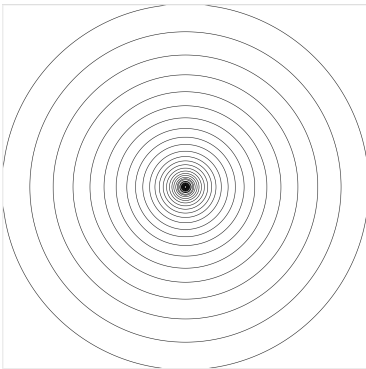
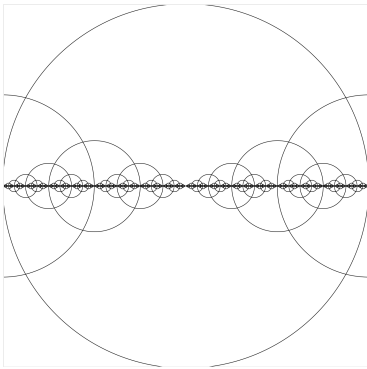
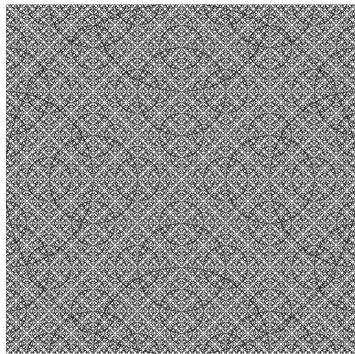
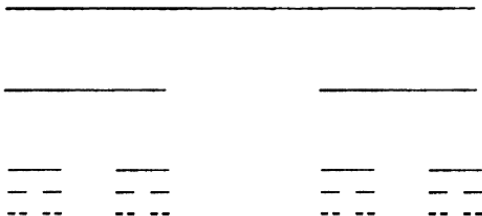
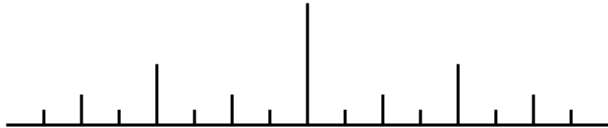
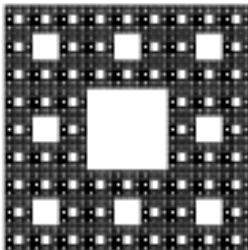
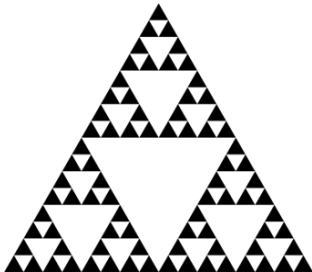
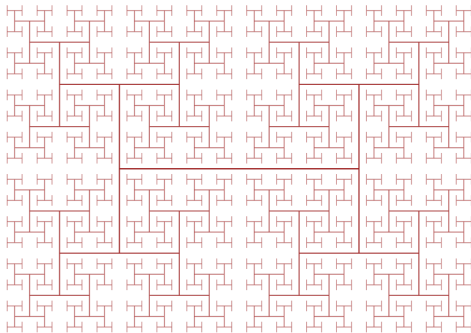
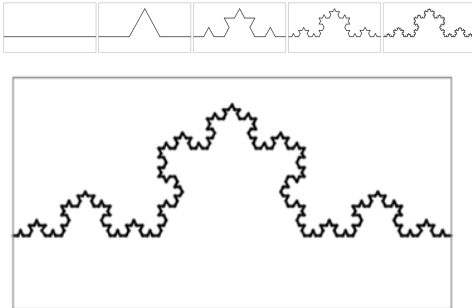
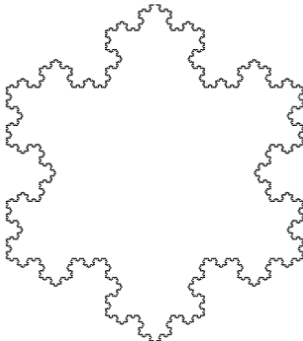
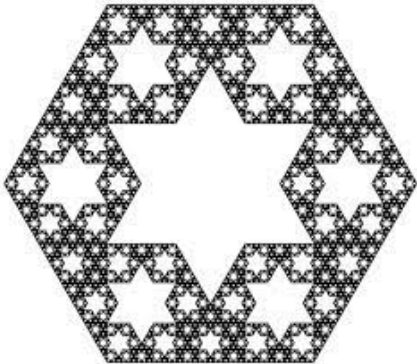
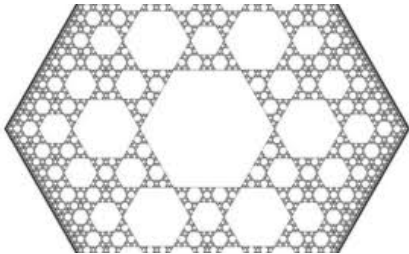
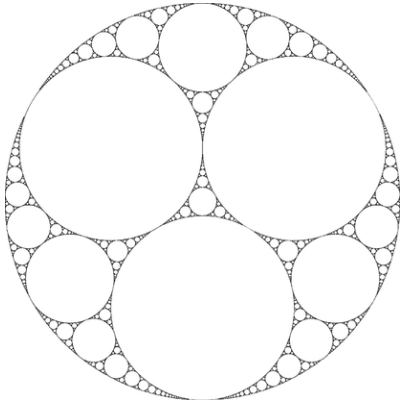


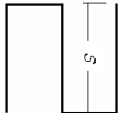
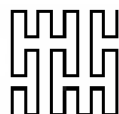
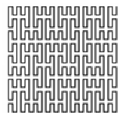



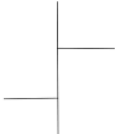




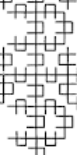
Fractals- Using Recursion to Generate Shapes

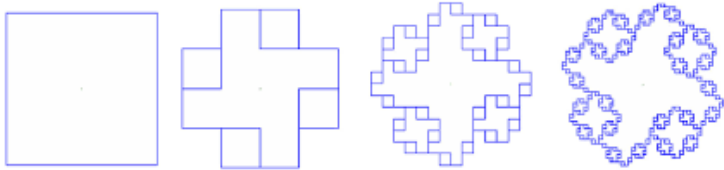
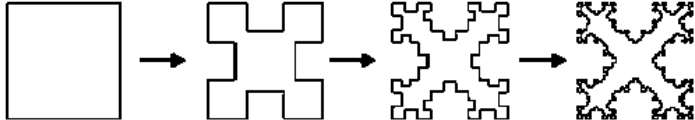
Use the starter code from fractals.py to generate as many of these shapes as you can.

Concentric Circles	Circle Tree	Circle Tiles
		
Cantor Set		Ruler Tick Marks
		
Sierpinski Carpet		Sierpinski Triangle
		
H Tree	Koch Curve	Koch Snowflake
		

Fractals- Extra Challenging

Star Carpet	Hex Carpet	Soap Bubble
		

Peano Curve 1	Peano Curve 2	Peano Curve 3	Peano Curve 4
  	  	  	  

Dragon Squares	Minkowski Squares
	

Dinner Table 1 & 2	Sierpinski Maze
