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Combining fractal theory with startling computer art, this book reveals an entirely new way of seeing. Part I introduces computer graphics and the creative use of computers. Part II describes various graphical methods for representing and detecting patterns in complicated data. Part III illustrates simple techniques for visualizing chaotic behavior. "No human being should pass up the experience of stepping through the portals of this beautiful book.

Computer graphics reveal hidden relationships in complex systems, make confusing data understandable and provide scientists and mathematicians with a tool for discovery and problem-solving. Featuring 200 black-and-white computer images and eight pages in color, this sourcebook includes programming exercises and mathematical recreations. Though most of the narrative requires advanced mathematical understanding, the general reader will find the computer artwork intriguing. The sounds of human speech yield snowflake-like patterns; Art Nouveau-ish images emerge out of mathematical relationships; structural changes in biomolecules produce graphics resembling galaxies and whirlpools. Diligent readers will gain an appreciation of how computer imaging helps scientists simulate plant tendril growth, analyze the Shroud of Turin, unravel the structure of cancer genes and investigate spiral patterns in DNA and galaxies' arms. Pickover is an editor at Computers and Graphics.