

(a) Extruded walls

(b) Hedge Maze

(c) Smudge along vertical strokes

(d) Variable line-width

Figure 22: Labyrinth and maze rendering styles

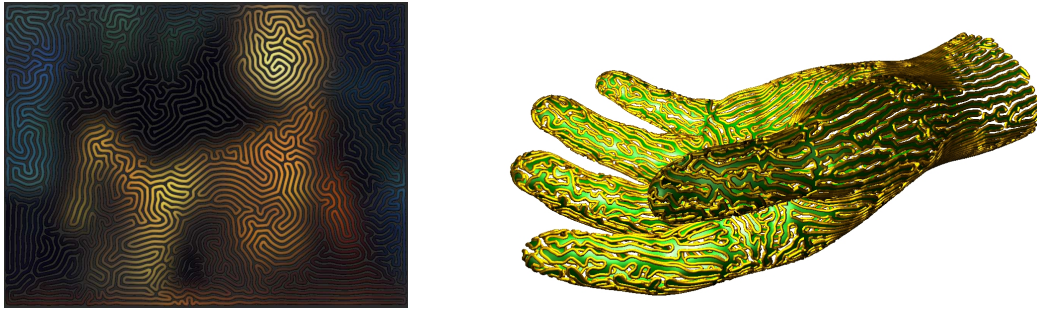


Figure 17: Labyrinth inspired by a Salvador Dali painting, and Figure 21: a Planair maze.

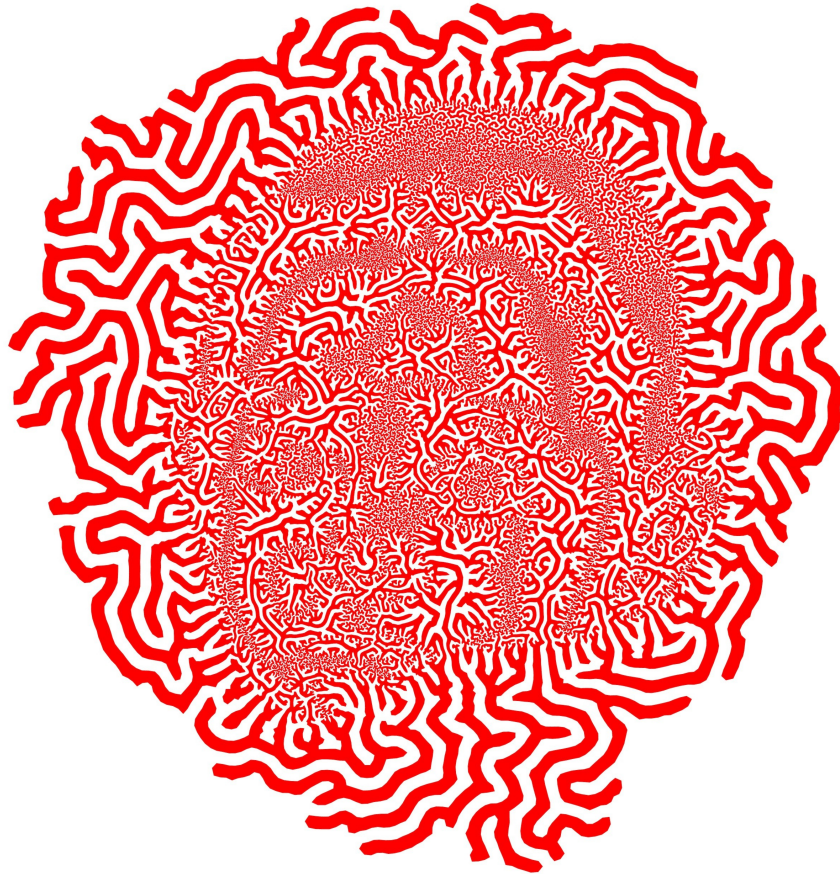


Figure 15: Scale and self-similarity. $\delta \in [0.02; 1.0]$.