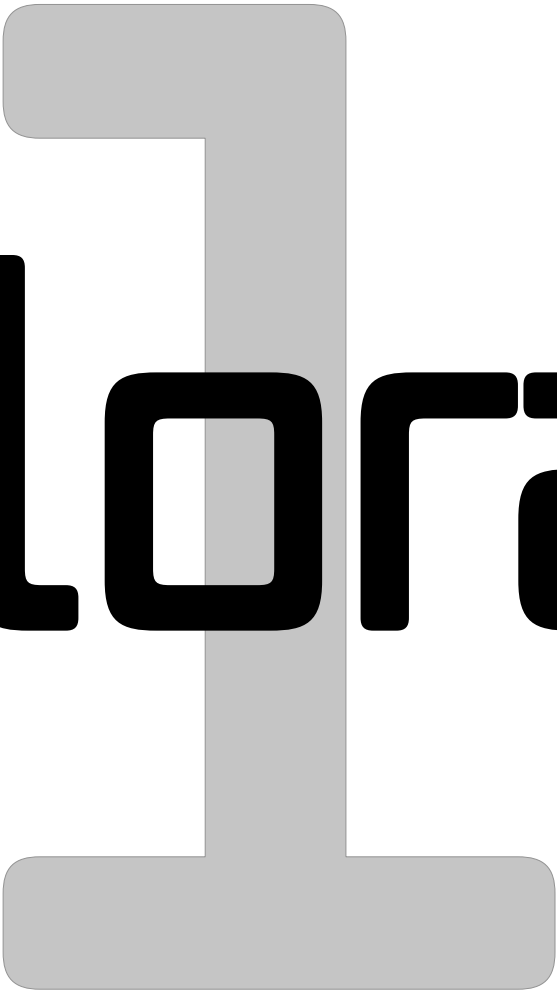
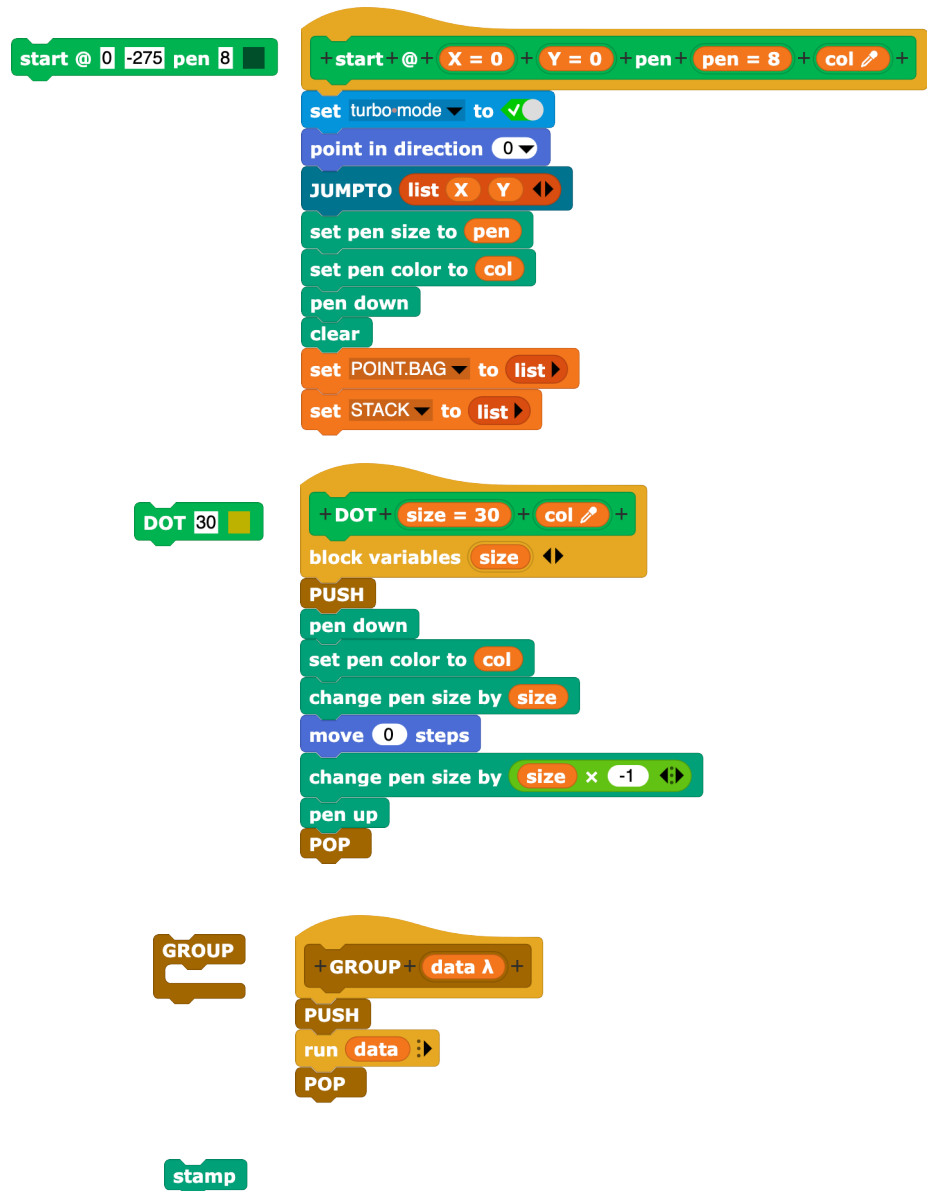




