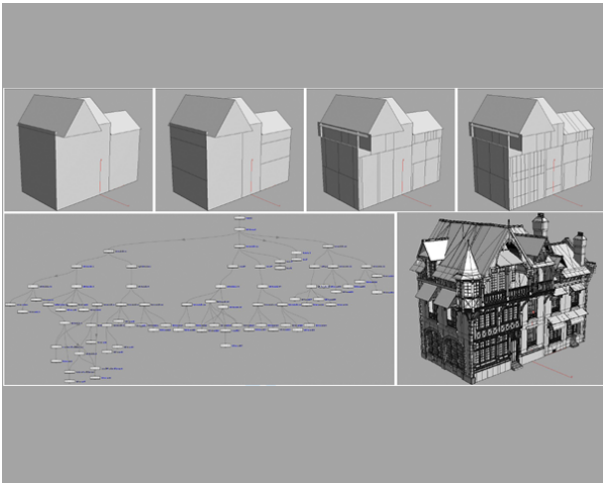


User-Friendly Graph Editing for Procedural Buildings

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A proposed rule-based editing metaphor intuitively lets artists create buildings without changing their workflow. It is based on the realization that the rule base represents a directed acyclic graph and on a shift in the development paradigm from product-based to rule-based representations. Users can visually add or edit rules, connect them to control the workflow, and easily create commands that expand the artists toolbox (for example, Boolean operations or local controlling operators). This approach opens new possibilities, from model verification to model editing through graph rewriting.