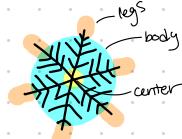


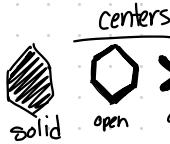
Random Combo Simulation Thing

snowflakes

* vs * (orientation)



center: 10 - 30%
body: 0, 20 - 40%
legs: 70%, 30 - 70%



w/ varying size

legs

feather:
very # angle
length
thickness
rounded / blob

geometric

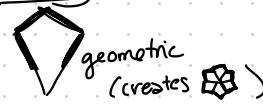
med large

8 in between

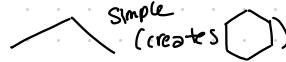


colors
mixed cool tones
pastel
dark by

body



+ none
(legs only)



thick feather

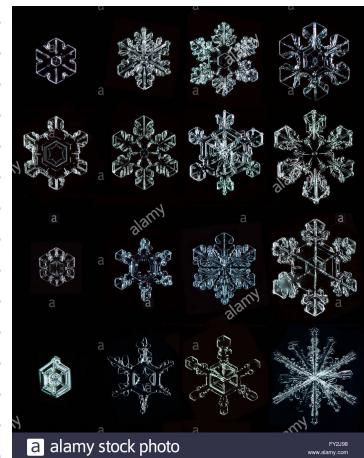


hmm...

draw? generate?

feels polished
hard to align
easy code, hard creatively

quicker to prototype
looks... generated
hard code, visuals easy



method:

gen vars

pick orientation

draw 1st spike

use transform to draw remaining spikes