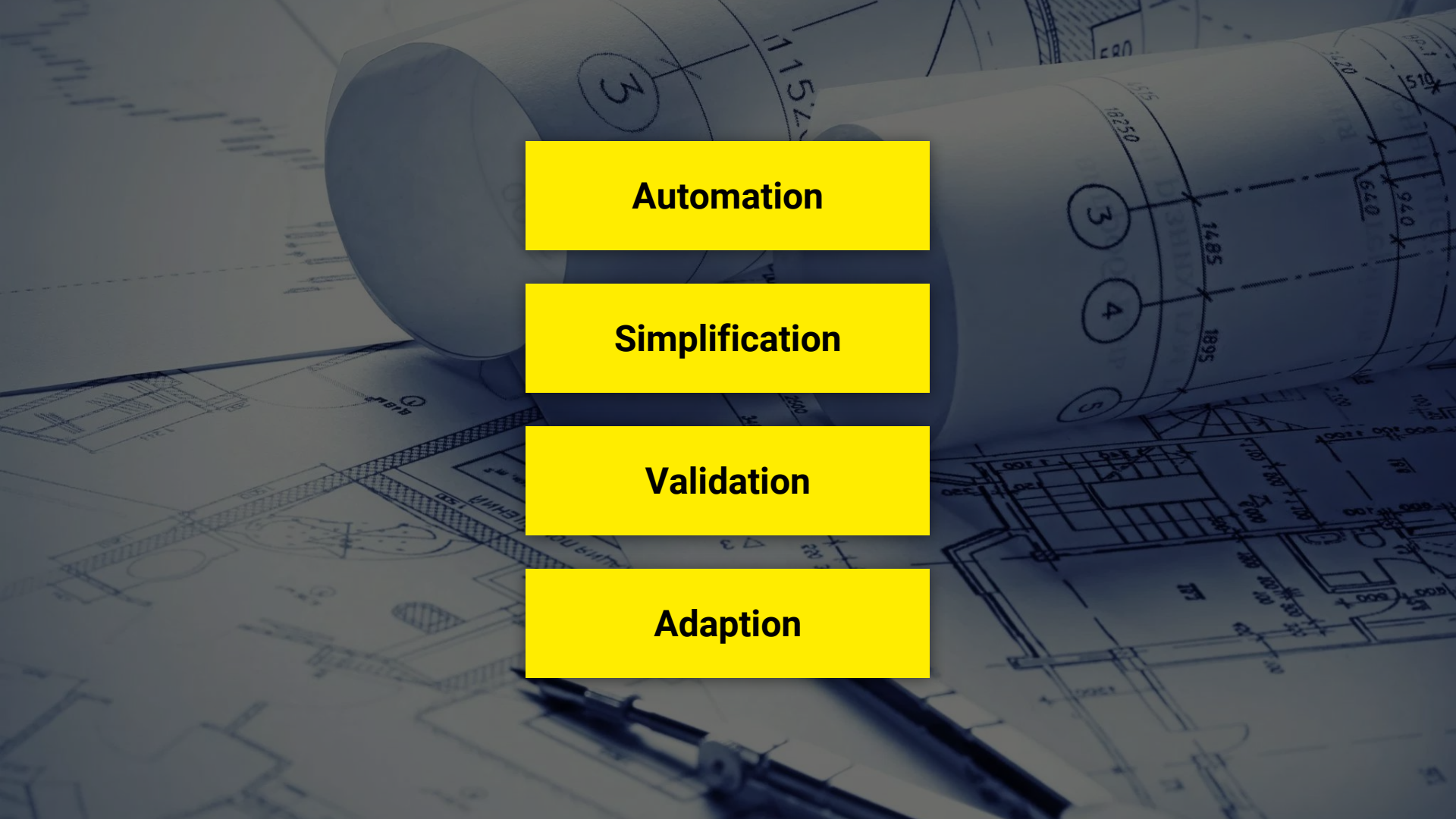
# Procedural Design

*Dr. Andreas Stieger*

Why should we care?


