

Fractal Game

and the Creation of Fractal Parameter Sets as the Mathematical DNA of the Future

placed with worldwide support in a Big Open Fractal Data Base

“My hope is directed to the new generation of young people playing the role of the Magister Ludi mentioned in the book by Herman Hesse: das Glasperlenspiel.” (- Jules Ruis)

Start looking at www.fractal.org

Playing the Fractal Game:

1. Download the Fractal Imaginator (FI) software for free (needed is a 64-bit computer).
www.fractal.org/fractalimaginator64.zip
2. Install the Fractal Imaginator on your computer.
The Julius Ruis Set (.fi6 file) is automatically loaded.
3. See for help-file and more information
www.fractal.org/fractalimaginator64.chm
4. Start playing the Fractal Imaginator and become confident with all its parameters.
5. Go to Dropbox and have a look at the Fractal Data Base with about 200 maps and 27.000 files. Click on:
<https://www.dropbox.com/sh/8inwvkyequ1fc5y/AAC86DsL6SmAFz5AxemujLEta?dl=0>
You will see:
.fi6 files: parameter sets for running the Fractal Imaginator
.bmp files are fractal pictures
.png files are fractal pictures
.stl files are files for 3D fractal objects
6. Download one of the .fi6 files from Dropbox Fractal Data Base to your computer and open this file with the Fractal Imaginator.
7. For looking of 3D .stl files download free Meshlab software.
Click on www.meshlab.net
8. Download one of the .stl files from Dropbox Fractal Data Base to your computer and open this file with Meshlab.
9. Start playing Meshlab and become confident with its possibilities.
10. Create new Fractal pictures in FI by using own fractal formula.

11. Upload nice new pictures to Dropbox and put them in the Fractal Uploads for public view.

<https://www.dropbox.com/sh/k2pgy3l9l9gd7cyf/AABRKRJreg2sJeEFpFIC93dRa?dl=0>

12. For printing of .stl files go to

a. Shapeways: <https://www.shapeways.com/shops/fractal-shop>

b. i-materialise: <https://i.materialise.com/shop/designer/jules-ruis>

For more information: see www.fractal.org and Jules.Ruis@fractal.org