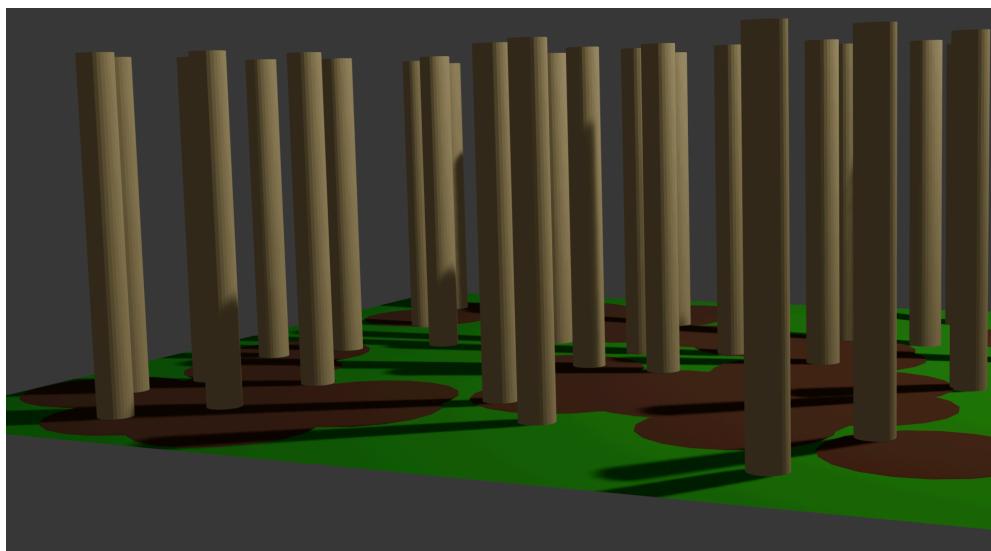


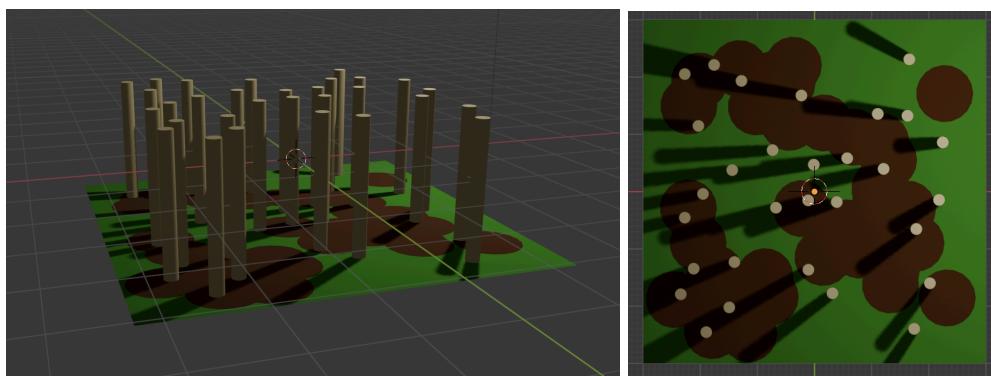
Generative Methods, Week 3

Group 5

- Object 1: Building with rudimentary structural features: i.e. roof, floor, and either walls with windows and doors or columns. Must contain repetitive element where number of repetitions can be tweaked.