Automation
Simplification
Validation
Adaption

Applications

*image source: Deadpool, Marvel Entertainment*

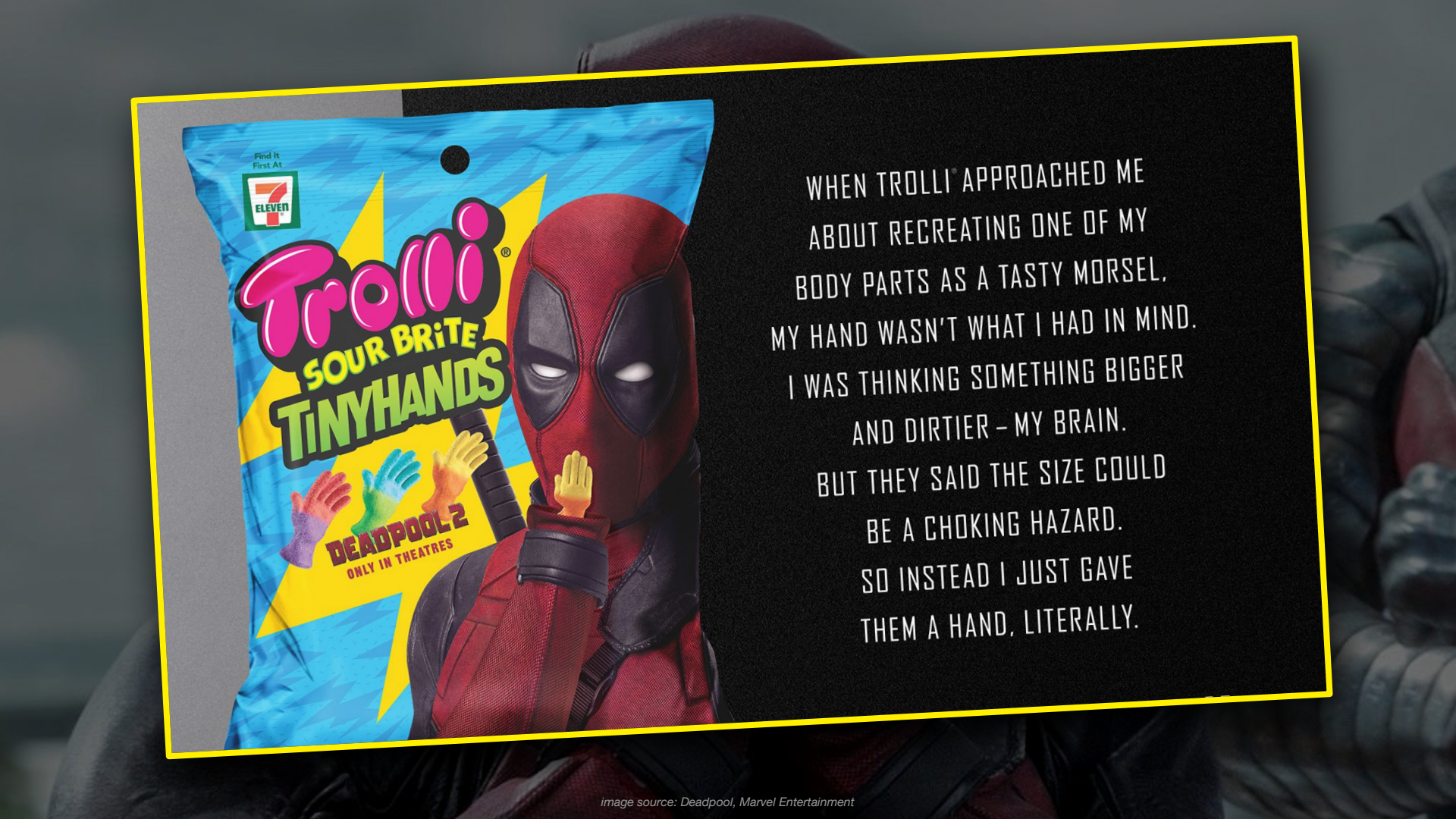



*image source: Deadpool, Marvel Entertainment*

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image source: Deadpool, Marvel Entertainment

