COMPUTER GENERATED TREES
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Key References

Olsson, T., 2014. *Plant Factory review*. [online] CGPress. Available from: http://cgpress.org/archives/cgreviews/plantfactory-review [Accessed 22 May 2017].

In this article, published on CGPress a freelance 3D artist Torbjörn Olsson gives an extensive review on E-on Plant Factory. He covers all the important features of the program, such as modeling pipeline, user interface and many more. The author points out the pros and cons of the program, which gives a good basic idea how it works.

Prusinkiewicz, P. and Lindenmayer, A., 2004. *The Algorithmic Beauty of Plants*. 1st ed. [ebook] New York: Springer-Verlag, pp.1-29. Available from: http://algorithmicbotany.org/papers/abop/abop-ch1.pdf [Accessed 22 May 2017].

In this book a Polish computer scientist Przemysław Prusinkiewicz explores the beauty of plants through scientific approach. The book provides the reader with a substantial knowledge on L-Systems theory from the very basic fundamental rules to advanced examples. The book is commonly referred to as the Bible of L-Systems.

Trümpler, S., 2013. *Airborn – Trees*. [online] Simonschreibt.de. Available from: https://simonschreibt.de/gat/airborn-trees/ [Accessed 22 May 2017].

This article is a tutorial made by a game artist Simon Trümpler. After doing some research he gives an explanation of a foliage creation technique for a tree which could be used in game engines. Without going into too much details the author manages to present the information really well.

Other references

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