

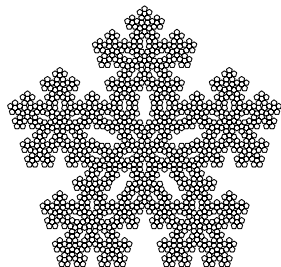
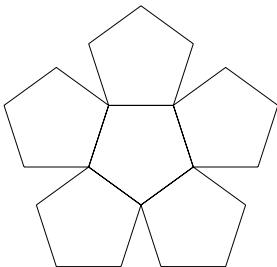
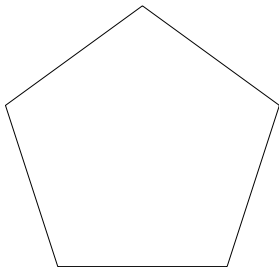
Penrose-Snowflake

Angle: 18

Axiom:  $F4 - F4 - F4 - F4 - F$

Rule(s):

$$F = F4 - F4 - F10 - F + +F4 - F$$



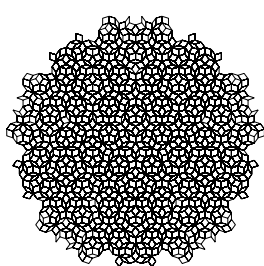
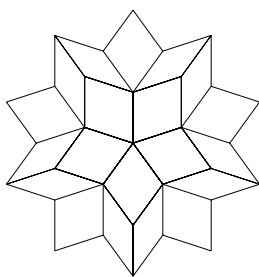
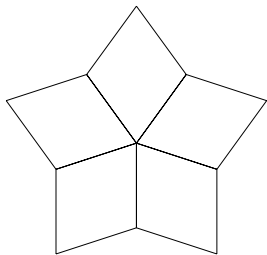
Penrose-Tile

Angle: 36

Axiom:  $[X] + +[X] + +[X] + +[X] + +[X]$

Rule(s):

$$W = YF + +ZF4 - XF[-YF4 - WF] + +, X = +YF - -ZF[3 - WF - -XF] +, Y = -WF + +XF[+ + YF + +ZF] -, Z = - -YF + + + +WF[+ZF + + + +XF] - -XF, F =$$

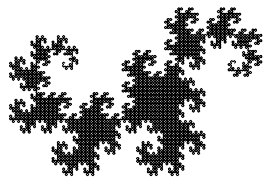
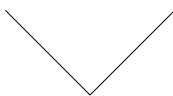


Dragon-Curve

Angle: 45

Axiom:  $F$

Rule(s):  $F = [+F][+G - -G4 - F], G = -G + +G -$



**Figure 6.11** Fractal oddities: The first two L-systems form aperiodic tilings of the plane. The Dragon-Curve is one long and continuous curve with only right-angle turns. The rules for Penrose-Tile originated with the DOS program *fractint*.