Image source: Ray Tracing Demo, Unreal Engine

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image source: Lost, Bad Robot Productions

# Product Management

*image source: Lost, Bad Robot Productions*

image source: Book of the Dead, Unity Engine

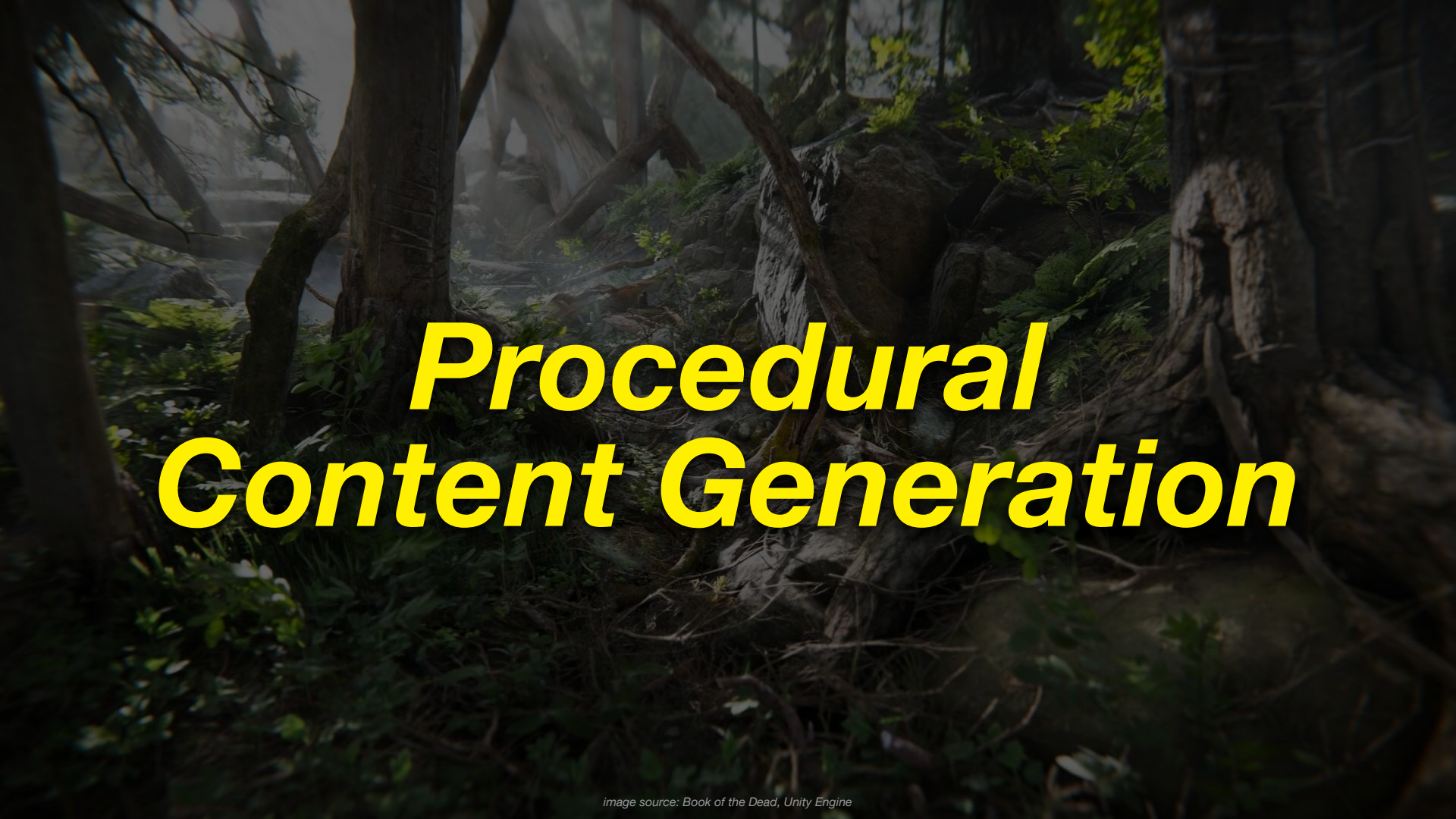
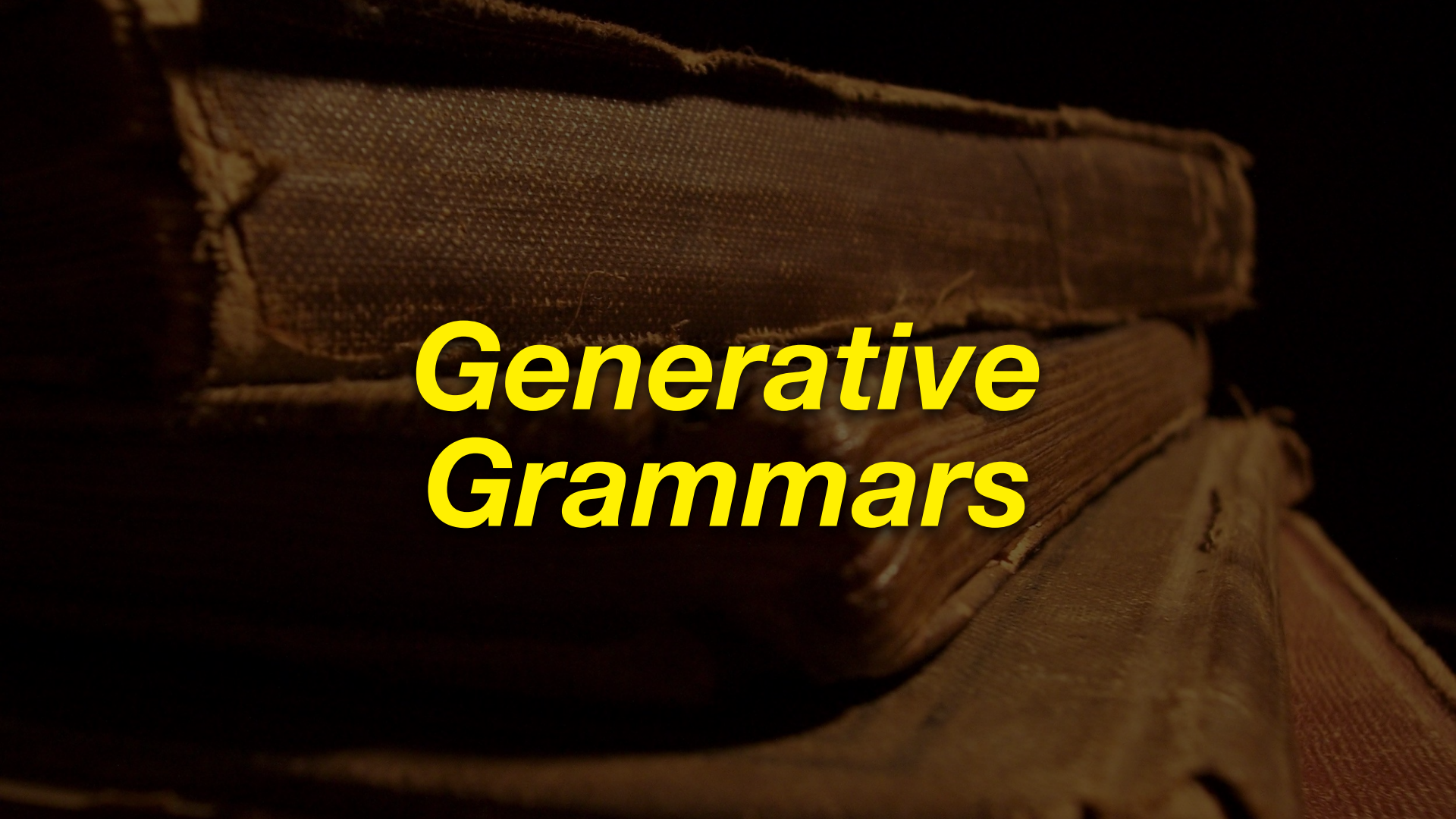



