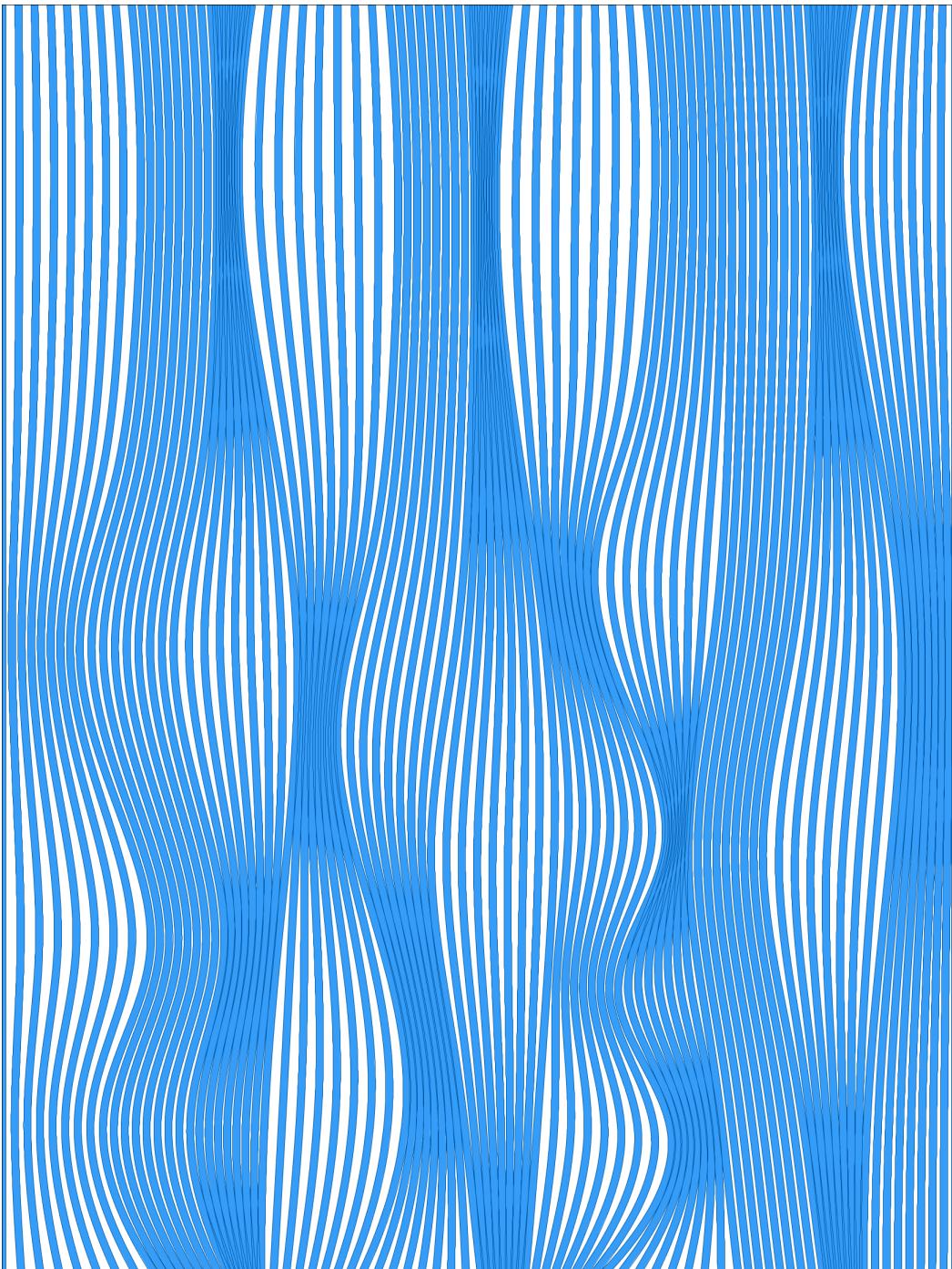
Equally spaced curves are generated on the input surface using a contour command. The resulting curves are divided into a specified number of points. Every second point is moved perpendicular to the curve by a distance matching the contour spacing. This movement is alternated for each contour line, creating a checkerboard pattern. Finally each set of points is interpolated using tangent vectors pointing into the contour direction, creating a nested waves pattern.