flora

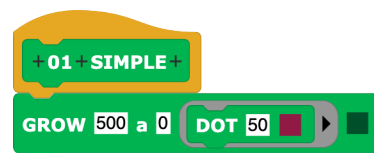
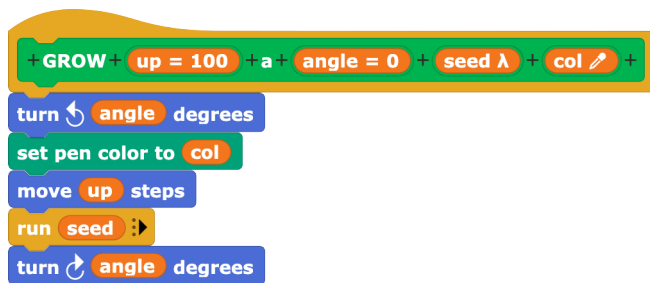
00 INITIAL



GEN 1

GEN 1

01 SIMPLE



GEN 1

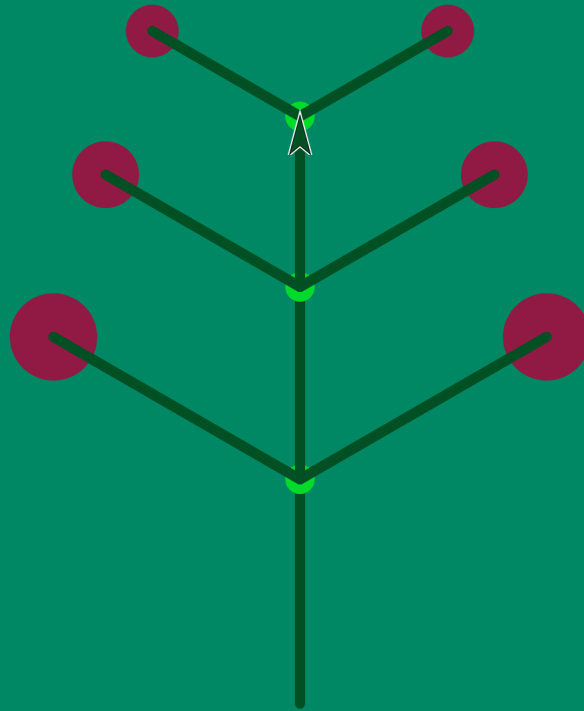
02 RACEME alt

```
+ pingpong1 + xx = 100 + seed λ +
move xx steps
run seed
move (xx x -1) steps
```

```
+ PINGPONG2 + length = 50 + a + a + seed λ +
turn a degrees
pingpong1 length run seed
turn a degrees
```

```
+ 02 + RACEME + alt +
01 GROW 175 a 0 01 DOT 15
✓ 02_PINGPONG 200 a 65 01 DOT 60
01 GROW 75 a 0 01 DOT 15
✓ 02_PINGPONG 200 a -65 01 DOT 50
01 GROW 75 a 0 01 DOT 15
✓ 02_PINGPONG 150 a 65 01 DOT 40
01 GROW 75 a 0 01 DOT 15
✓ 02_PINGPONG 150 a -65 01 DOT 30
01 GROW 75 a 0 01 DOT 15
✓ 02_PINGPONG 100 a 65 01 DOT 20
01 GROW 75 a 0 01 DOT 15
```

