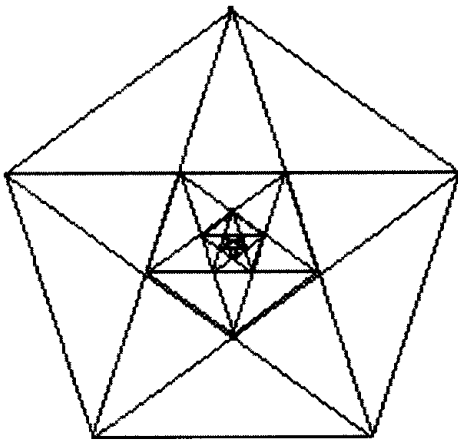


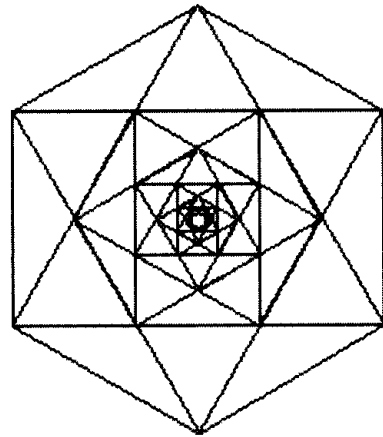
Programming #2 (4190.410)

Due: September 29, 2014

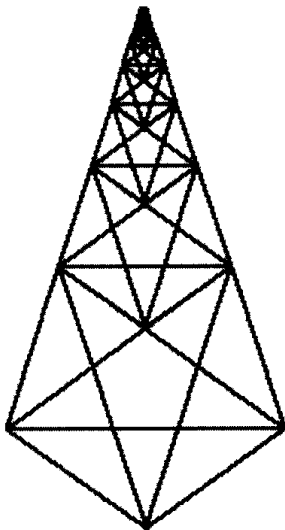
Develop recursive OpenGL programs to generate each of the following fractal models as closely as possible.



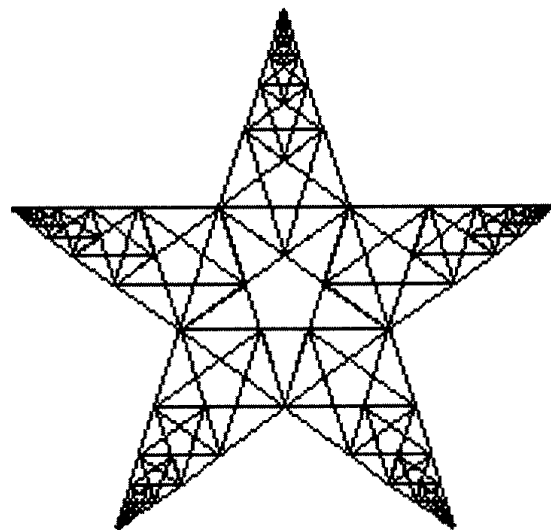
(a) Fractal pentagram



(b) Fractal diamond



(a) Fractal tower



(b) Fractal star