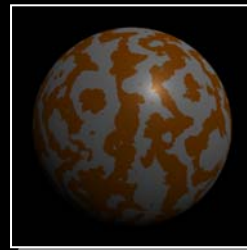


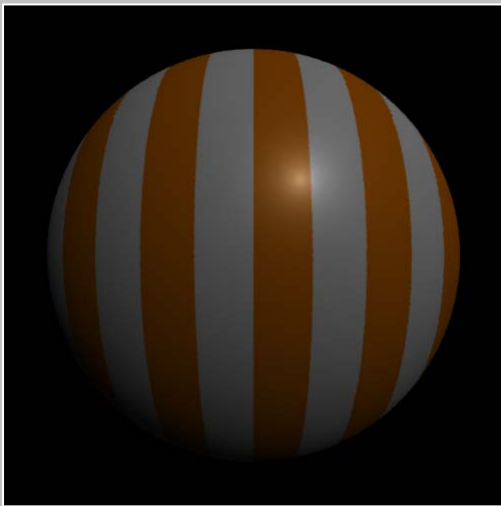
Dots and Stripes !

Mike Bailey
CS 519

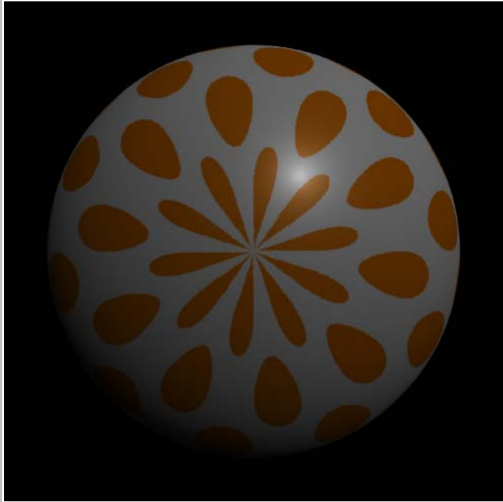
Oregon State University



Cartesian (X) Stripes



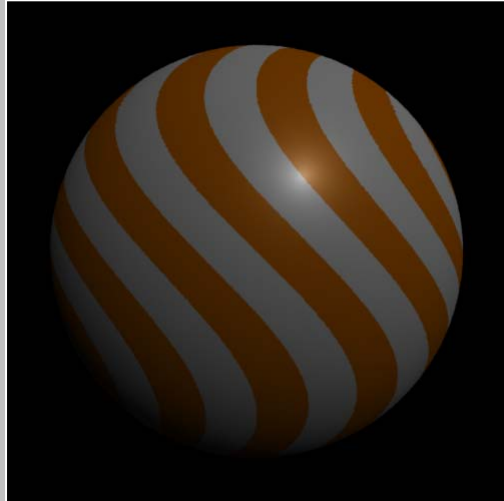
Dots (= circular stripes)



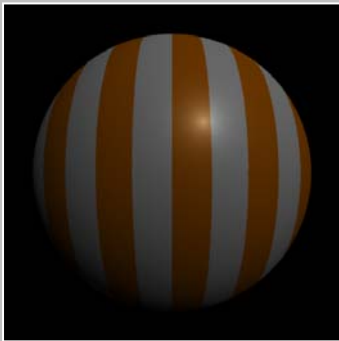
Rings (= Polar Stripes)



Adding a Wobble

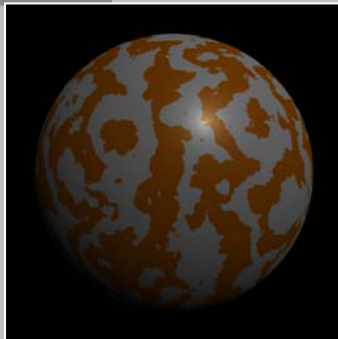


Adding Noise



NoiseAmp = 0.0

NoiseAmp = 1.5



NoiseAmp = 1.5

