

```
In[714]:= SetDirectory[NotebookDirectory[]];
```

```
layers = 6; (*Number of nested layers of the pyramid*)
gradient = "SolarColors"; (*Color scheme used*)
```

```
output = {};
```

```
eqTriangle[length_, Δx_, Δy_, Δz_] :=
```

```
Graphics[{Opacity[0], EdgeForm[Thick], Polygon[{{(-length / 2) + Δx, Δy, Δz},
{Δx, (length * Sqrt[3] / 2) + Δy, Δz}, {(length / 2) + Δx, Δy, Δz}}]};
```

```
radius[length_] := length / Sqrt[3];
```

```
triangleUp[length_, Δx_, Δy_, numLayers_] :=
```

```
Graphics[{Opacity[(layers - numLayers) / 10], EdgeForm[Thickness[Small]],
ColorData[gradient][numLayers], Polygon[{{(radius[length]) * Cos[7 π / 6] + Δx,
(radius[length]) * Sin[7 π / 6] + Δy}, {Δx, (radius[length]) + Δy},
{(radius[length]) * Cos[11 π / 6] + Δx, (radius[length]) * Sin[11 π / 6] + Δy}}]};
```

```
triangleDown[length_, Δx_, Δy_, numLayers_] := Graphics[
```

```
{Opacity[(layers - numLayers) / 10], EdgeForm[Thickness[Small]],
ColorData[gradient][numLayers], Polygon[{{(radius[length]) * Cos[7 π / 6] + Δx,
- (radius[length]) * Sin[7 π / 6] + Δy}, {Δx, - (radius[length]) + Δy},
{(radius[length]) * Cos[11 π / 6] + Δx, - (radius[length]) * Sin[11 π / 6] + Δy}}]};
```

```
sierpTriangle[length_, Δx_, Δy_, numLayers_] := If[numLayers == layers,
```

```
AppendTo[output, triangleUp[length, Δx, Δy, numLayers]];
sierpTriangle[length / 2, Δx, Δy, numLayers - 1],
```

```
AppendTo[output, triangleDown[length, Δx, Δy, numLayers]]; If[numLayers == 0,
"Base reached", sierpTriangle[length / 2, (radius[length]) * Cos[7 π / 6] + Δx,
```

```
(radius[length]) * Sin[7 π / 6] + Δy, numLayers - 1];
sierpTriangle[length / 2, Δx, (radius[length]) + Δy, numLayers - 1];
```

```
sierpTriangle[length / 2, (radius[length]) * Cos[11 π / 6] + Δx,
(radius[length]) * Sin[11 π / 6] + Δy, numLayers - 1]]];
```

```
sierpTriangle[16, 0, 0, layers];
```

```
Show[output]
```

```
Export["Sierpinski.Triangle.pdf", EvaluationNotebook[]];
```

```
Out[722]=
```

