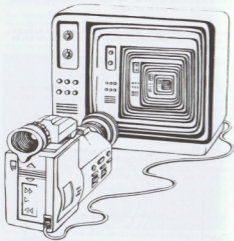


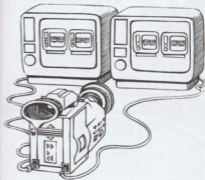
Video Feedback

Here is the classic example of iteration. A live camera points at the screen that it feeds, producing an image of an endless tunnel of screens within screens. If each is smaller than the one before it, these images ultimately vanish to a point.



*This point is an **attractor** for the system.*

Now add another screen. Each screen now shows two screens, each showing two screens, etc. The screens are no longer all inside each other: the limit set is much more complicated.



*It is in fact a **strange attractor**, and can take a wide variety of fractal forms, including the Cantor set.*

With more screens, even greater variety is possible. The Sierpinski triangle requires three screens.