

VISVESVARAYA TECHNOLOGICAL UNIVERSITY
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PROJECT REPORT
ON
“ARTIFICIAL IMAGE CREATION USING FRACTAL THEORY”

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ABSTRACT

Fractal Geometry is a recent synthesis of old mathematical constructs. It was first popularized by complex renderings of terrain on a computer graphics medium. Fractal geometry has since spawned research in many diverse scientific disciplines. Its rapid acceptance has been achieved due to its ability to model phenomena that defy discrete computation due to roughness and discontinuities. Fractal geometry is a misunderstood idea that is quickly becoming buried under grandiose terminology that serves no purpose. Its essence is induction using simple geometric constructs to transform initiating objects. The fractal objects that we create with this process often resemble natural phenomenon. In the Euclidian geometry object shapes were described using equations. This method is adequate only for describing objects that have smooth and regular shapes. But not applicable for the natural objects is having irregular or statistical features. To overcome this, fractal geometry method is used. Hence our project is artificial image creation using fractal theory we hope to demystify the concepts of fractal geometry through this in order to render artificial images of natural objects and make it available to all who are interested.