The Chaos Game
Islands in the Sea of Complexity

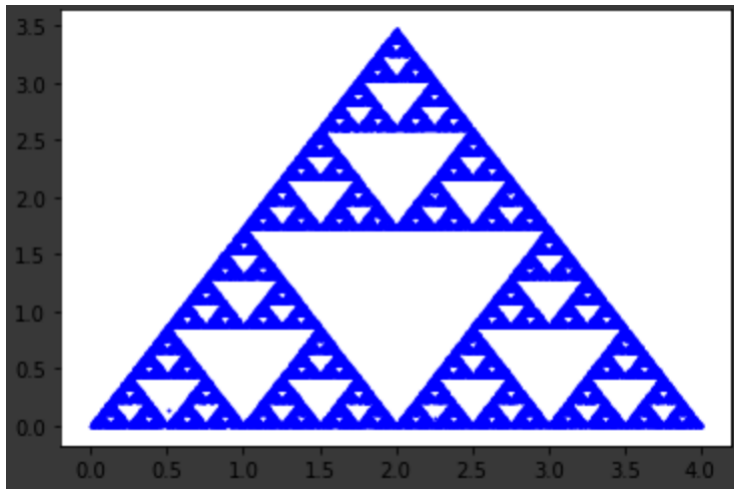Neo Nguyen[1]

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Methods Utilizing Chaos

The following methods were utilized in order to create ordered images such as Sierpinski's Triangle and Barnsley's Fern from chaotic operations.

- Midpoint of Line Segment iterations
- Bisection and Probabilistic Manipulation

Sierpinski's Triangle

The above image was created by taking the midpoint of multiple points numerous times randomly.

Barnsley's Fern

The above image was created using a specially defined probability matrix along with mathematical equations with weights to modify points and construct a plot.