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Subject: Orbit Fractal (Martin Attractor) Render  
Posted by [ren42](#) on Sat, 16 Dec 2017 17:30:44 GMT  
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Hello everybody,  
after 11 Years i found my way back to do some coding again. (How could i live without Upp such a long time? 8o ) :d

I like eye candy pictures and figured out to code a fractal render with Upp.

Here is a link that explains briefly what an Martin Attractor is:  
<http://www.fraktalwelt.de/myhome/simpiter2.htm>

Preview of OrbitFractal:

The next Message or Topic will contain a description and source package :)

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File Attachments

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1) [OrbitFractall.jpg](#), downloaded 785 times

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