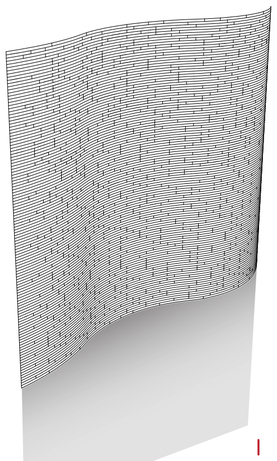
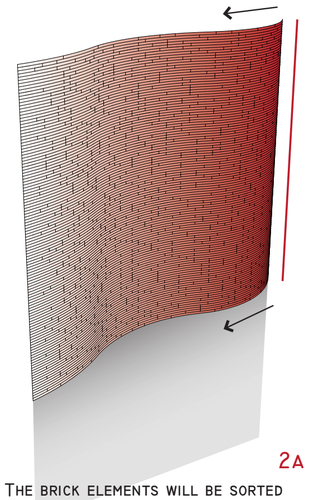
Jackson Square Lobby Wall Patterning Script Pseudo-code



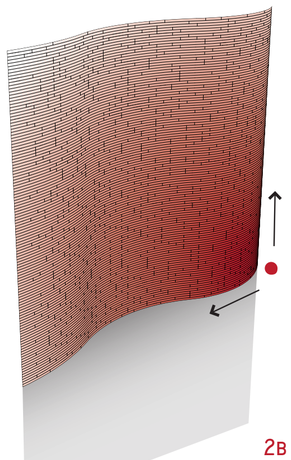
1

Begin with a wall that has been randomly divided into brick sections.



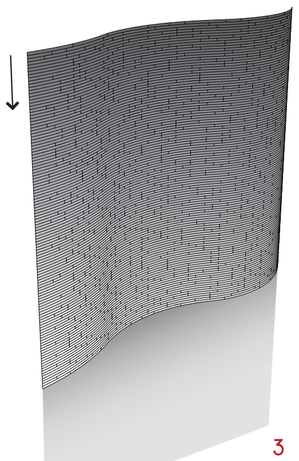
2A

The brick elements will be sorted into a user defined number of segments based on distance to a line.



2B

Or by distance to a point. The user will also choose the initial and final approximate transparency. Because only elements that are not supporting other elements can be removed, the inputted percentage can never be reached.

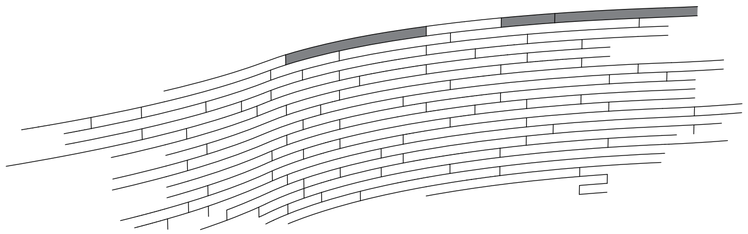


3

In preparation for removal, the elements are sorted by height value. The elements will then be iterated through by row and distance segment from the top of the wall to the bottom.

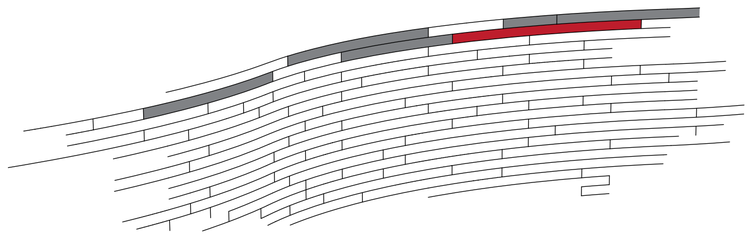
4

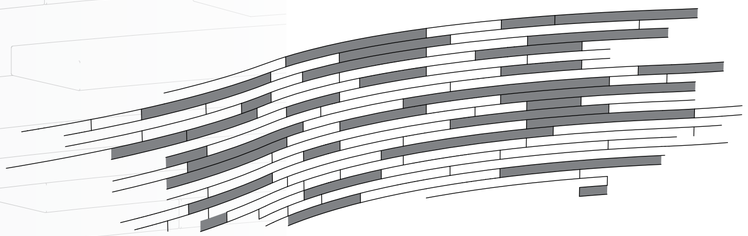
The very top row will have elements randomly removed based on the percentage inputted by the user.



5

For each row below the first, each element will be tested to see if it is the only support and only then will be either removed or not based on the transparency percentage for the segment it belongs to.



6

The final result will have all segments supported by at least one element below. It can produce both sprays of individually removed elements and larger holes of many grouped elements.