

Re: IFS inverse algoritm

Source: <http://sci.tech-archive.net/Archive/sci.fractals/2004-06/0029.html>

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- > 1) *The random or chaos game algorithm isn't the only means of drawing an*
- > *IFS. OTOH, I think your technique works equal well with the xerox or*
- > *copy machine and deterministic algorithms.*

I know, take a look at the titlepage of my fractal-site (in swedish, på svenska) :

<http://members.chello.se/solgrop/Fractalus/>

The background image is also a IFS.

Maybe I will discribe the method later, have not got time for this righth now.

- > 2) *There are Iterated Function Systems in which there is not a unique*
- > *index that gets you to a point, so your technique is not universally*
- > *applicable, at least without modification.*

I've got some idéas :-) (the Frac-Man method is involved)

- > *However, you've produced an ("escape time") algorithm for IFSs that I*
- > *haven't encountered before.*

Looking for new algorithms to use for fractal production is kinda my time of fun really :-)

SunCode.