



Modelling morphological features of trees in XL

Katarína Smoleňová

Georg-August University of Göttingen
Chair for Computer Graphics and Ecological Informatics

September 28, 2010

Outline

Introduction

Growth process

Branching process

Morphological differentiation of axes

Extensions...



What will you see in the tutorial?

- ▶ Terms and pictures:
 - ▶ D. Barthélémy and Y. Caraglio: *Plant Architecture: A Dynamic, Multilevel and Comprehensive Approach to Plant Form, Structure and Ontogeny. Annals of Botany*, 99(3): 375–407, 2007.
- ▶ Examples:
 - ▶ *Examples of morphological characteristics (summarized in the paper above) created with XL^a in GroIMP^b*

^aeXtended L-system language

^bGrowth-grammar related interactive Modelling Platform

What will you see in the tutorial?

- ▶ Terms and pictures:
 - ▶ D. Barthélémy and Y. Caraglio. **Plant Architecture: A Dynamic, Multilevel and Comprehensive Approach to Plant Form, Structure and Ontogeny**. *Annals of Botany*, 99(3): 375–407, 2007.
- ▶ Examples:

- ▶ E.g. leafy axis



of morphological characteristics (summarized in the paper above) created with XL^a in GroIMP^b

^aeXtended L-system language

^bGrowth-grammar related interactive Modelling Platform



GEORG-AUGUST-UNIVERSITÄT
GÖTTINGEN

What will you see in the tutorial?

- ▶ Terms and pictures:

- ▶ D. Barthélémy and Y. Caraglio. **Plant Architecture: A Dynamic, Multilevel and Comprehensive Approach to Plant Form, Structure and Ontogeny**. *Annals of Botany*, 99(3): 375–407, 2007.

- ▶ Examples:

of morphological characteristics (summarized in the paper above) created with **XL**^a in **GroIMP**^b

^ae**X**tended **L**-system language

^b**G**rowth-grammar related **I**nteractive **M**odelling **P**latform

- ▶ E.g. leafy axis

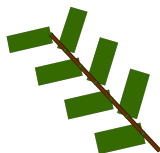


GEORG-AUGUST-UNIVERSITÄT
GÖTTINGEN

What will you see in the tutorial?

- ▶ Terms and pictures:
 - ▶ D. Barthélémy and Y. Caraglio. **Plant Architecture: A Dynamic, Multilevel and Comprehensive Approach to Plant Form, Structure and Ontogeny**. *Annals of Botany*, 99(3): 375–407, 2007.
- ▶ Examples:
 - ▶ **Simplified examples** of morphological characteristics (summarized in the paper above) created with **XL^a** in **GroIMP^b**

- ▶ E.g. leafy axis



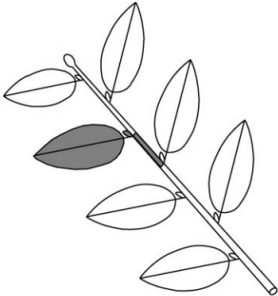
^ae**X**tended **L**-system language

^b**G**rowth-grammar related **I**nteractive **M**odelling **P**latform

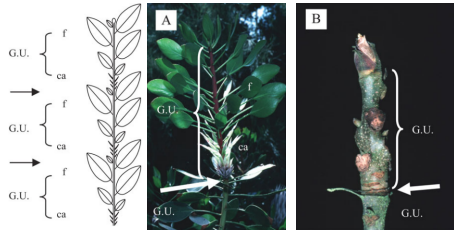
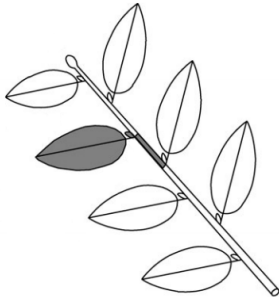


GEORG-AUGUST-UNIVERSITÄT
GÖTTINGEN

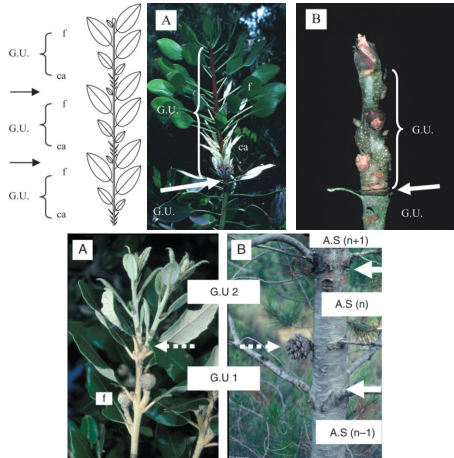
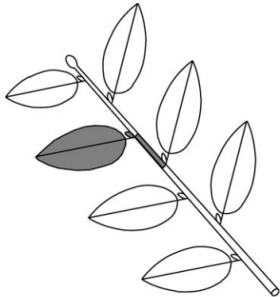
Shoot / growth unit / annual shoot