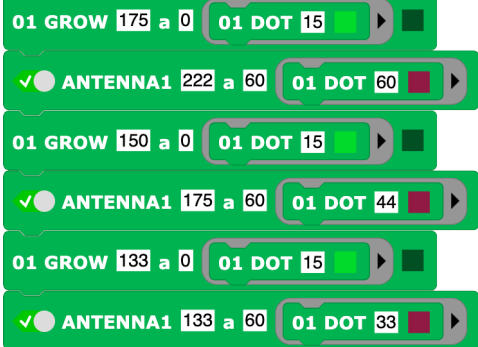
GEN 1



03 RACEME opp

03 RACEME opp

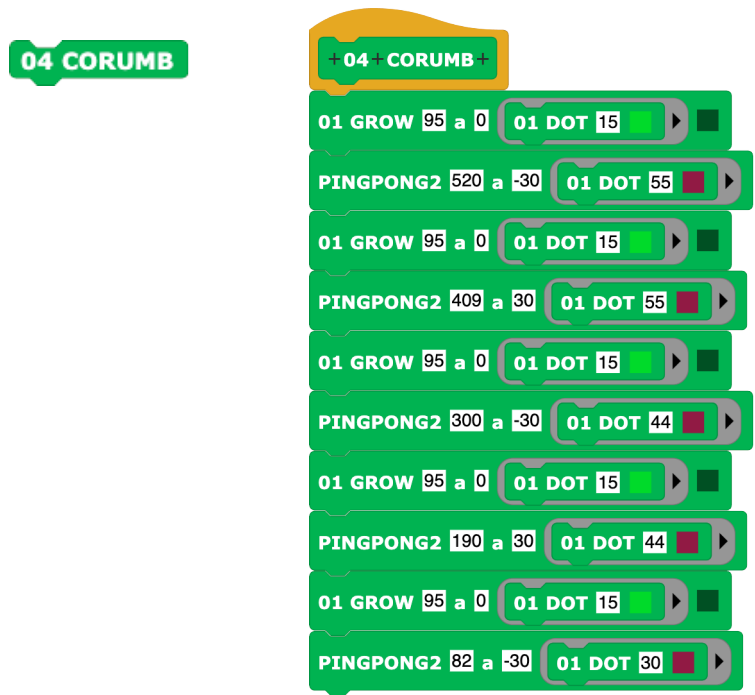
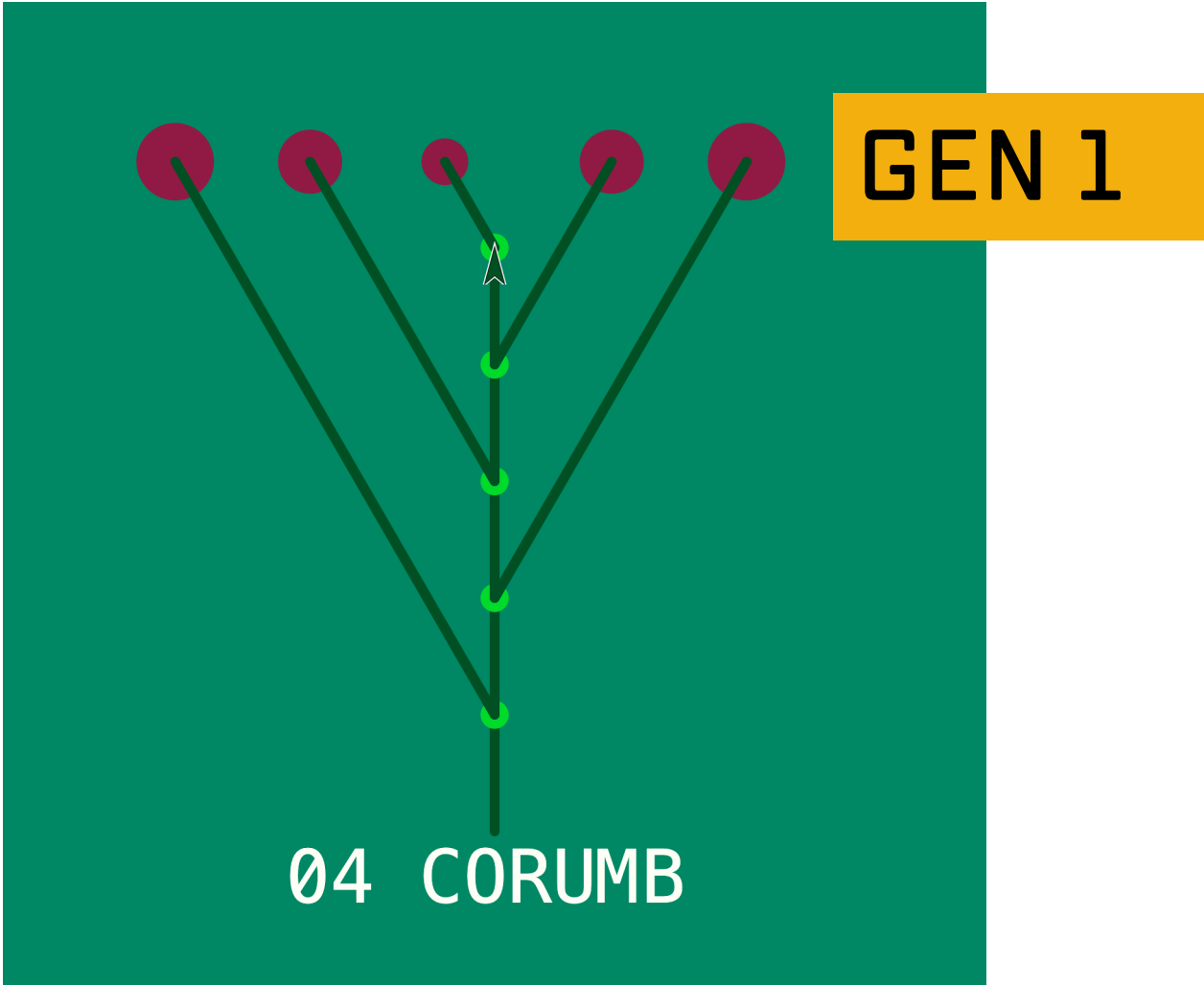
+ 03 + RACEME + opp +



