

# Contents

## Foreword

New Directions in Computer Graphics : Experimental Mathematics	vii
Preface to the German Edition	xi

<b>1 Researchers Discover Chaos</b>	<b>1</b>
1.1 Chaos and Dynamical Systems – What Are They?	3
1.2 Computer Graphics Experiments and Art.	6
<b>2 Between Order and Chaos: Feigenbaum Diagrams</b>	<b>17</b>
2.1 First Experiments	18
2.1.1 It's Prettier with Graphs	27
2.1.2 Graphical Iteration	34
2.2 Fig-trees Forever	37
2.2.1 Bifurcation Scenario – the Magic Number 'Delta	46
2.2.2 Attractors and Frontiers	48
2.2.3 Feigenbaum Landscapes	51
2.3 Chaos – Two Sides to the Same Coin	53
<b>3 Strange Attractors</b>	<b>55</b>
3.1 The Strange Attractor	56
3.2 The Hénon Attractor	62
3.3 The Lorenz Attractor	64
<b>4 Greetings from Sir Isaac</b>	<b>71</b>
4.1 Newton's Method	72
4.2 Complex Is Not Complicated	81
4.3 Carl Friedrich Gauss meets Isaac Newton	86
<b>5 Complex Frontiers</b>	<b>91</b>
5.1 Julia and His Boundaries	92
5.2 Simple Formulas give Interesting Boundaries	108
<b>6 Encounter with the Gingerbread Man</b>	<b>127</b>
6.1 A Superstar with Frills	128
6.2 Tomogram of the Gingerbread Man	145
6.3 Fig-tree and Gingerbread Man	159
6.4 Metamorphoses	167

<b>7</b>	<b>New Sights – new Insights</b>	<b>179</b>
7.1	Up Hill and Down Dale	186
7.2	Invert It – It's Worth It!	186
7.3	The World is Round	192
7.4	Inside Story	199
<b>8</b>	<b>Fractal Computer Graphics</b>	<b>203</b>
8.1	All Kinds of Fractal Curves	204
8.2	Landscapes: Trees, Grass, Clouds, Mountains, and Lakes	211
8.3	Graftals	216
8.4	Repetitive Designs	224
<b>9</b>	<b>Step by Step into Chaos</b>	<b>231</b>
<b>10</b>	<b>Journey to the Land of Infinite Structures</b>	<b>247</b>
<b>11</b>	<b>Building Blocks for Graphics Experiments</b>	<b>257</b>
11.1	The Fundamental Algorithms	258
11.2	Fractals Revisited	267
11.3	Ready, Steady, Go!	281
11.4	The Loneliness of the Long-distance Reckoner	288
11.5	What You See Is What You Get	303
11.6	A Picture Takes a Trip	319
<b>12</b>	<b>Pascal and the Fig-trees</b>	<b>327</b>
12.1	Some Are More Equal Than Others – Graphics on Other Systems	328
12.2	MS-DOS and PS/2 Systems	328
12.3	UNIX Systems	337
12.4	Macintosh Systems	347
12.5	Atari Systems	361
12.6	Apple II Systems	366
12.7	'Kermit Here' – Communications	374
<b>13</b>	<b>Appendices</b>	<b>379</b>
13.1	Data for Selected Computer Graphics	380
13.2	Figure Index	383
13.3	Program Index	388
13.4	Bibliography	391
13.5	Acknowledgements	393
	<b>Index</b>	<b>395</b>