Fractal Paths Tips and Tricks

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Never have any line in the path longer than the distance between the start and end. If there is one it will get larger with each iteration and produce a boring and slow result.

Interesting results can be achieved by specifying specific grid combinations. For example if you use 1 for one of the grids, and 1 and 1.1547 (Thats 1/Sin(60)) you can make 60 degree angles and make equilateral triangle shaped fractals. Using this you can make Sierpinski's triangle and other cool related shapes.

To reduce the amount of overlap make the points closer to the line between the start and end, to lengthen the fractal. You can also divide some of the longer lines.

Look at and edit some of the included examples to get some ideas for what to make and what you can make.

When rendering large fractals stop the preview in the drawing window to allow more processing time to the rendering.

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