

#ref #incomplete

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## 1 | chaos! let's do it.

### 1.0.1 |resources

- main
- colors?
- fundamental mechanisms
- a synth?
- similar
  - <http://www.malinc.se/m/Lorenz.php>, interactive, but bad
  - <https://marksmath.org/visualization/LorenzExperiment/> beautiful 3d integration with 2d
  - [https://itp.uni-frankfurt.de/~gros/Vorlesungen/S0/simulation\\_example/](https://itp.uni-frankfurt.de/~gros/Vorlesungen/S0/simulation_example/) code!
- parsing
  - writing
  - parsing
  - could, ofc, write my own math parser. could be fun, but also vulberabelt to xss

### 1.0.2 |main idea

- beautiful exploration of many different chaotic systems, starting ofc with lorenz.
- can be used as cool background things like @exr0ns meshwave,
- but also people can enter their own equations or choose from a bank of equations and modify values
- colors! pretty! 2d, flat. don't think i want 3d exploration, even though i want 3d equations.

### 1.0.3 |features!

### 1.0.4 |tech

- parsers, from above
- canvas, and 2d rendering of 3d points based on the simple perspective / size thing.