



1. Tree – animation of fractal tree, iteration by iteration.
2. Angle 1 – specify angle of first branch of the fractal tree from point 1.
3. Angle 1 – specify angle of second branch of the fractal tree from point 1.
4. Animate – animation of all possible combination of angles through fractal tree.
5. Rhombus – animation of Rhombus tree.
6. Pyramid – animation of my idea how to connect 4 pyramids.
7. Hilbert – animation of Hilbert curve, which fills space.
8. Order – number of iterations of the Hilbert curve (point 7). The biggest value is 9.
9. Hypnosis – my another attempt to creations of square fractal.
10. Restart – restarts the last played animation.
11. Time – time between each frame. The lower the time the faster the animation.