

Supplement to Lecture 9

Modeling Fractals



CS 354 Computer Graphics
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Department of Computer Science

Notes and figures from *Ed Angel: Interactive Computer
Graphics, 6th Ed., 2012* © Addison Wesley
University of Texas at Austin 2012

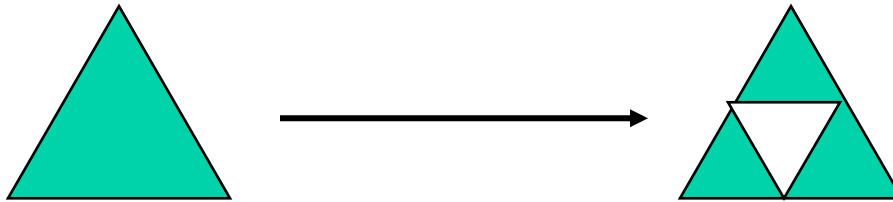
Modeling Notes

- Geometric
 - Meshes --- Supp. Lec 5
 - Hierarchical --- Supp. Lec 12
 - Curves and Surfaces --- Supp. Lec 10, 11
- Procedural
 - Particle Systems --- Graduate Comp. Graphics.
 - Fractal --- This Supp. Lec 9



Sierpinski Gasket

Rule based:

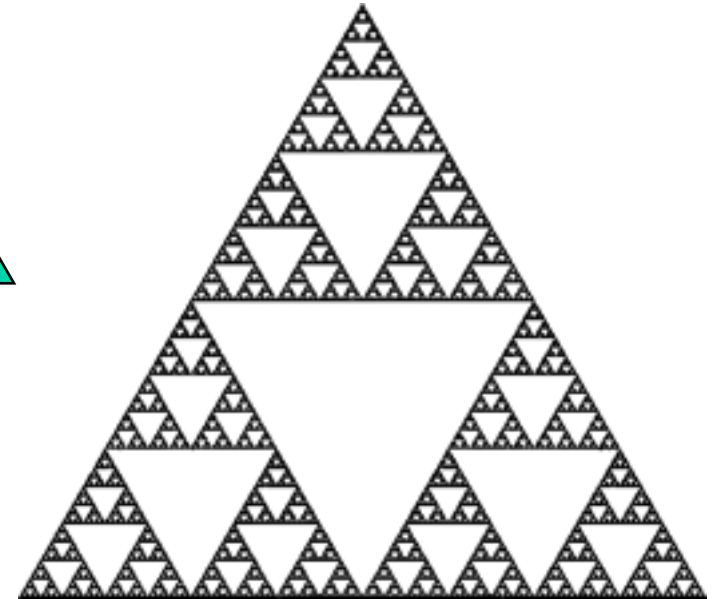


Repeat n times. As $n \rightarrow \infty$

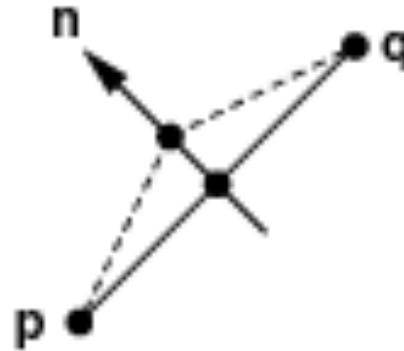
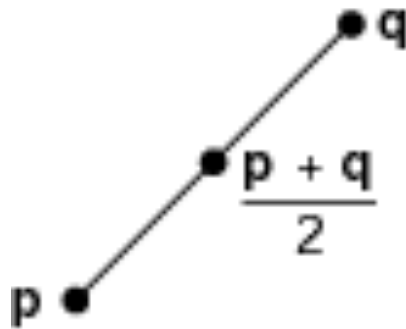
Area $\rightarrow 0$