Shoot / growth unit / annual shoot



Shoot / growth unit / annual shoot



Shoot / growth unit / annual shoot (with XL) 1

```
module ApicalBud;
```

```
module LateralBud;
```

```
module Internode;
```

```
module Leaf;
```

red = newly added code

Shoot / growth unit / annual shoot (with XL) 1

```
module ApicalBud extends Sphere(0.1);
```

```
module LateralBud extends Sphere(0.08);
```

```
module Internode extends Cylinder(1, 0.05);
```

```
module Leaf extends Parallelogram(1, 0.5);
```



Shoot / growth unit / annual shoot (with XL) 1

```
module ApicalBud extends Sphere(0.1)
{
  { setColor(0x336600); setTransform(0, 0, 0.1); }
}
module LateralBud extends Sphere(0.08)
{
  { setColor(0x336600); setTransform(0, 0, 0.1); }
}
module Internode extends Cylinder(1, 0.05)
{
  { setColor(0x663300); }
}
module Leaf extends Parallelogram(1, 0.5)
{
  { setColor(0x336600); }
}
```



Shoot / growth unit / annual shoot (with XL) 1

```

module ApicalBud extends Sphere(0.1)
{
  { setColor(0x336600); setTransform(0, 0, 0.1); }
}
module LateralBud extends Sphere(0.08)
{
  { setColor(0x336600); setTransform(0, 0, 0.1); }
}
module Internode extends Cylinder(1, 0.05)
{
  { setColor(0x663300); }
}
module Leaf extends Parallelogram(1, 0.5)
{
  { setColor(0x336600); }
}
protected void init()
[
  Axiom ==> ApicalBud;
]

```



Shoot / growth unit / annual shoot (with XL) 2

```
public void grow()  
[  
    ab:ApicalBud ==>  
  
    ;  
]
```



Shoot / growth unit / annual shoot (with XL) 2

```
public void grow()
[
  ab:ApicalBud ==>
    Internode
    [ RL(40) LateralBud ]
    [ RL(60) Leaf ]
  ;
]
```



Shoot / growth unit / annual shoot (with XL) 2

```

public void grow()
[
  ab:ApicalBud ==>
    Internode
    [ RL(40) LateralBud ]
    [ RL(60) Leaf ]
  ;
]

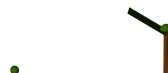
```



Shoot / growth unit / annual shoot (with XL) 2

```
const float BRANCH_ANGLE = 40;  
const float LEAF_ANGLE = 60;
```

```
public void grow()  
{  
    ab:ApicalBud ==>  
        Internode  
        [ RL(40) LateralBud ]  
        [ RL(60) Leaf ]  
    ;  
}
```



Shoot / growth unit / annual shoot (with XL) 2

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;

public void grow()
[
    ab:ApicalBud ==>
        Internode
        [ RL(BRANCH_ANGLE) LateralBud ]
        [ RL(LEAF_ANGLE) Leaf ]
    ;
]

```



Indeterminate growth



Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]

    ;

```



Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]

    ab
;

```



Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]

    ab
;

```



Indeterminate growth (with XL)

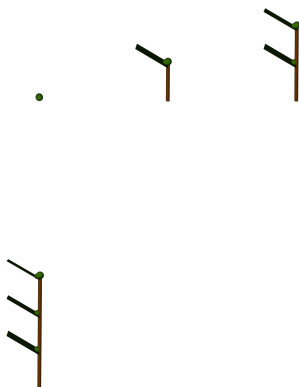
```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]

    ab
;

```



Indeterminate growth (with XL)

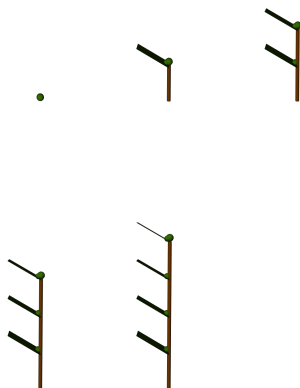
```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]

    ab
;

```



Indeterminate growth (with XL)

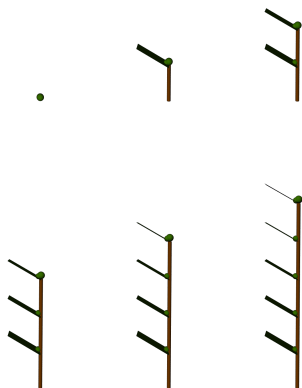
```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]

    ab
;

```



Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;
const float PHYLLOTAXIS = 180;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]

    ab
;

```



Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;
const float PHYLLOTAXIS = 180;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
    ;
]

```



Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;
const float PHYLLOTAXIS = 180;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
;
itn:Internode ::> {
    itn[length] += 0.2;
    itn[radius] += 0.01;
}

```



Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;
const float PHYLLOTAXIS = 180;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
;
itn:Internode ::> {
    itn[length] += 0.2;
    itn[radius] += 0.01;
}
lf:Leaf ::> {
    lf[length] += 0.2;
    lf[axis][x] += 0.2;
}
]

