

- Name of application: Fractals3D
- Author: Vasilenko Daria
- Semester: Spring 2020
- Topic: 3D fractals
- Basic math concept: fractals + ray marching
- Parameters: 16 general parameters (shadows, light, skyboxes, etc), 3-5 parameters for each of 7 types of fractals coloring, 1-5 parameters for each of 15 types of fractals
- Exports: 8640x8640 PNG, JPG, BMP, TGA + JSON configurations
- Used tools: C++, OpenGL, glm, glew, glfw, Dear ImGui, stb\_image, stb\_image\_write, nlohmann/json
- Dependencies needed to run the application: OpenGL 3.3 and all libraries from "Used tools"