Render

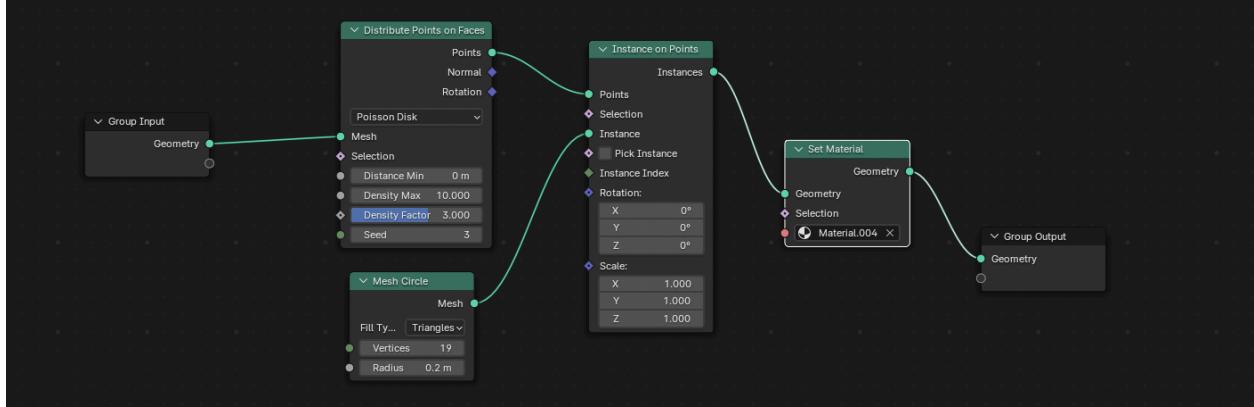


Screenshots

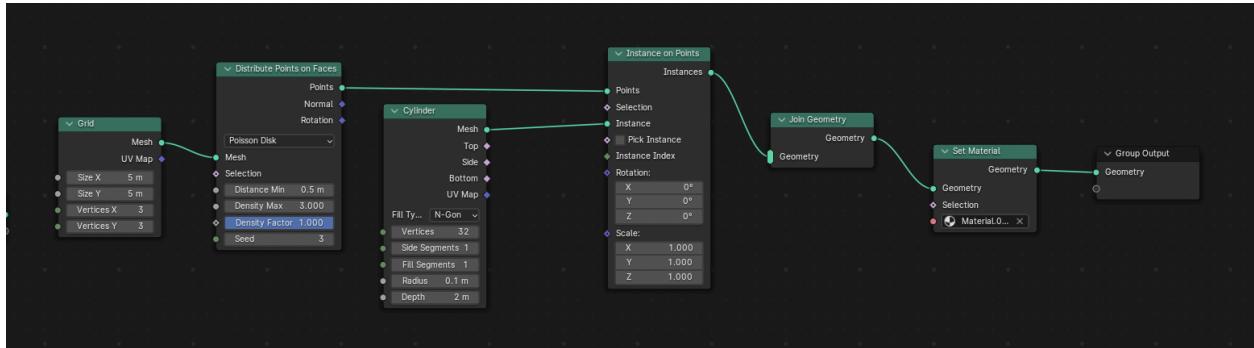
For object 1, we have generated a very simplified scene of ancient ruins. We have done this by randomly generating columns and a circle pattern on the ground on a “grass” field. Every object in the scene was born from a grid mesh and then manipulating its geometry nodes.

The density and seed of both the columns and the circle pattern can be modified by using the geometry nodes with which these objects were created. The grass plane was not created by using planes.

Below are the geometry nodes for the scene above.



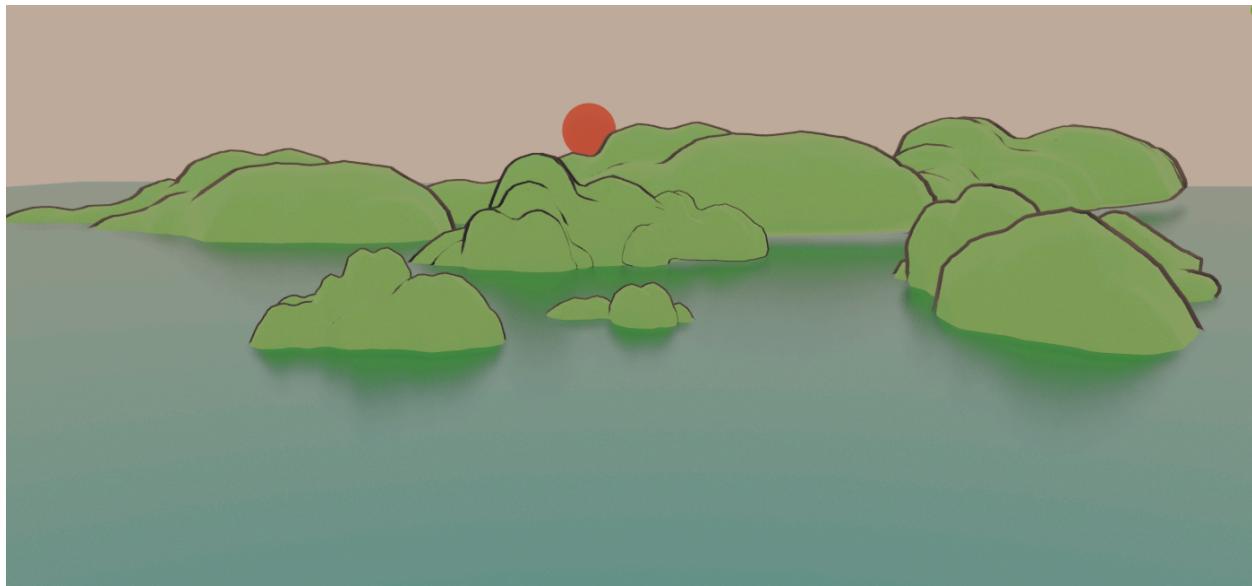
[geometry nodes for the circle pattern]