```



Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;
const float PHYLLOTAXIS = 180;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
;
  itn:Internode ::> {
    itn[length] += 0.2;
    itn[radius] += 0.01;
  }
  lf:Leaf ::> {
    lf[length] += 0.2;
    lf[axis][x] += 0.2;
  }
]

```



Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;
const float PHYLLOTAXIS = 180;

public void grow()
[  ab:ApicalBud ==>
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
;
itn:Internode ::> {
    itn[length] += 0.2;
    itn[radius] += 0.01;
}
lf:Leaf ::> {
    lf[length] += 0.2;
    lf[axis][x] += 0.2;
}
]

```



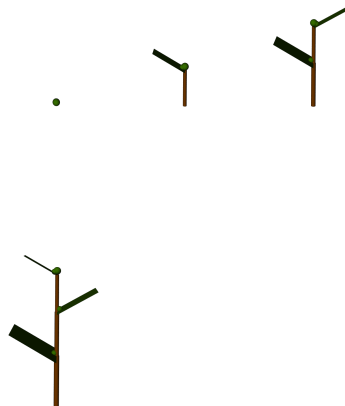
Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;
const float PHYLLOTAXIS = 180;

public void grow()
[ ab:ApicalBud ==>
  Internode
  [ RL(BRANCH_ANGLE) LateralBud ]
  [ RL(LEAF_ANGLE) Leaf ]
  RH(PHYLLOTAXIS)
  ab
;
itn:Internode ::> {
  itn[length] += 0.2;
  itn[radius] += 0.01;
}
lf:Leaf ::> {
  lf[length] += 0.2;
  lf[axis][x] += 0.2;
}
]

```



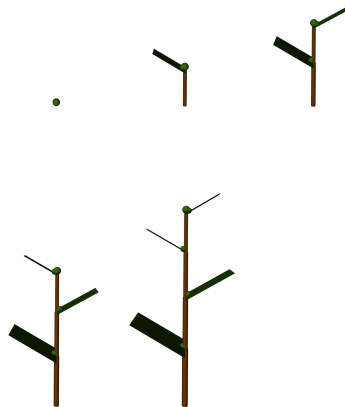
Indeterminate growth (with XL)

```

const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;
const float PHYLLOTAXIS = 180;

public void grow()
[ ab:ApicalBud ==>
  Internode
  [ RL(BRANCH_ANGLE) LateralBud ]
  [ RL(LEAF_ANGLE) Leaf ]
  RH(PHYLLOTAXIS)
  ab
;
itn:Internode ::> {
  itn[length] += 0.2;
  itn[radius] += 0.01;
}
lf:Leaf ::> {
  lf[length] += 0.2;
  lf[axis][x] += 0.2;
}
]

```



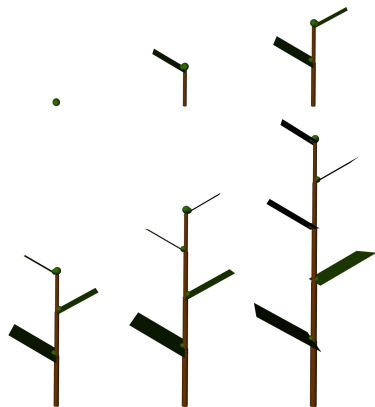
Indeterminate growth (with XL)

```

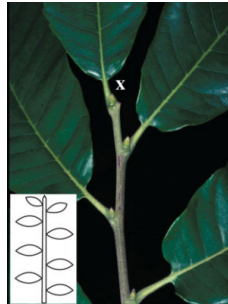
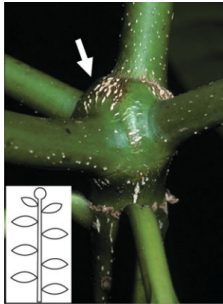
const float BRANCH_ANGLE = 40;
const float LEAF_ANGLE = 60;
const float PHYLLOTAXIS = 180;

public void grow()
[ ab:ApicalBud ==>
  Internode
  [ RL(BRANCH_ANGLE) LateralBud ]
  [ RL(LEAF_ANGLE) Leaf ]
  RH(PHYLLOTAXIS)
  ab
;
itn:Internode ::> {
  itn[length] += 0.2;
  itn[radius] += 0.01;
}
lf:Leaf ::> {
  lf[length] += 0.2;
  lf[axis][x] += 0.2;
}
]

```



Determinate growth



Determinate growth (with XL)

```

protected void init()
[
    Axiom ==> ApicalBud;
]
public void grow()
[  ab:ApicalBud ==>

    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab

    ;
    ...
]

```



Determinate growth (with XL)

```

int time;
protected void init()
[ { time = 0; }
  Axiom ==> ApicalBud;
]
public void grow()
[ ab:ApicalBud ==>
  if (time < 4) (
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
  ) else (

