a branched construction can be designed in various ways:

decisions on:

- number of levels
- number of branching for each level
- additional horizontal springs for each level [optional]
- geometric conditions [optional]
- variable height
frei otto’s experiment setting:

thin threads are hung loosely
then moistened
to find the path system of branches

in equilibrium system finds:
- the location of nodes
- length of members
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**tree_generator v0.9:**

creates different branched structures according to user preferences

uses particle spring system to find the path system of branched structure

**tree_generator v0.9 applet**
load input

variable SpringRestLength for each level to enable user to decide on proportions of the geometry

3D tree generator