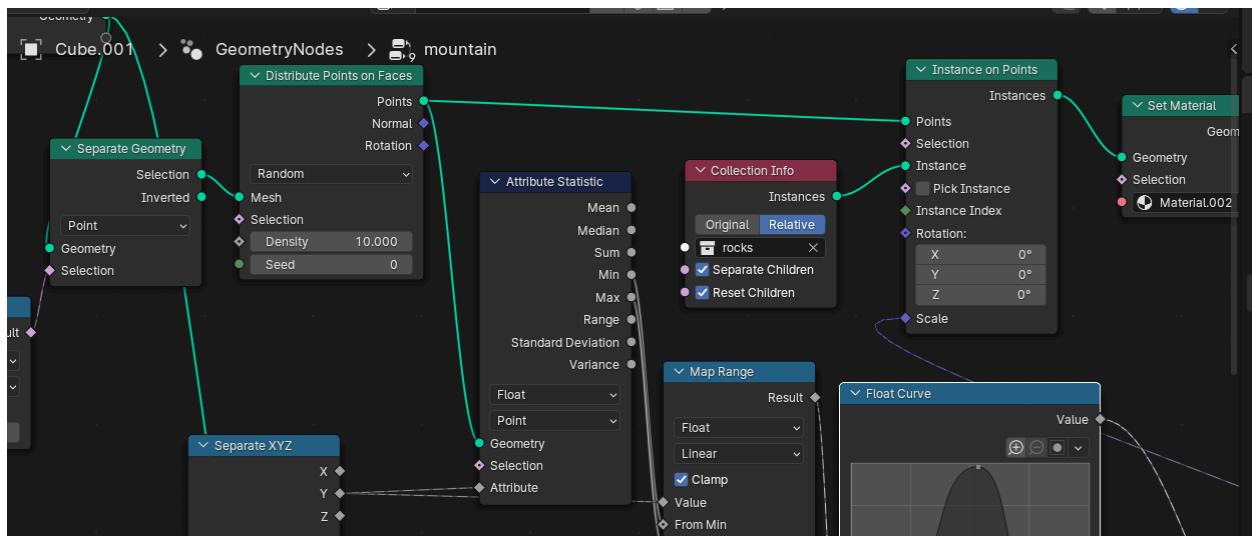
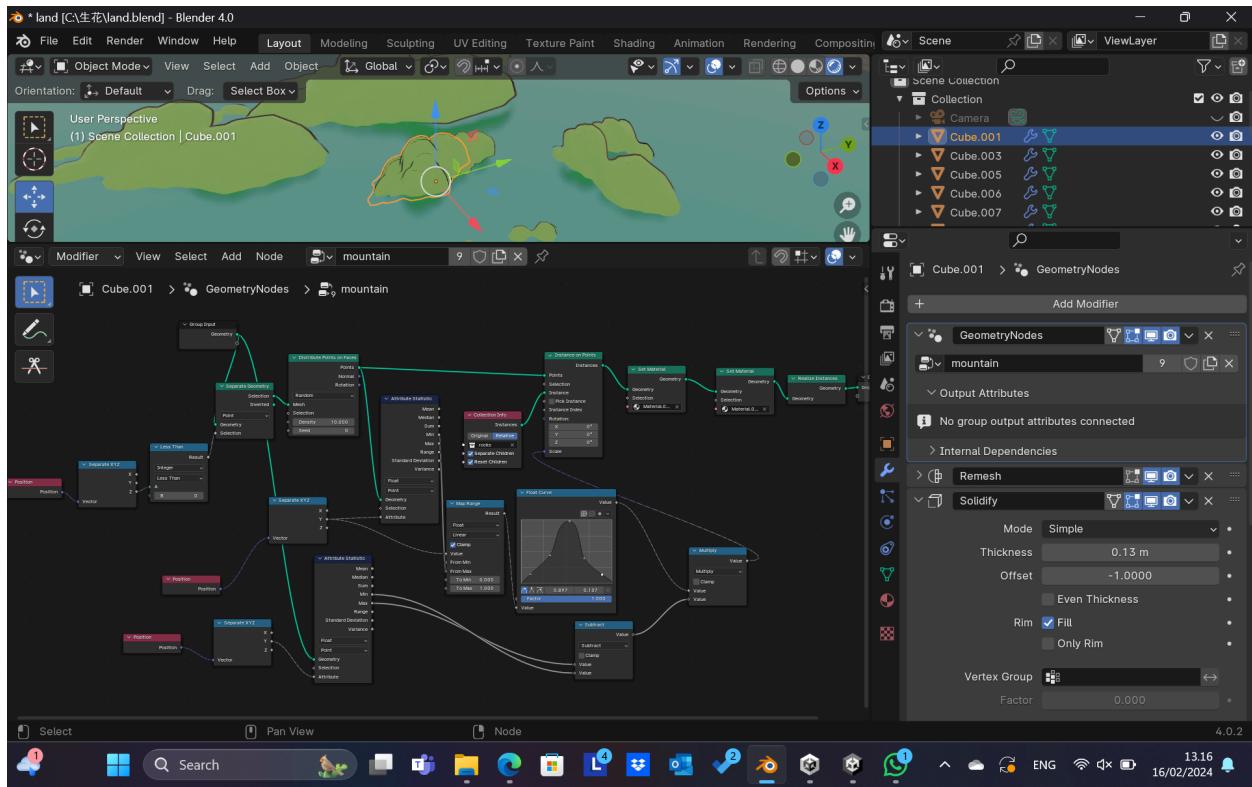
[geometry nodes for the columns]

