

The Chaos Game

Order in Randomness

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The two methods Used

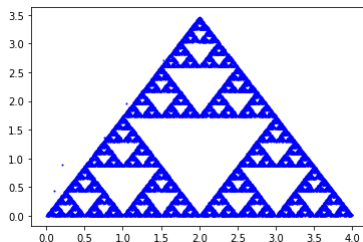
This is a text in a frame. For the sake of showing an example.

- Simple Random Number Arithmetic
- Bisection and Multiplication of Random Multiplication

We used these two methods to produce two images, a figure known as the Sierpinski Triangle and a Fern.

The Sierpinski Triangle

The triangle was generated by making a list of random numbers and then taking the midpoint between them and a randomly selected vertex. Then those points were plotted.



The Fern

The fern was generated by taking a random matrix and bisecting it at certain values. It was then multiplied with another matrix of specified values. These values dictated the curvature and overall appearance of the fern. Finally, these results were plotted, which is shown below.