+ ANTENNA1 + length = 100 + a + angle = 90 + seed λ +

PINGPONG2 length a angle seed

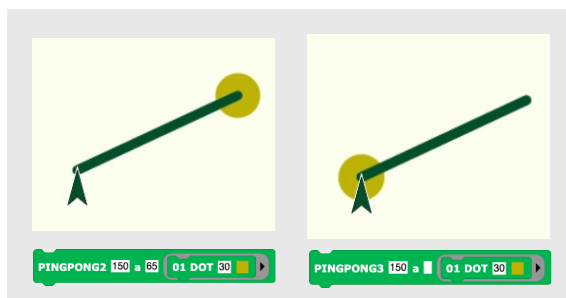
PINGPONG2 length × 1 a angle × -1 seed



GEN 1

05 SPIKE

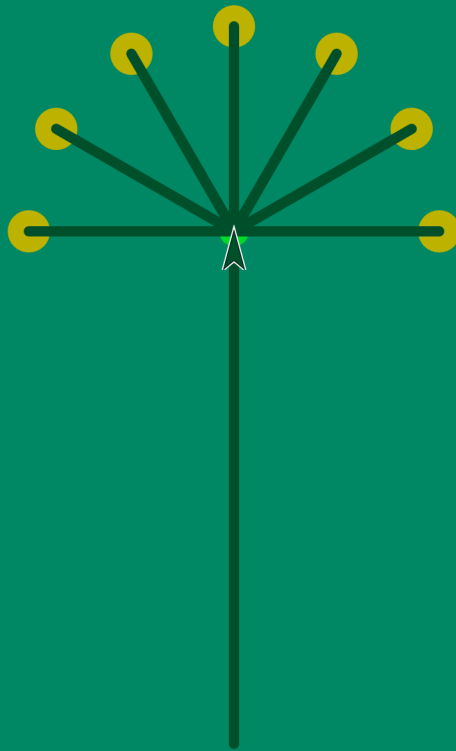
```
+ PINGPONG3 + distance = 50 + a + A + data λ +  
turn ⤵ A degrees  
run data ⤵  
move distance steps  
move distance × -1 ⬅ steps  
turn ⤵ A degrees
```



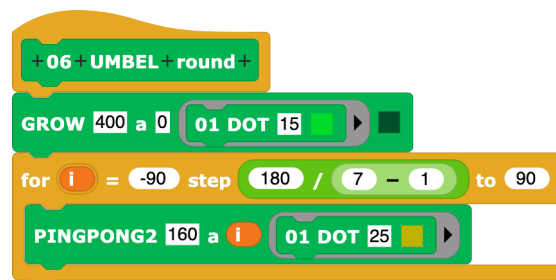
+05+ SPIKE +

```
GROW 70 a 0 01 DOT 15  
PINGPONG3 111 a 65 01 DOT 30  
GROW 70 a 0 01 DOT 15  
PINGPONG3 111 a -65 01 DOT 30  
GROW 70 a 0 01 DOT 15  
PINGPONG3 75 a 65 01 DOT 20  
GROW 70 a 0 01 DOT 15  
PINGPONG3 75 a -65 01 DOT 20  
GROW 70 a 0 01 DOT 15  
PINGPONG3 50 a 65 01 DOT 15  
GROW 70 a 0 01 DOT 15  
PINGPONG3 50 a -65 01 DOT 15  
GROW 70 a 0 01 DOT 15  
PINGPONG3 30 a 65 01 DOT 15  
GROW 70 a 0 01 DOT 15
```