It was a conscious decision to not combine the three geometries of columns, circles and grid plane.

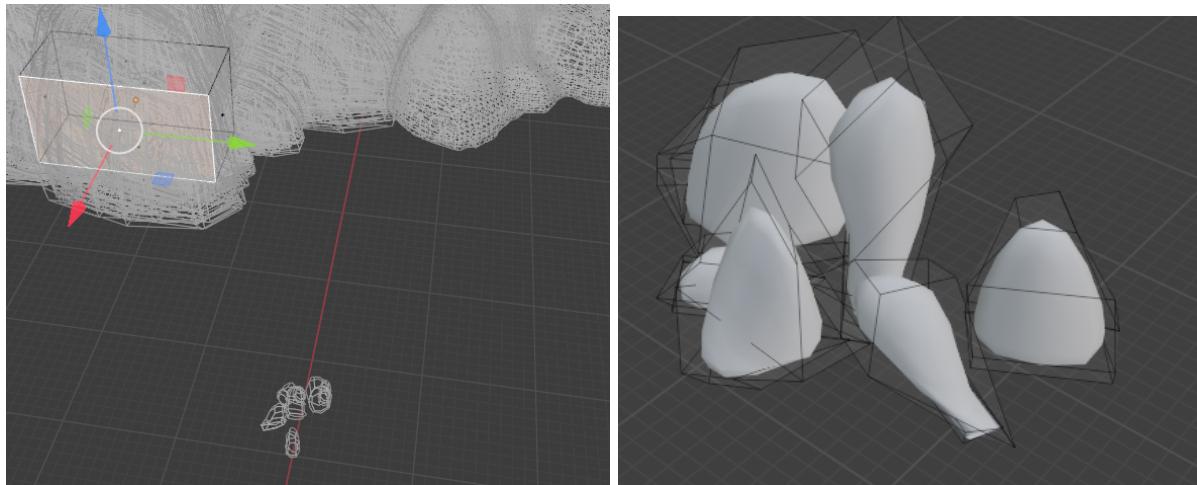
- Object 2: Mountain landscape or terrain with features at many scales. This object must compute a Shader that complements the geometry.



