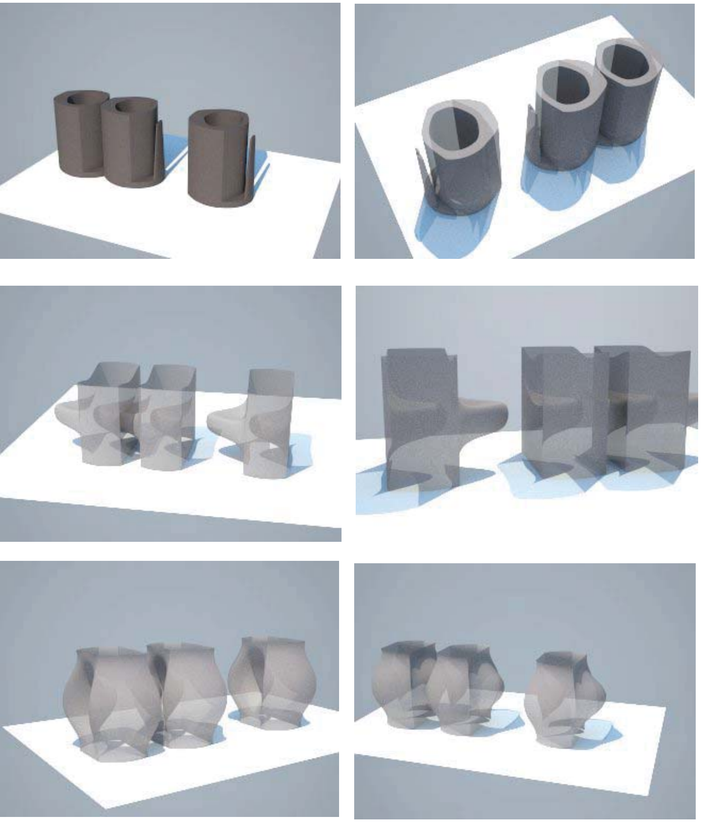
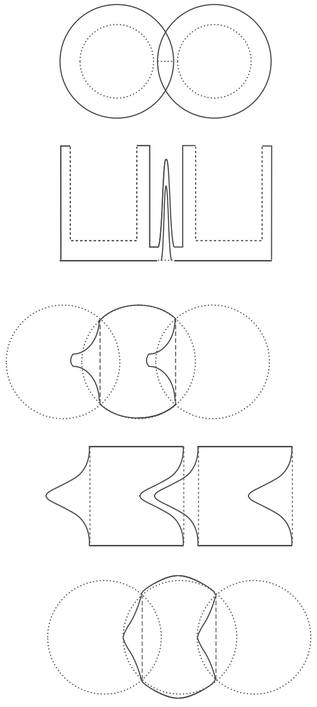
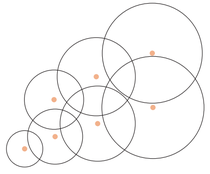