  )
;
...
{ time += 1; }
]

```



Determinate growth (with XL)

```

module Flower extends Sphere(0.2) { {setShader(RED);} }
int time;
protected void init()
[ { time = 0; }
  Axiom ==> ApicalBud;
]
public void grow()
[ ab:ApicalBud ==>
  if (time < 4) (
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
  ) else (

  )

;
...
{ time += 1; }
]

```



Determinate growth (with XL)

```

module Flower extends Sphere(0.2) { {setShader(RED);} }
int time;
protected void init()
[ { time = 0; }
  Axiom ==> ApicalBud;
]
public void grow()
[ ab:ApicalBud ==>
  if (time < 4) (
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
  ) else (
    Internode Flower
  )
;
...
{ time :=+ 1; }
]

```

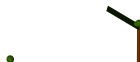


Determinate growth (with XL)

```

module Flower extends Sphere(0.2) { {setShader(RED);} }
int time;
protected void init()
[ { time = 0; }
  Axiom ==> ApicalBud;
]
public void grow()
[ ab:ApicalBud ==>
  if (time < 4) (
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
  ) else (
    Internode Flower
  )
;
...
{ time += 1; }
]

```



Determinate growth (with XL)

```

module Flower extends Sphere(0.2) { {setShader(RED);} }
int time;
protected void init()
[ { time = 0; }
  Axiom ==> ApicalBud;
]
public void grow()
[ ab:ApicalBud ==>
  if (time < 4) (
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
  ) else (
    Internode Flower
  )
;
...
{ time += 1; }
]

```

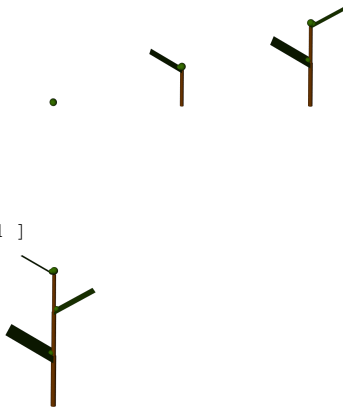


Determinate growth (with XL)

```

module Flower extends Sphere(0.2) { {setShader(RED);} }
int time;
protected void init()
[ { time = 0; }
  Axiom ==> ApicalBud;
]
public void grow()
[ ab:ApicalBud ==>
  if (time < 4) (
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
  ) else (
    Internode Flower
  )
]
;
...
{ time += 1; }
]

```

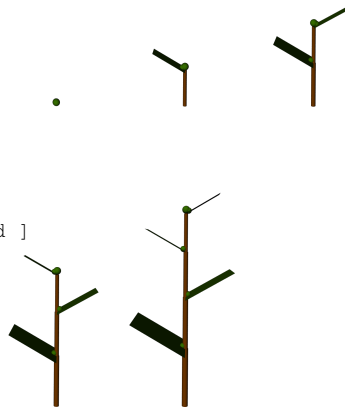


Determinate growth (with XL)

```

module Flower extends Sphere(0.2) { {setShader(RED);} }
int time;
protected void init()
[ { time = 0; }
  Axiom ==> ApicalBud;
]
public void grow()
[ ab:ApicalBud ==>
  if (time < 4) (
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
  ) else (
    Internode Flower
  )
]
;
...
{ time += 1; }
]

```

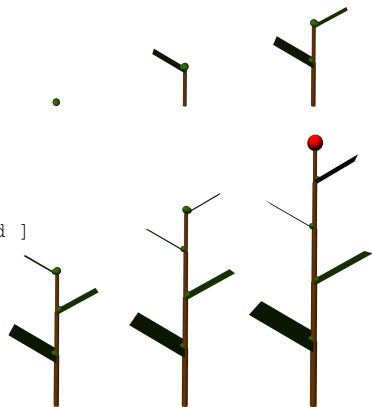


Determinate growth (with XL)

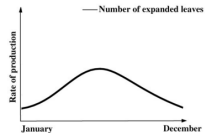
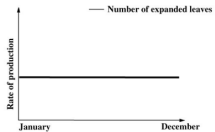
```

module Flower extends Sphere(0.2) { {setShader(RED);} }
int time;
protected void init()
[ { time = 0; }
  Axiom ==> ApicalBud;
]
public void grow()
[ ab:ApicalBud ==>
  if (time < 4) (
    Internode
    [ RL(BRANCH_ANGLE) LateralBud ]
    [ RL(LEAF_ANGLE) Leaf ]
    RH(PHYLLOTAXIS)
    ab
  ) else (
    Internode Flower
  )
;
...
{ time += 1; }
]