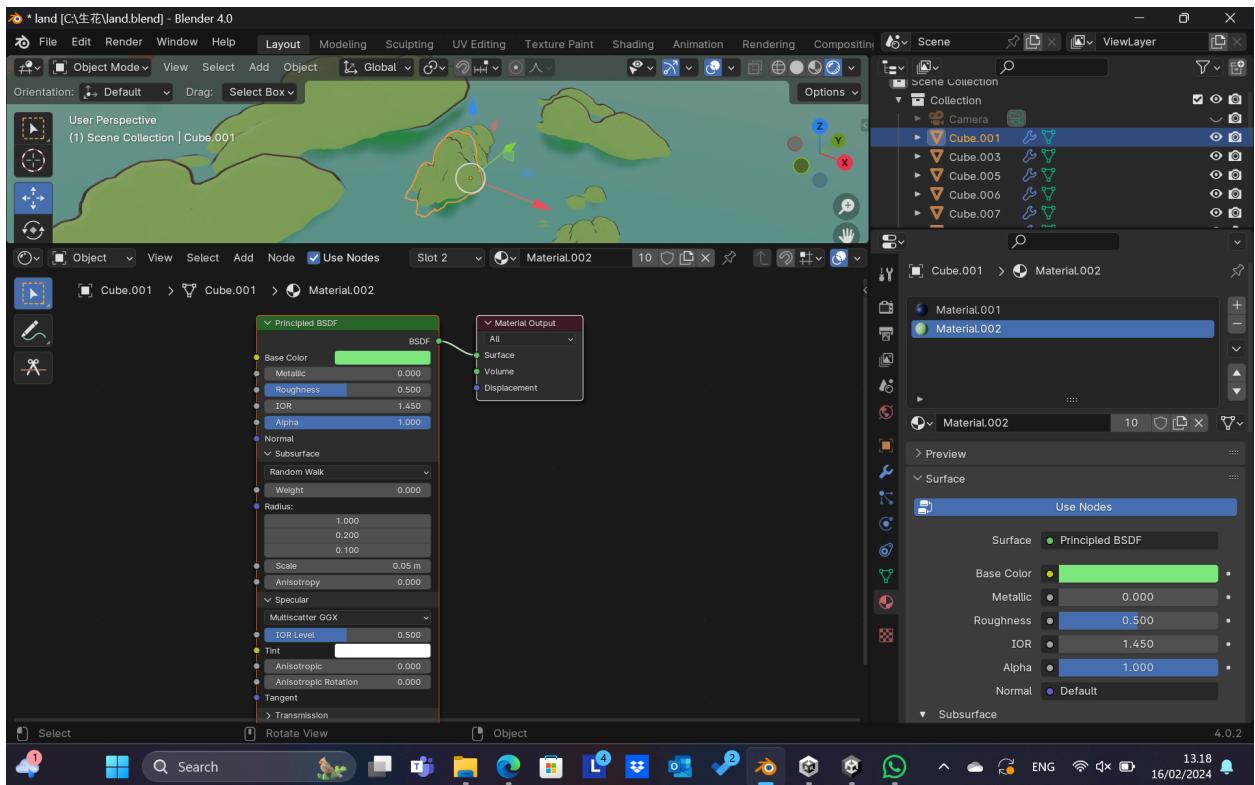
In this project, we used a simple rock group as an instance, mapped it to randomly distributed points on the plane, built a scene in the style of traditional Chinese ink landscape painting. We also draw the outline of the mountains with dark blue, and made a reflection on the water.



