select à corner randomly, daw a
line from the custent
point to the selected
corner. The midpoint
of this line is new
cassent point.
Repeat. A Lok. (0,1)(X, y) (0,0) .5.5 0 9 ,5.5 0.5

2ddress L4 -address 142 ezch pixel is Specified by a Length 10 address each pixel is determined by a length

point address is 1111--takes us to 3 1111 --takes as to 2311 Randomly applying the transformations will visit every length 10 address, and so will visit every pixel of He Mage