image source: Book of the Dead, Unity Engine

# Approaches


Generative
Grammars

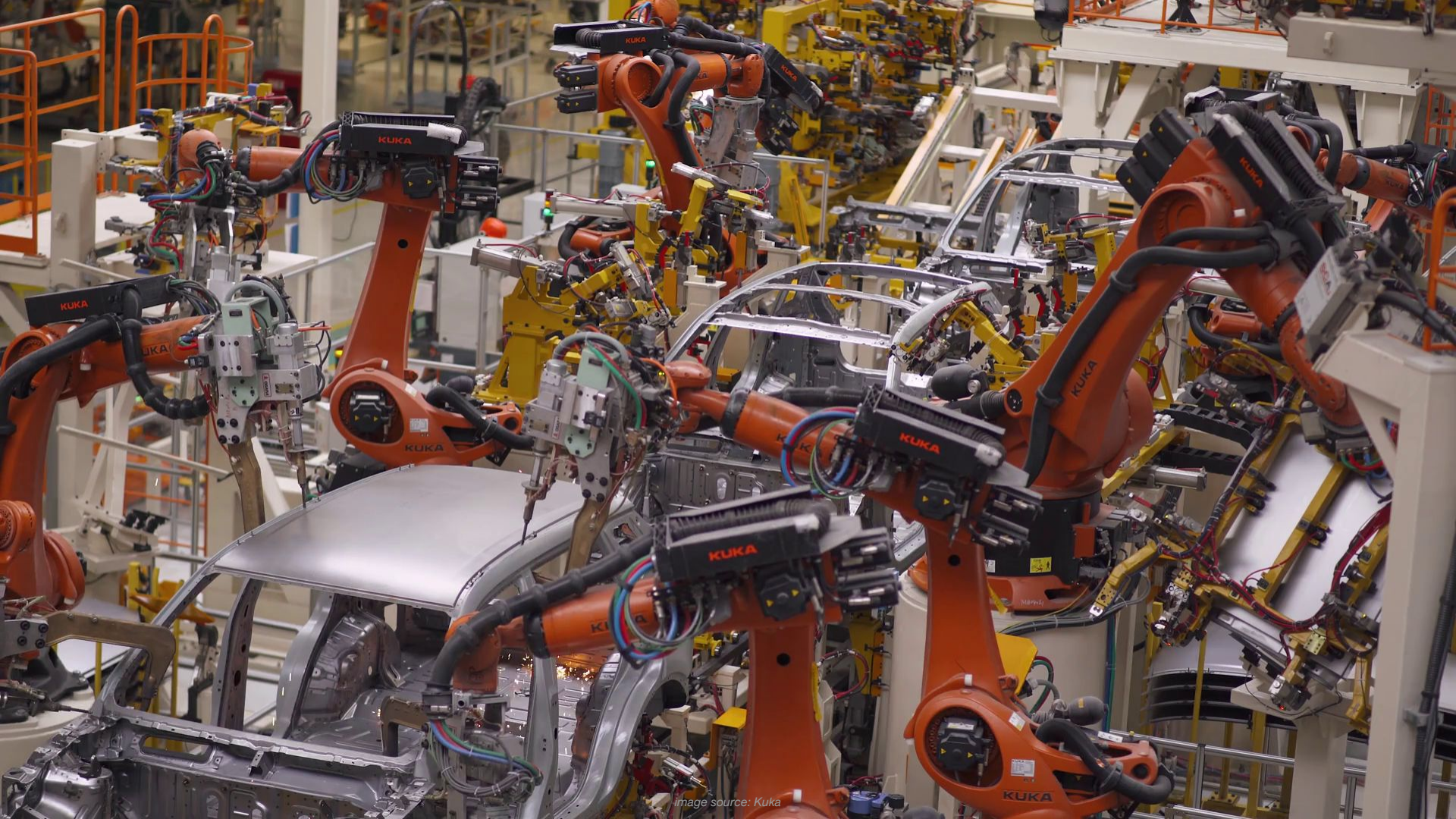



image source: Kuka