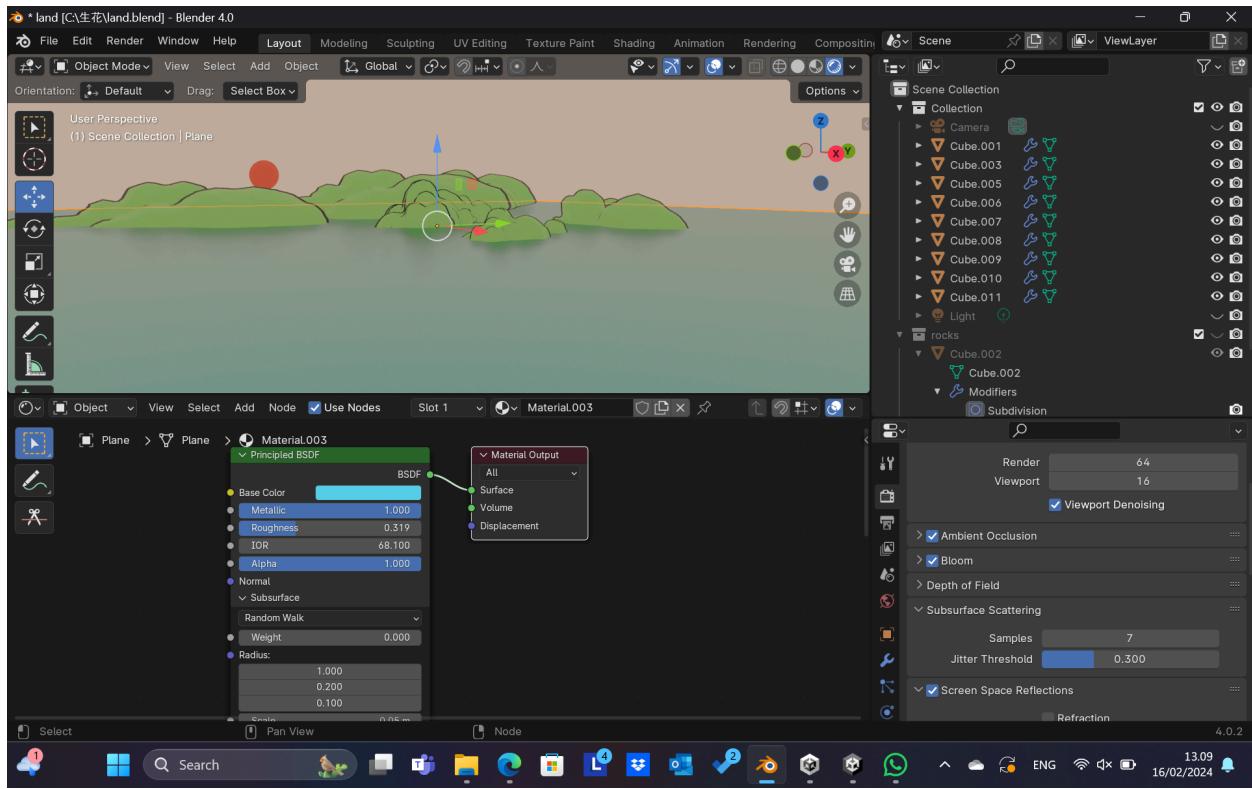
[geometry nodes for the mountains]



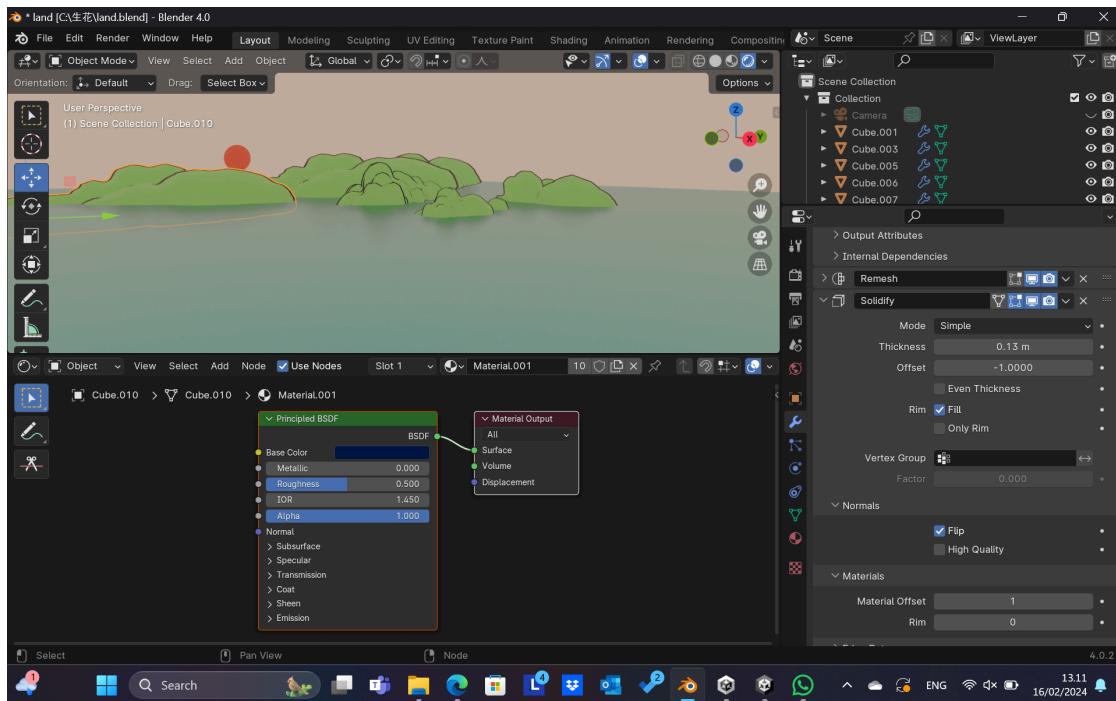
the original cube and the rock group which i use as instance



The shader editor of mountain's color



The shader editor of the water



The shader editor of the outline

