

3D NPR in the spirit of Amiga games (improvement)

Basic Idea:



- reduce color palette – can't be 8 bit, try 64 colour per channel
- use ordered dithering for the lovely crosshatch pattern and transparency
- do other necessary NPR (?)
- probably requires more detailed geometry (?)
- try extreme discretization of shading – need steep transitions but still large cues to depth and shape
- need to find appropriate model (!)

- shape depiction to emphasize highlights on the surface (the tree in the second image)
- **utilize rim lighting for contour highlights**
- **multiple light sources with varying position and different colors for shape depiction**
- **Higher Level Abstraction of certain primitives (such as tree leaves) to decrease noise and increase frame-to-frame coherence**

Recursive Extension to Rigway's Inner Space Artifacts

Inspired by [these videos](#).

- level-of-detail based approach
- hex-based or voxel geometry
- constantly zooming in
- recursively applying shape variations to voxel faces whenever enough detail can be shown (close enough, LOD)
- along the same logic as Sierpinski triangles
- orthographic projection

Vector Rescan Art

Inspired by:

- <https://www.youtube.com/watch?v=DmUSb1ptCNg>
- <https://www.youtube.com/watch?v=1IZmVByUBXw>

Goals:

- synthesize shapes and images
- use sound as possible input and utilize frequency domain data