# Hierarchical Task Networks

image source: Kuka

*image source: The National School of Aesthetics, New Zealand*

# Utility Systems

*image source: The National School of Aesthetics, New Zealand*

*image source: Elite Dangerous, Frontier Developments*

# Offline Simulations

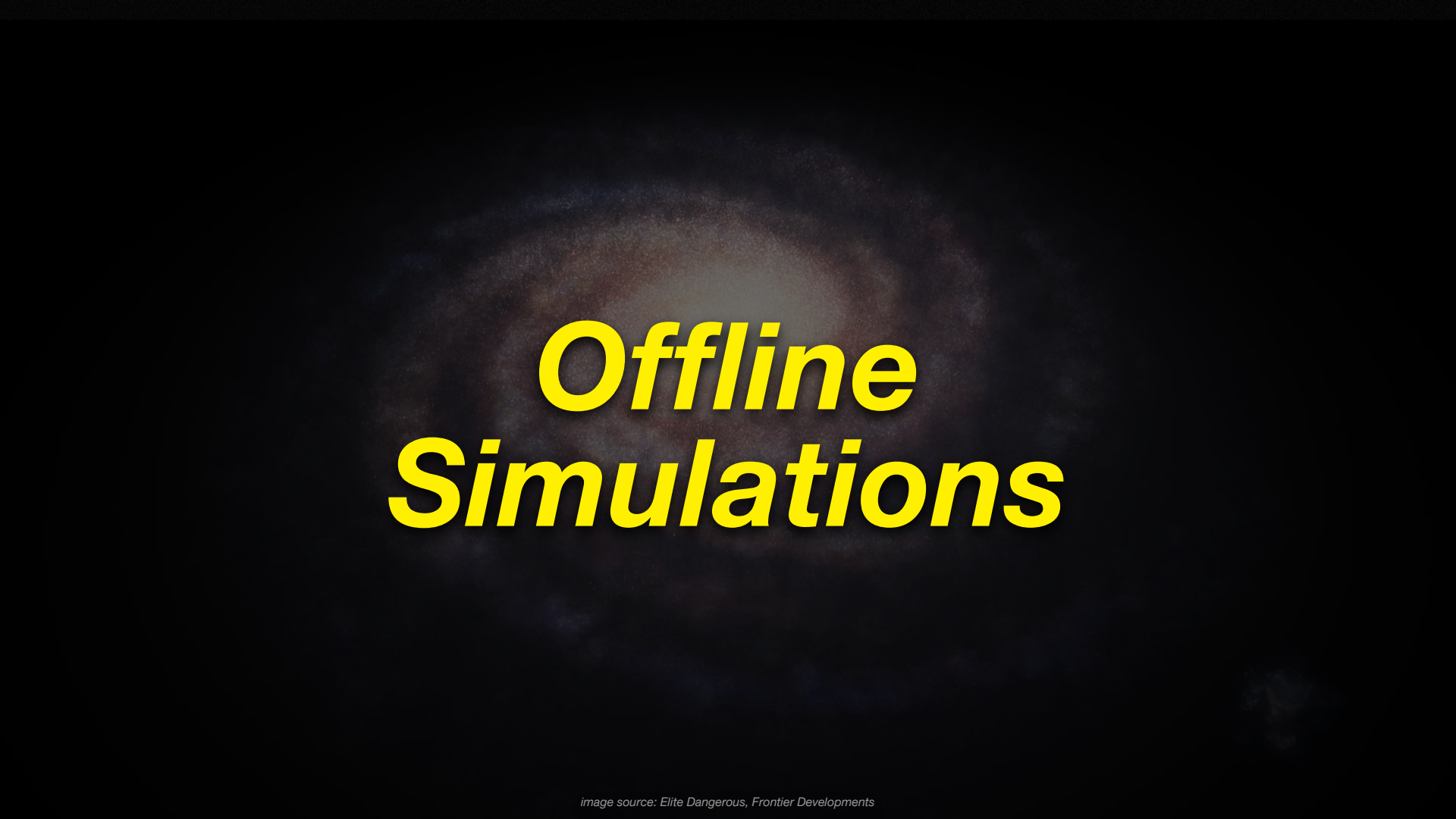
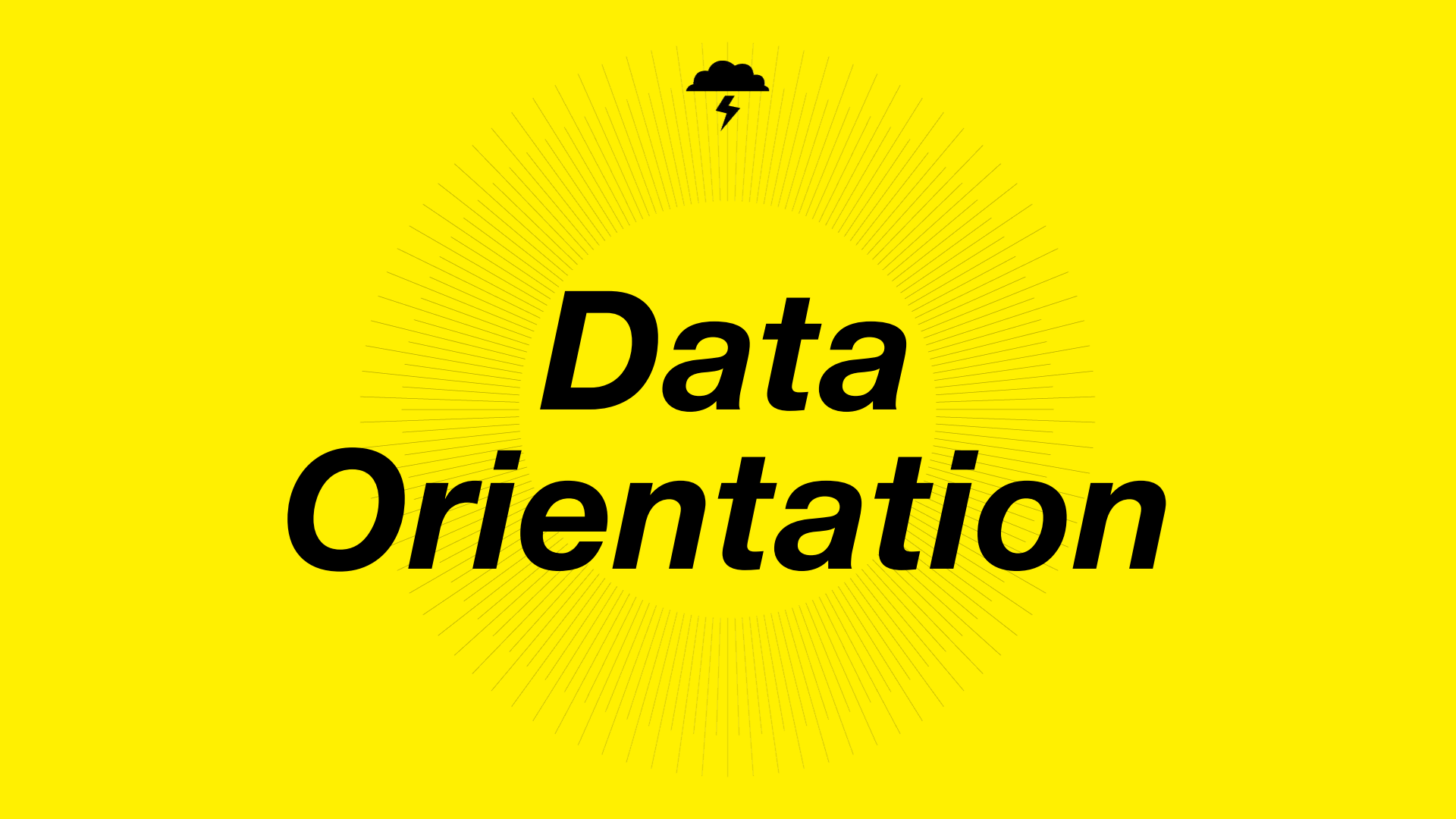