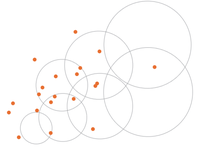
SCRIPT 01:
ADD CIRCLES

DRAW POINTS WITH DIFFERING SPACING

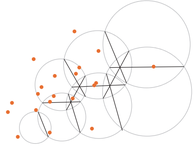


DRAW LINES FROM CIRCLES WITH OVERLAP IN RADIUS

SCRIPT 02:
CIRCLE INTERSECT

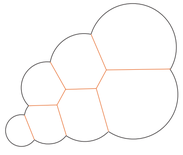


TAKE INPUT CIRCLES AND FIND INTERSECTION POINTS



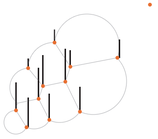
DRAW LINES INBETWEEN

SPLIT CIRCLES ALONG INTERSECTION POINTS



DELETE POINTS AND INTERIOR LINES

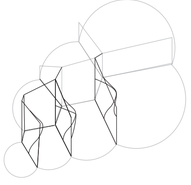
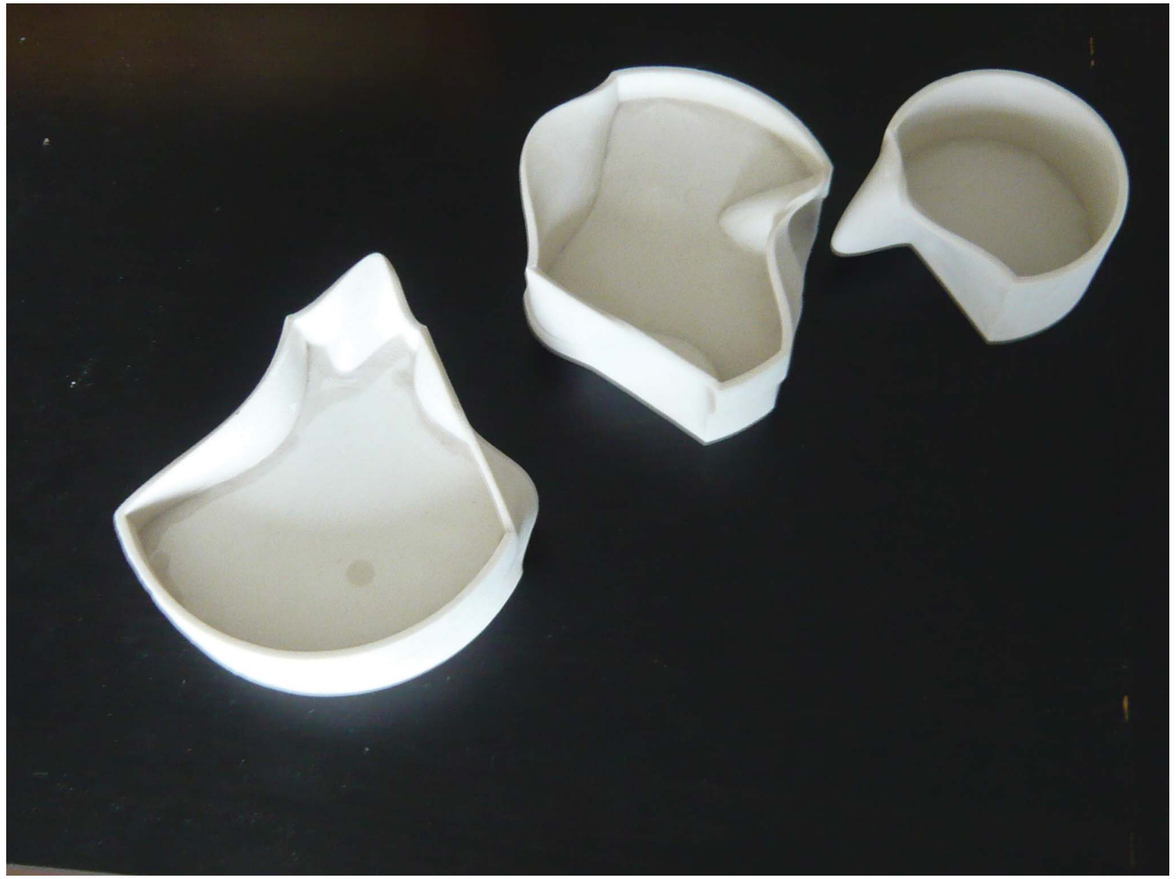
SCRIPT 03:
SURFACE CURVES



FIND INTERSECTION POINTS AND ADDS A VERTICAL LINE WHICH VARIES IN HEIGHT BASED ON THE DISTANCE FROM AN ATTRACTOR

ADD SURFACES BETWEEN THE LINES

SCRIPT 04:
BEND SURFACE



TAKE INPUT SURFACES AND DEFORM THEM