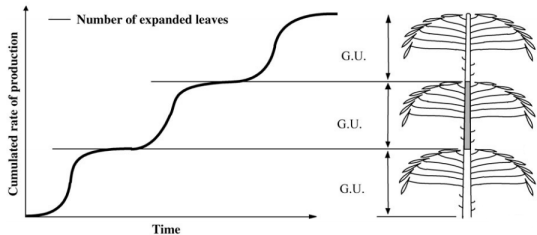
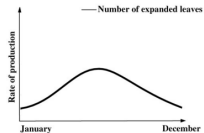
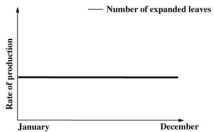
```



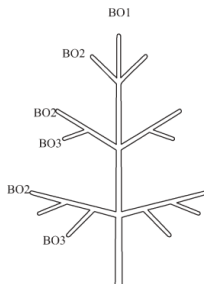
Continuous growth / rhythmic growth



Continuous growth / rhythmic growth



Monopodial branching and branching order



Monopodial branching and branching order (with XL)

```

module Bud extends Sphere(0.1)
  { { setColor(0x336600); } }

module Internode extends Cylinder(1, 0.05);

const float BRANCH_ANGLE = 40;

protected void init()
[
  Axiom ==> Bud;
]

public void grow()
[ b: Bud ==>
  Internode
  [ RL(BRANCH_ANGLE) Bud ]
  [ RL(-BRANCH_ANGLE) Bud ]
  b
; ...
]

```



Monopodial branching and branching order (with XL)

```

module Bud extends Sphere(0.1)
  { { setColor(0x336600); } }

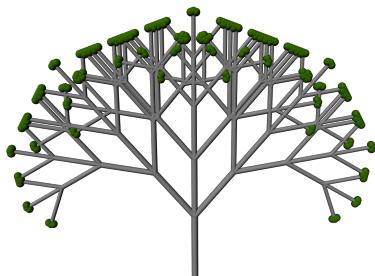
module Internode extends Cylinder(1, 0.05);

const float BRANCH_ANGLE = 40;

protected void init()
[
  Axiom ==> Bud;
]

public void grow()
[ b: Bud ==>
  Internode
  [ RL(BRANCH_ANGLE) Bud ]
  [ RL(-BRANCH_ANGLE) Bud ]
  b
  ; ...
]

```



Monopodial branching and branching order (with XL)

```

module Bud(int order) extends Sphere(0.1)
  { { setColor(0x336600); } }

module Internode(int order) extends Cylinder(1, 0.05);

const float BRANCH_ANGLE = 40;

protected void init()
[
  Axiom ==> Bud(1);
]

public void grow()
[ b: Bud(order) ==>
  Internode(order)
  [ RL(BRANCH_ANGLE) Bud(order+1) ]
  [ RL(-BRANCH_ANGLE) Bud(order+1) ]
  b
  ; ...
]

```



Monopodial branching and branching order (with XL)

```

module Bud(int order) extends Sphere(0.1)
  { { setColor(0x336600); } }

module Internode(int order) extends Cylinder(1, 0.05);

const float BRANCH_ANGLE = 40;

protected void init()
[
  Axiom ==> Bud(1);
]

public void grow()
[ b: Bud(order) ==>
  P(order) Internode(order)
  [ RL(BRANCH_ANGLE) Bud(order+1) ]
  [ RL(-BRANCH_ANGLE) Bud(order+1) ]
  b
  ; ...
]

```



Monopodial branching and branching order (with XL)

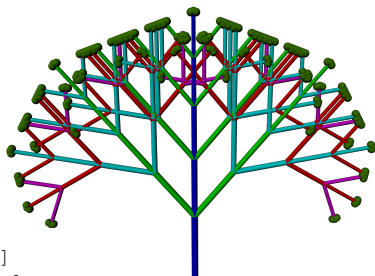
```
module Bud(int order) extends Sphere(0.1)
  { { setColor(0x336600); } }
```

```
module Internode(int order) extends Cylinder(1, 0.05);
```

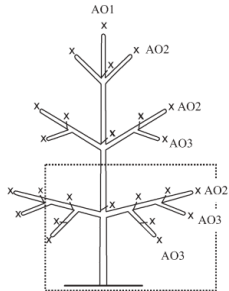
```
const float BRANCH_ANGLE = 40;
```

```
protected void init()
[
  Axiom ==> Bud(1);
]
```

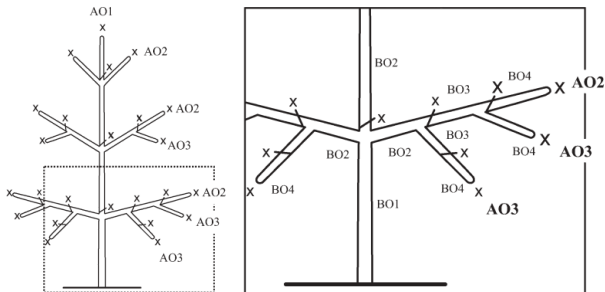
```
public void grow()
[ b: Bud(order) ==>
  P(order) Internode(order)
  [ RL(BRANCH_ANGLE) Bud(order+1) ]
  [ RL(-BRANCH_ANGLE) Bud(order+1) ]
  b
; ...
]
```



Sympodial branching and (apparent) branching order



Sympodial branching and (apparent) branching order



Symodial branching and branching order (with XL)

