



Computer Graphics

18/2/2019

ASSIGNMENT 3

Submission Deadline:

- 21th March 2019
(00:05)
- On aula global

Submission:

- A zip file named P3-XXX--YYY.zip
XXX: first NIA number
YYY: second NIA number
- The zip file must include all the sources, the final rendering, and a text file that must include the name and NIA's of the both members of the workgroup. The size and output format of the rendering image must be 640x480

Fractal Graphic

Generate a scene that contains at least one fractal graphic made with Povray.

You can use any of the techniques that generate fractal elements, primitive language, texture patterns, recursive functions, etc.

The complexity of the elements and the choice of lighting, backgrounds and textures that make up the scene as a whole will be assessed.

Helpful URLs:

<http://paulbourke.net/exhibition/povfrac/final/>

<http://www.bugman123.com/Fractals/index.html>

http://povray.tashcorp.net/tutorials/qd_sierpinski/

<http://nylander.wordpress.com/tag/pov-ray/page/6/>