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Subject: Quaternion julia set [math art]  
Posted by [RogerN](#) on Wed, 15 May 2013 00:28:10 GMT  
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Well my 2nd model has arrived, and I love the appearance after painting it. I applied a single coat of acrylic paint with a metallic finish - no primer was necessary.

### Quaternion Julia Set

The mesh was generated by a custom C# program and then cleaned up a bit using Blender. Frankly I could go broke printing all the fractals I'm interested in... I've love to set up a shelf or two with nothing but mathematical art.

The biggest challenge I encountered was generating a nice mesh from a 3D isosurface which doesn't exceed the maximum number of vertices... I'm using a marching cubes algorithm for creating the mesh, and one of the downsides is that it uses the same vertex density all over rather than where you really need the detail.

### File Attachments

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1) [top\\_view\\_1.jpg](#), downloaded 237 times

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