```
public void grow()
[
  b: Bud(order) ==>
    P(order) Internode(order)
    [ RL(BRANCH_ANGLE) Bud(order+1) ]
    [ RL(-BRANCH_ANGLE) Bud(order+1) ]

  ;
]
```

Symodial branching and branching order (with XL)

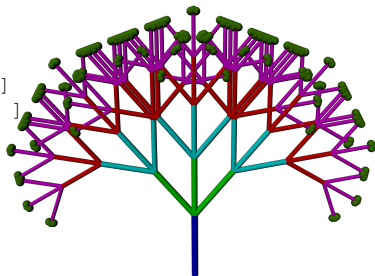
```
public void grow()
[
  b: Bud(order) ==>
    P(order) Internode(order)
    [ RL(BRANCH_ANGLE) Bud(order+1) ]
    [ RL(-BRANCH_ANGLE) Bud(order+1) ]
    Bud(order+1)
  ;
]
```


Symodial branching and branching order (with XL)

```

public void grow()
[
  b: Bud(order) ==>
    P(order) Internode(order)
    [ RL(BRANCH_ANGLE) Bud(order+1) ]
    [ RL(-BRANCH_ANGLE) Bud(order+1) ]
    Bud(order+1)
;
]

```



Acrotonic branching



Acrotonic branching (with XL)

```

module Bud(int order) extends Sphere(0.1)
  { { setColor(0x336600); setTransform(0, 0, 0.1); } }
module Internode(int order) extends Cylinder(1, 0.05)
  { { setColor(0x663300); } }
const int BRANCH_ANGLE = 40;

protected void init()
[  Axiom ==>
    Bud(1)
  ;
]
public void grow()
[  b: Bud(order ==>
    Internode(order)

    [ RL(BRANCH_ANGLE) Internode(order+1) ]
    [ RL(-BRANCH_ANGLE) Internode(order+1) ]

    b
  ; ...
]

```



Acrotonic branching (with XL)

```

module Bud(int order) extends Sphere(0.1)
  { { setColor(0x336600); setTransform(0, 0, 0.1); } }
module Internode(int order) extends Cylinder(1, 0.05)
  { { setColor(0x663300); } }
const int BRANCH_ANGLE = 40;

protected void init()
[  Axiom ==>
    Bud(1)
  ;
]
public void grow()
[  b: Bud(order ==>
    Internode(order)
    if (order == 1) (
      [ RL(BRANCH_ANGLE) Internode(order+1) ]
      [ RL(-BRANCH_ANGLE) Internode(order+1) ]
    )
    b
  ; ...
]

```



Acrotonic branching (with XL)

```

module Bud(int order) extends Sphere(0.1)
  { { setColor(0x336600); setTransform(0, 0, 0.1); } }
module Internode(int order) extends Cylinder(1, 0.05)
  { { setColor(0x663300); } }
const int BRANCH_ANGLE = 40;

protected void init()
[  Axiom ==>
    Bud(1)
  ;
]
public void grow()
[  b: Bud(order ==>
    Internode(order)
    if (order == 1) (
      [ RL(BRANCH_ANGLE) Internode(order+1) ]
      [ RL(-BRANCH_ANGLE) Internode(order+1) ]
    )
    b
  ; ...
]

```



Acrotonic branching (with XL)

```

module Bud(int order, float relPos) extends Sphere(0.1)
  { { setColor(0x336600); setTransform(0, 0, 0.1); } }
module Internode(int order, super.length) extends
  Cylinder(length, 0.05) { { setColor(0x663300); } }
const int BRANCH_ANGLE = 40;

protected void init()
[ Axiom ==>
  Bud(1, 0)
  ;
]
public void grow()
[ b: Bud(order, relPos), (relPos < 1) ==>
  Internode(order, 1)
  if (order == 1) (
    [ RL(BRANCH_ANGLE) Internode(order+1,          ) ]
    [ RL(-BRANCH_ANGLE) Internode(order+1,          ) ]
  )
  b { b[relPos] += 0.1; }
  ; ...
]

```



Acrotonic branching (with XL)