Perimeter $\rightarrow \infty$

Not a normal geometric object



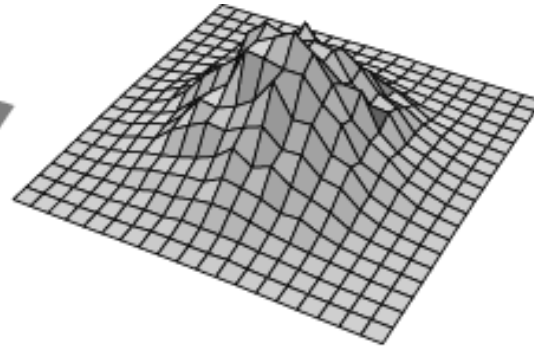
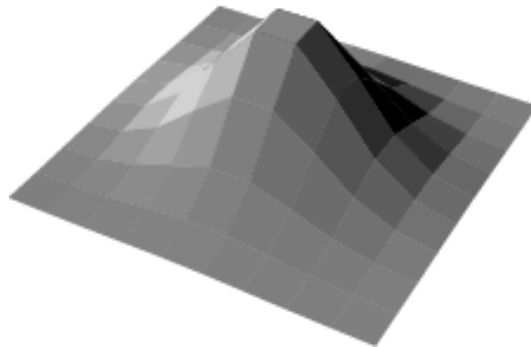
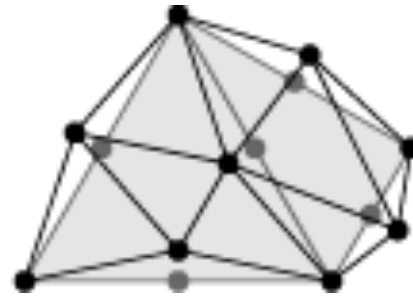
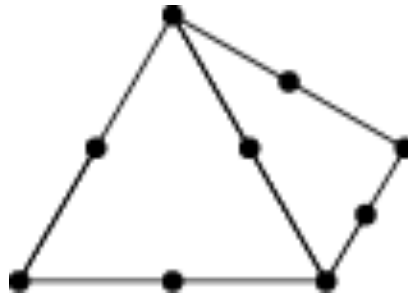
Midpoint Subdivision



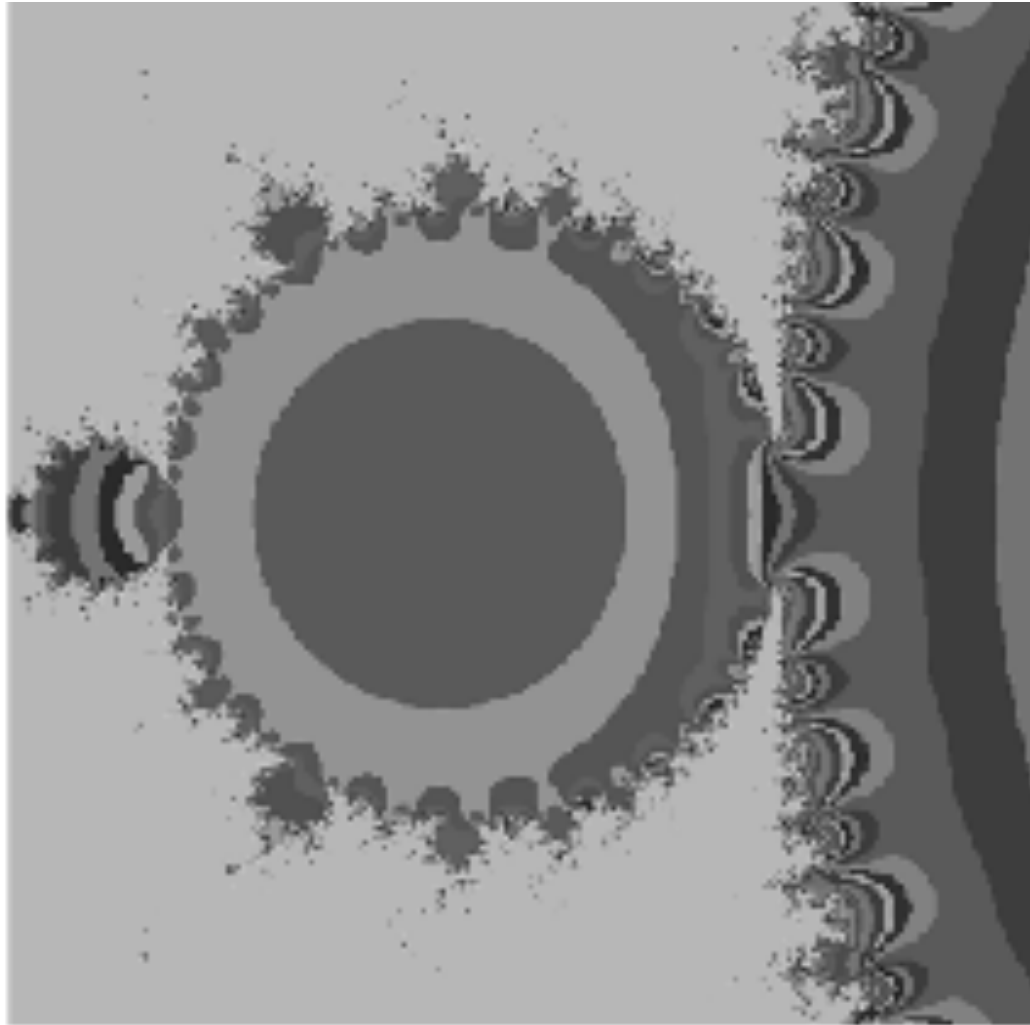
Randomize displacement using a Gaussian random number generator. Reduce displacement each iteration by reducing variance of generator.



Fractal Mountains



Mandelbrot



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