

# Xfrog Organic Software Hands-on Workshop

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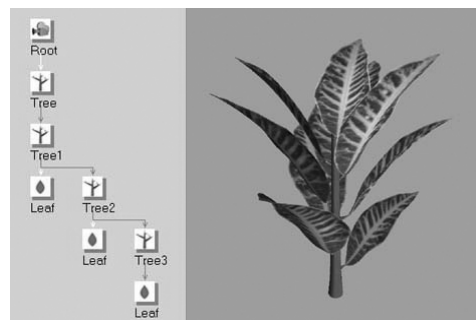
## 1 Introduction

In this workshop, each participant will receive a hands-on instruction in how to use Xfrog 3.5 – that is to say, each participant will be instructed how to connect building blocks together to form organic models and learn first-hand how enjoyable it is to make organic structures and animations with Xfrog.

Xfrog 3.5 is a 3D graphics stand-alone program that runs on windows, used for organic modeling and animation of organic structures. It uses a visual hierarchy of components/building blocks, which when connected together, describe an organic form. It is used by a large variety of companies and individuals to create a large variety of plants, organic architecture, biomorphic forms, botanical and biological studies, special effects, abstractions and a lot more.



**Fig. 1:** A typical Xfrog 3.5 visual network (upper left) and result (middle)



**Fig. 2:** A typical hierarchical visual network (left) and result (right)

The Philosophy of Xfrog is to offer user control over various mathematical procedural Components, and as such, Components are simulations of Natural Processes, i.e. For example: Phyllotaxis, Attractor, Branching, et al. – allow user to assemble as an editable hierarchical visual organic network - a simulation and controlled network of various types of mathematical structures found in Nature, some common networks being: Flowers, Trees, Shrubs, etc.

## 2.1 Introduction to Components

Xfrog 3.5 offers Building blocks, or **Components**, each with a different function, which the user visually connects together by dragging and dropping them onto a camera or onto each other. A few examples:

A **Tree** Component, which simulates the way real trees branch. User can connect them together and build a simple Tree, then edit each Component to change crookedness, length, branchiness, of that level of branching. et al. in such a way, a very accurate or very distinct effect can be constructed.

A **Phiball** Component, which simulates distribution of the golden mean across the surface of a sphere, which can be found, for example, in spiralling Flower centers ( such as the Sunflower above ).

These components are also available:

**Simple, Horn, and Leaf Components** – useful in constructing forms.

**Revo, Hydra, and Wreath Components** - used to multiply and/or distribute forms.

**Attractor, and HyperPatch Components** - used for local and global distortions.

## 2.2 Export / Plugins

The user can export to all popular 3D formats, and free import plugins exist for all popular 3d programs: Maya, 3ds max, Vue, Bryce, OBJ, 3DS, CINEMA 4D, Lightwave, Softimage XSI, Autodesk VIZ, and others, are supported.

## 2.3 Summary

With Xfrog 3.5, any user can quickly learn how to build beautiful organic models and animations with a high degree of accuracy.

For those who wish to have prebuilt organic models - 1200 editable Xfrog Models constructed by botanical experts are available in “XfrogPlants Libraries”, with 9 different 3D formats included on each DVD.

For users of Maya and CINEMA 4D, a new Xfrog 4 embedded technology is available. Xfrog 4 appears inside your application and connects directly to and between the components in these applications.

Additional information regarding Xfrog and XfrogPlants, as well as 30 day fully functional software and free plugins are available at: [www.xfrog.com](http://www.xfrog.com)