```

module Bud(int order, float relPos) extends Sphere(0.1)
  { { setColor(0x336600); setTransform(0, 0, 0.1); } }
module Internode(int order, super.length) extends
  Cylinder(length, 0.05) { { setColor(0x663300); } }
const int BRANCH_ANGLE = 40;
const FunctionRef acrotony = function("acrotony");
protected void init()
[ Axiom ==>
  Bud(1, 0)
  ;
]
public void grow()
[ b: Bud(order, relPos), (relPos < 1) ==>
  Internode(order, 1)
  if (order == 1) (
    [ RL(BRANCH_ANGLE) Internode(order+1, acrotony[relPos]) ]
    [ RL(-BRANCH_ANGLE) Internode(order+1, acrotony[relPos]) ]
  )
  b { b[relPos] += 0.1; }
  ; ...
]

```

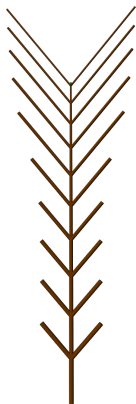


Acrotonic branching (with XL)

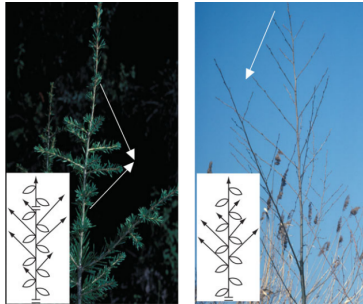
```

module Bud(int order, float relPos) extends Sphere(0.1)
  { { setColor(0x336600); setTransform(0, 0, 0.1); } }
module Internode(int order, super.length) extends
  Cylinder(length, 0.05) { { setColor(0x663300); } }
const int BRANCH_ANGLE = 40;
const FunctionRef acrotony = function("acrotony");
protected void init()
[ Axiom ==>
  Bud(1, 0)
  ;
]
public void grow()
[ b: Bud(order, relPos), (relPos < 1) ==>
  Internode(order, 1)
  if (order == 1) (
    [ RL(BRANCH_ANGLE) Internode(order+1, acrotony[relPos]) ]
    [ RL(-BRANCH_ANGLE) Internode(order+1, acrotony[relPos]) ]
  )
  b { b[relPos] += 0.1; }
  ; ...
]

```



Mesotonic branching



Mesotonic branching (with XL)

```
const FunctionRef mesotony = function("mesotony");  
  
...  
[ RL(BRANCH_ANGLE) Internode(order+1, mesotony[relPos]) ]  
[ RL(-BRANCH_ANGLE) Internode(order+1, mesotony[relPos]) ]  
...
```



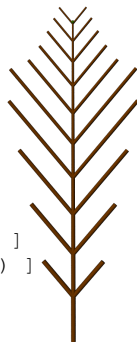
Mesotonic branching (with XL)

```

const FunctionRef mesotony = function("mesotony");

...
[ RL(BRANCH_ANGLE) Internode(order+1, mesotony[relPos]) ]
[ RL(-BRANCH_ANGLE) Internode(order+1, mesotony[relPos]) ]
...

```



Basitonic branching



Basitonic branching (with XL)

```
const FunctionRef basitony = function("basitony");  
  
...  
[ RL(BRANCH_ANGLE) Internode(order+1, basitony[relPos]) ]  
[ RL(-BRANCH_ANGLE) Internode(order+1, basitony[relPos]) ]  
...
```



Basitonic branching (with XL)

```

const FunctionRef basitony = function("basitony");

...
[ RL(BRANCH_ANGLE) Internode(order+1, basitony[relPos]) ]
[ RL(-BRANCH_ANGLE) Internode(order+1, basitony[relPos]) ]
...

```



acrotony.func

range: 0.0 1.0

points: 5

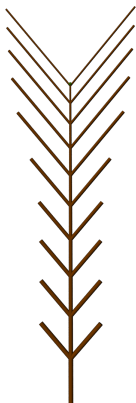
0.0 1

0.3 1.5

0.4 2

0.5 5

1.0 6



mesotony.func

range: 0.0 1.0

points: 5

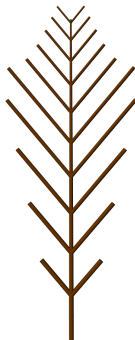
0.0 1

0.3 5

0.4 6

0.5 2

1.0 1



basitony.func

range: 0.0 1.0

points: 5

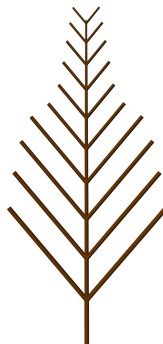
0.0 6

0.3 5

0.4 2

0.5 1.5

1.0 1



Orthotropy



Orthotropy (with XL)

```

module Bud(int order) extends Sphere(0.1)
  { { setColor(0x336600); setTransform(0, 0, 0.1); } }
module Internode(int order, super.length)
  extends Cylinder(length, 0.05) { { setColor(0x663300); } }
const float BRANCH_ANGLE = 40;
protected void init ()
[  Axiom ==>
    Bud(1)

    ;
]
public void grow()
[  b: Bud(order) ==>
    Internode(order, 1)
    if (order == 1) (
        [ RL(BRANCH_ANGLE) Bud(order+1) ]
        [ RL(-BRANCH_ANGLE) Bud(order+1) ]
    )

    b

    ; ...
]