*image source: Elite Dangerous, Frontier Developments*

Genetic
Algorithms


Data
Orientation

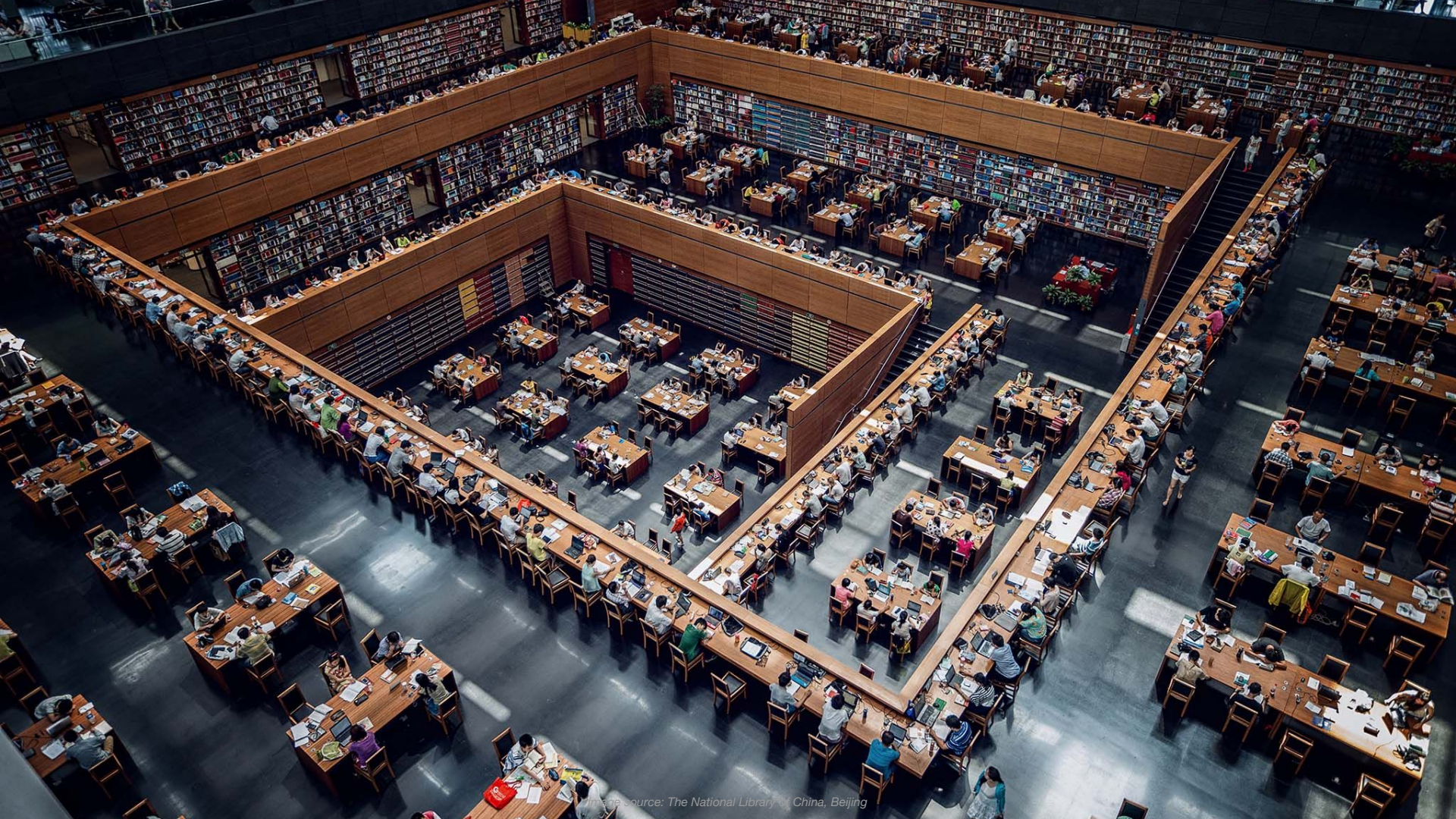


Image source: The National Library of China, Beijing

image source: The National Library of China, Beijing

SHURE
SM58

Semantic
Networks

# Artificial Creativity

image source: Bob Ross and Smite, Titan Forge Games

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image source: Star Trek: The Next Generation, Paramount

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image source: Weltmeister

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# AI and Society!

*image source: Weltmeister*

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