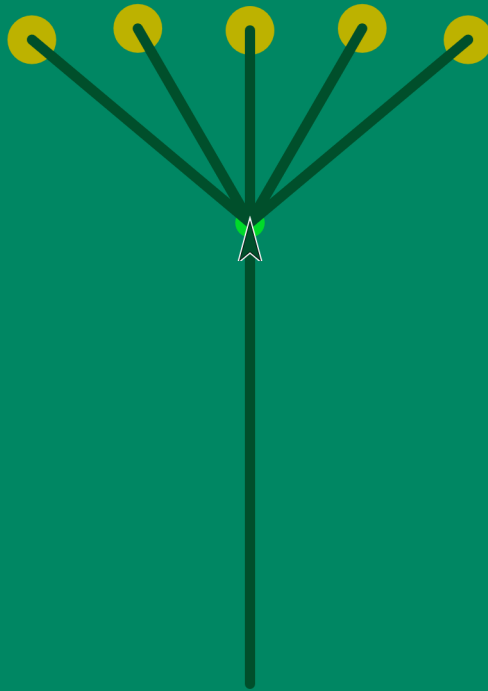
GEN 1



06 UMBEL round



GEN 1

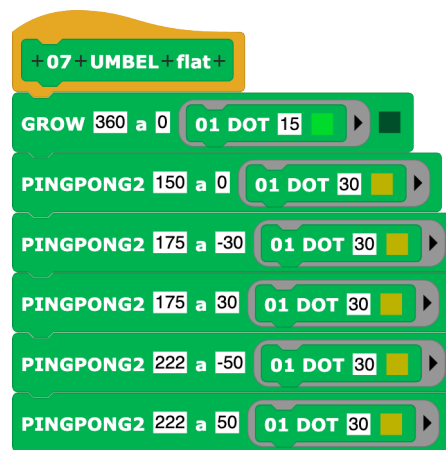


07 UMBEL flat

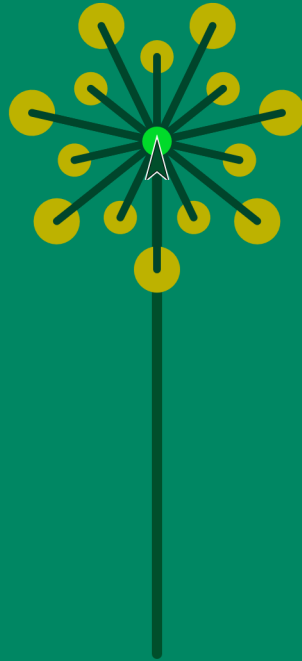
INFO

origin same point
angles spread by hand
length by hand

can also be arched



GEN 1

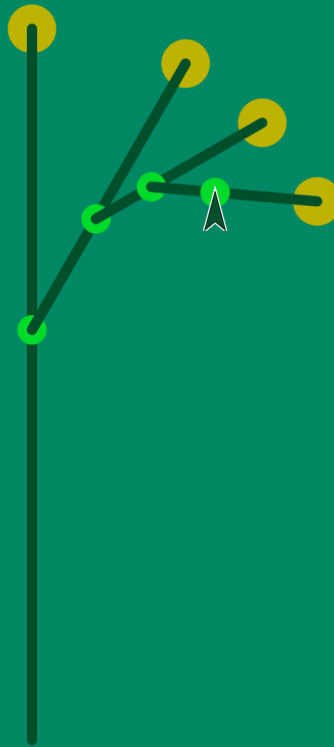


08 UMBEL sphere

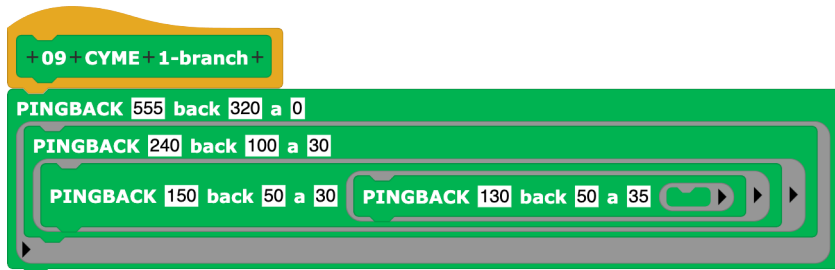
```
+08+UMBEL+sphere+
GROW 400 a 0
FRUIT 7 r 100 rot ✓ seed 01 DOT 30
FRUIT 7 r 66 rot seed 01 DOT 20
01 DOT 15
```

```
+FRUIT+ POLY = 6 +r+ r = 100 +rot+ rot ? +seed+ seed λ +
block variables color
pen down
if rot
  turn MAINhalf POLY degrees
pen down
repeat POLY
  02 PINGPONG r seed
  turn centralAngle POLY degrees
if rot
  turn MAINhalf POLY degrees
```

