Details through recursion

From the “Constructing a Fractal” tutorial at

<https://catlikecoding.com/unity/tutorials/constructing-a-fractal/>

Mesh:

A collection of triangles in 3D space. Can be imported into unity, made with code, or used from base assets.

Material:

A material describes the appearance of the surface of an object. They are composed of a shader and the data the shader needs.

Coroutine:

A method that can insert pause statements. They need to have IEnumerator as the return type. This allows unity to loop through all of the needed items in the coroutines. The method needs to be called within the CreateCoroutine() method and there can be time delays added with the line: yield return new WaitForSeconds(xf);