Inputs:

- Surface

Tags:

Waves, Cells, Uniform



051

[Download Script](#)

Veil

Description:

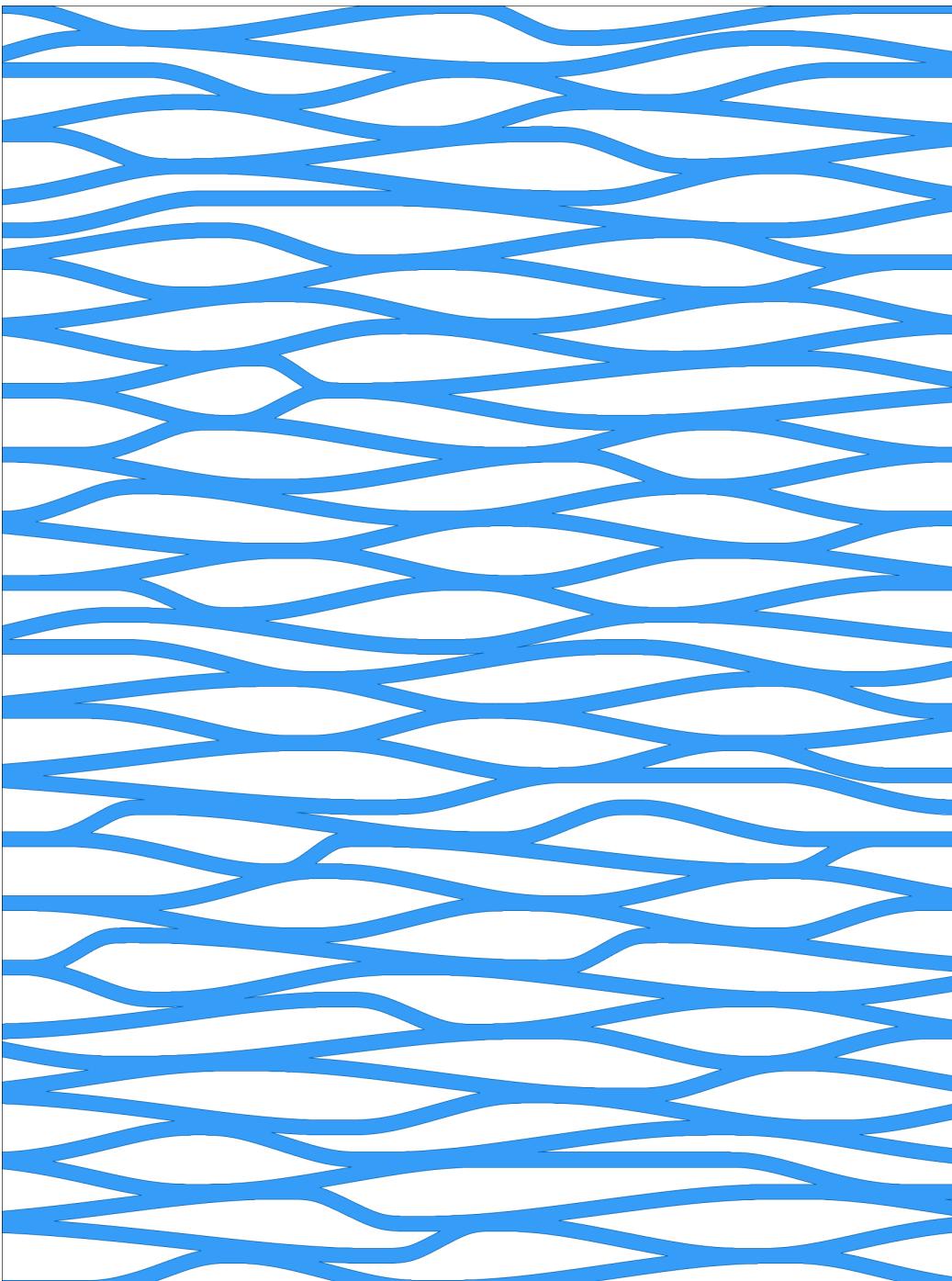
The input surface is subdivided into irregular spaced, vertical curves. These are further randomly divided to create points. The points are moved horizontally by randomized amounts never exceeding the distance to the next curve. The points are interpolated to generate curves. Finally all neighboring curves are tweened, generating a specified number of intermediate curves that transition from one to the other.

Inputs:

- Surface

Tags:

Curvilinear, Waves



052

[Download Script](#)

Wave Network

Description:

A grid of checkerboard points is generated on the input surface. The points are shifted horizontally by a randomized amount to create irregularity. The curves are then interpolated using horizontally oriented tangents resulting in an irregular wave network.

Inputs:

- Surface

Tags:

Curvilinear, Cells, Waves



053

[Download Script](#)

Curve Smudge

Description:

The input surface is subdivided to generate horizontal section lines. The lines are subdivided into an equal number of points which are then moved along the direction of the tangent at the closest point on the attractor curve. The controlpoints are only moved if they fall into a certain distance threshold to the attractor curve and the movement distance relates to the distance from the curve. The resulting 'smudged' curves are then offset in a gradient from top to bottom.

Inputs:

- Surface
- Curve (Attractor)

Tags:

Gradient, Curvilinear