GEN 1

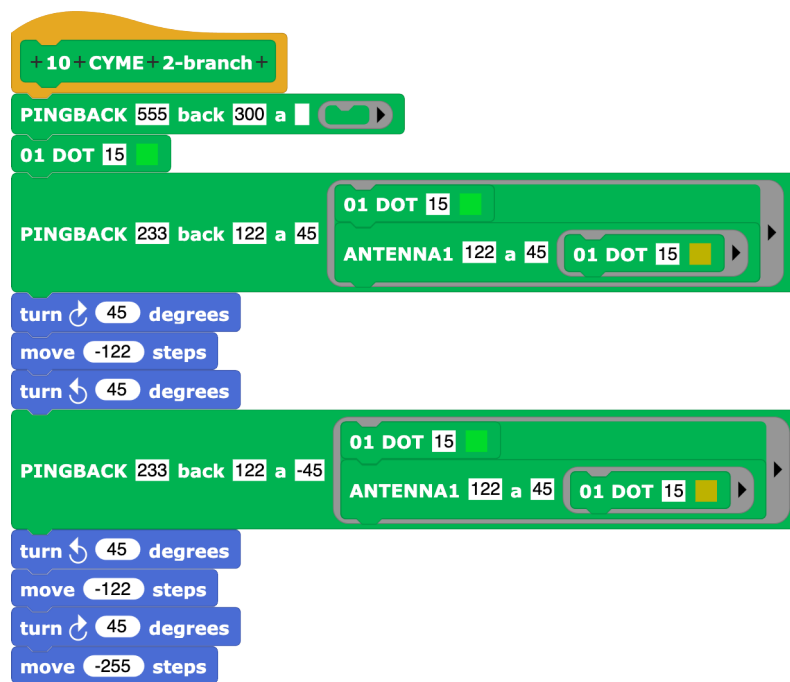


09 CYME 1-branch



GEN 1

10 CYME 2-branch



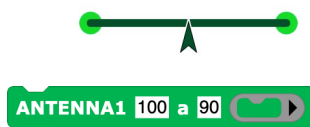
PINGPONG FAMILY



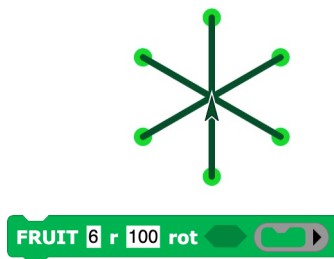
```
+pingpong1+ xx = 100 + seed λ +
move xx steps
run seed
move xx x -1 steps
```



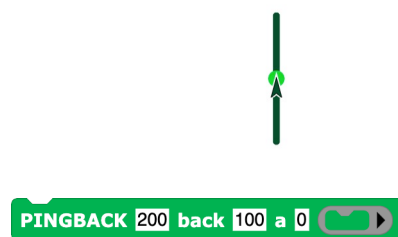
```
+PINGPONG2+ length = 50 + a + a + seed λ +
turn a degrees
pingpong1 length run seed
turn a degrees
```



```
+ANTENNA1+ length = 100 + a + angle = 90 + seed λ +
PINGPONG2 length a angle seed
PINGPONG2 length x 1 a angle x -1 seed
```



```
+FRUIT+ POLY = 6 + r + r = 100 + rot + rot ? + seed λ +
block variables color
pen down
if rot
turn MAINhalf POLY degrees
pen down
repeat POLY
02 PINGPONG r seed
turn centralAngle POLY degrees
if rot
turn MAINhalf POLY degrees
```



```
+09_PINGBACK+ distance = 50 + back + back + a + A + data λ +
turn A degrees
move distance steps
01 DOT 30
move distance x -1 steps
move back steps
01 DOT 15
run data
turn A degrees
```

GROW FAMILY

GROW 100 a 0



```
+ GROW + up = 100 + a + angle = 0 + seed λ + col ⚡ +
turn ↻ angle degrees
set pen color to col
move up steps
run seed ⚡
turn ↻ angle degrees
```

GROW2 up 100 a 45 branch 100



```
+ GROW2 + up + up = 100 + a + angle = 45 + branch + branch = 100 +
seed λ + col ⚡ +
set pen color to col
move branch steps
01 DOT 15
PINGPONG2 branch a angle seed
```

5 STRAW1 seg 100 a 0 PINGPONG2 100 a 45



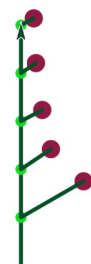
```
+ # = 5 + STRAW1 + seg + up = 100 + a + a = 0 + seed λ +
for i = 1 step 1 to #
GROW up a a seed
```

5 STRAW2 seg 100 l 150 ba 90



```
+ # = 5 + STRAW2 + seg + up = 100 + l + LEN = 100 + ba + ba λ +
for i = 1 step 1 to #
GROW2 up up a call ba ⚡ branch LEN
```

5 STRAW3 up 100 a 60 br 150 DOT 30



```
+ # = 5 + STRAW3 + up + up λ + a + ang λ + br + branch + seed λ +
col ⚡ +
for i = 1 step 1 to #
GROW2 up call up ⚡ a vary call ang ⚡ v 10 branch branch / i
seed col
```

5 STRAW4 up 66 l 100 wob 12 ba 45



```
+ # = 5 + STRAW4 + up + up + l + LEN = 100 + wob + wob = 5 + ba +
ba λ +
for i = 1 step 1 to #
WOB wob
GROW2 up vary up v wob a call ba ⚡ branch LEN / i
DOT 30 / i / 2
```