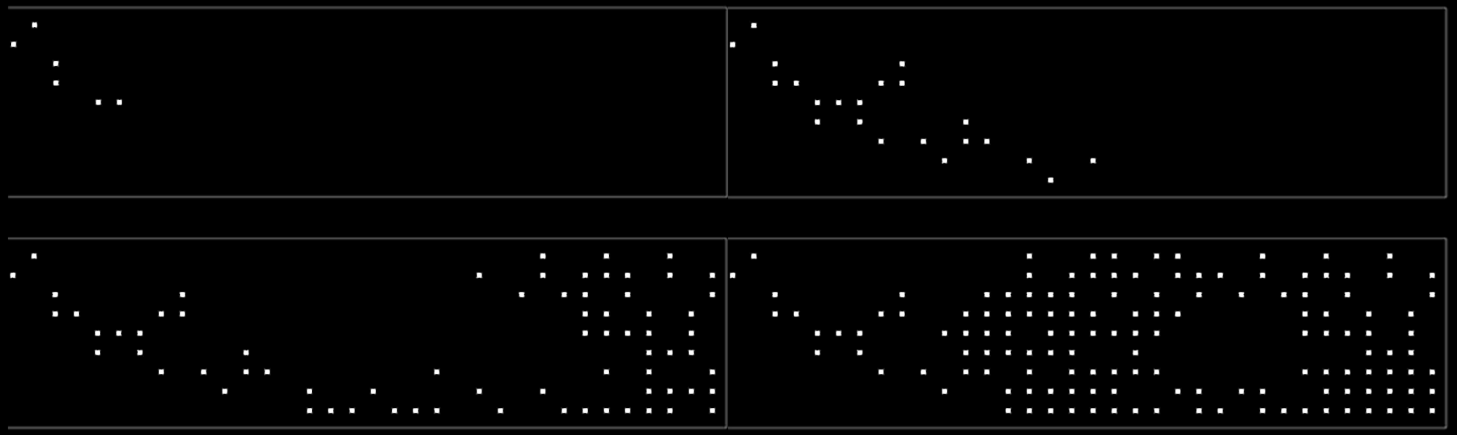
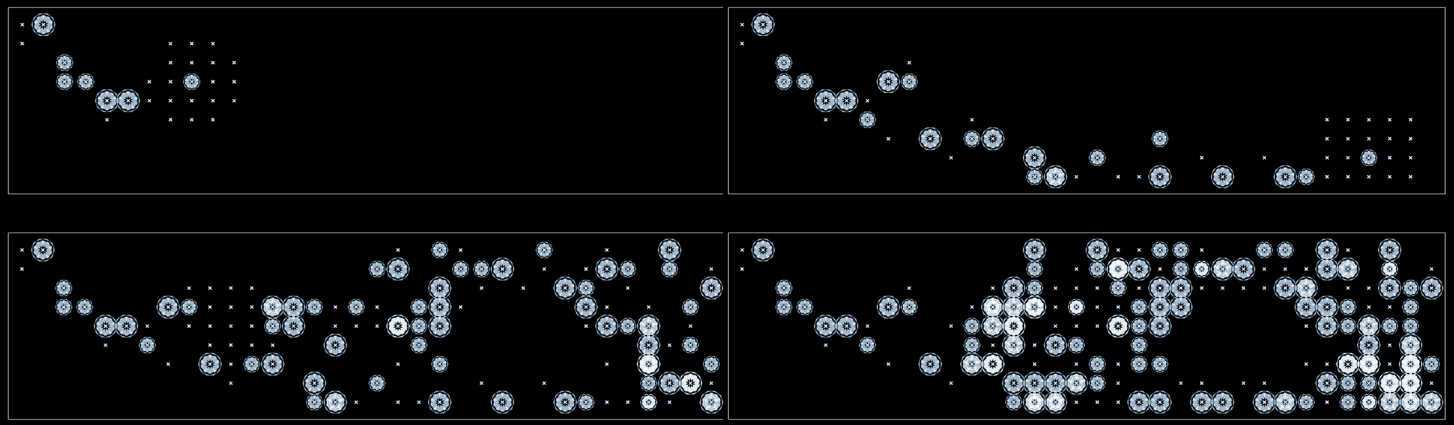
// MANIPULATION STRATEGY

STEP 1:
1st Loop : Subdividing base geometry and selecting random operation points recursively from the starting point.



STEP 2:
Generating the irrigation unit at selected points: the icosahedron.



STEP 3:
2nd Loop: recursive geometries of irrigation units.

FORM EVOLUTION

OPENINGS VARIATIONS FOR IRRIGATION CONTROL