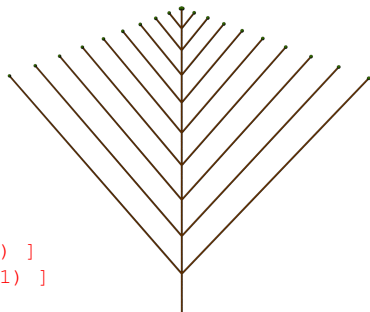
```

Orthotropy (with XL)

```

module Bud(int order) extends Sphere(0.1)
  { { setColor(0x336600); setTransform(0, 0, 0.1); } }
module Internode(int order, super.length)
  extends Cylinder(length, 0.05) { { setColor(0x663300); } }
const float BRANCH_ANGLE = 40;
protected void init ()
[ Axiom ==>
  Bud(1)
  ;
]
public void grow()
[ b: Bud(order) ==>
  Internode(order, 1)
  if (order == 1) (
    [ RL(BRANCH_ANGLE) Bud(order+1) ]
    [ RL(-BRANCH_ANGLE) Bud(order+1) ]
  )
  ;
  b
  ; ...
]

```



Orthotropy (with XL)

```

module Bud(int order) extends Sphere(0.1)
  { { setColor(0x336600); setTransform(0, 0, 0.1); } }
module Internode(int order, super.length)
  extends Cylinder(length, 0.05) { { setColor(0x663300); } }
const float BRANCH_ANGLE = 40;
protected void init ()
[  Axiom ==>
    Bud(1)
  ;
]
public void grow()
[  b: Bud(order) ==>
    Internode(order, 1)
    if (order == 1) (
      [ RL(BRANCH_ANGLE) Bud(order+1) ]
      [ RL(-BRANCH_ANGLE) Bud(order+1) ]
    ) else (
      RD(new Vector3d(0, 0, 1), 0.2)
    ) b
  ; ...
]

```

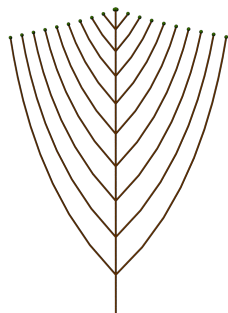


Orthotropy (with XL)

```

module Bud(int order) extends Sphere(0.1)
  { { setColor(0x336600); setTransform(0, 0, 0.1); } }
module Internode(int order, super.length)
  extends Cylinder(length, 0.05) { { setColor(0x663300); } }
const float BRANCH_ANGLE = 40;
protected void init ()
[ Axiom ==>
  Bud(1)
  ;
]
public void grow()
[ b: Bud(order) ==>
  Internode(order, 1)
  if (order == 1) (
    [ RL(BRANCH_ANGLE) Bud(order+1) ]
    [ RL(-BRANCH_ANGLE) Bud(order+1) ]
  ) else (
    RD(new Vector3d(0, 0, 1), 0.2)
  ) b
  ; ...
]

```



Plagiotropyy



Plagiotropy (with XL)

```

protected void init()
[  Axiom ==>

    Bud(1)
    ;
]
public void grow()
[  b: Bud(order) ==>
    Internode(order, 1)
    if (order == 1) (
        [ RL(BRANCH_ANGLE) Bud(order+1) ]
        [ RL(-BRANCH_ANGLE) Bud(order+1) ]
    )

    b
    ; ...
]

```



Plagiotropy (with XL)

```

module Root; const Root root = new Root();
protected void init()
[  Axiom ==>
    root
    Bud(1)
    ;
]
public void grow()
[  b: Bud(order) ==>
    Internode(order, 1)
    if (order == 1) (
        [ RL(BRANCH_ANGLE) Bud(order+1) ]
        [ RL(-BRANCH_ANGLE) Bud(order+1) ]
    ) else (
        { Vector3d d = b - root;
          d.z = 0;
          d.normalize();
        } RD(d, 0.3)
    ) b
    ; ...
]

```

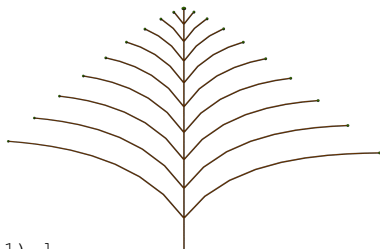


Plagiotropy (with XL)

```

module Root; const Root root = new Root();
protected void init()
[  Axiom ==>
    root
    Bud(1)
    ;
]
public void grow()
[  b: Bud(order) ==>
    Internode(order, 1)
    if (order == 1) (
        [ RL(BRANCH_ANGLE) Bud(order+1) ]
        [ RL(-BRANCH_ANGLE) Bud(order+1) ]
    ) else (
        { Vector3d d = b - root;
          d.z = 0;
          d.normalize();
        } RD(d, 0.3)
    ) b
    ; ...
]

```



- ▶ Sympodial branching with the random choose of a lateral bud that continues growing in the direction of its mother axis
- ▶ 3 meristem states
- ▶ Bud probabilities
- ▶ Adding some features of FSPM (as shown in the presentation by Gerhard)
- ▶ ...



Thank you for your attention.

