

relevant readings and links about algorithms, art,
nature, computer science, mathematics, physics
(jean-pierre hébert)

symmetries of islamic geometrical patterns by syed jan abas and amer shaker salman
turtle geometry by harold abelson and andrea disessa
structure and interpretation of computer programs by harold abelson and gerald jay sussman
what are people for? by wendel berry
fifteen variations on a single theme by max bill
mathematics and art by max bill
spirals from theodorus to chaos by philip j. davis
the open work by umberto eco
the limits of interpretation by umberto eco
tilings and patterns by grünbaum and shephard
the large scale structure of spacetime by stephen hawking and george ellis
gödel, escher, bach by douglas r. hofstadter
metamagical themas by douglas r. hofstadter
the art of computer programming by donald knuth
john cage by richard kostelanetz
the fractal geometry of nature by benoit mandelbrot
the algorithmic beauty of sea shells by hans meinhardt
the algorithmic beauty of plants by przemyslaw prusinkiewicz and aristed lindenmayer
lindenmayer systems, fractals and plants by przemyslaw prusinkiewicz and james hanan
musicage by joan retallack
the book of L by g. rozenberg and a. salomaa
structure and interpretation of classical mechanics by gerald jay sussman and jack wisdom

<http://en.wikipedia.org/wiki/Algorithm>
http://en.wikipedia.org/wiki/Algorithmic_art
<http://www.generativeart.de/main/index.php>
<http://hebert.kitp.ucsb.edu/>
<http://jeanpierrehebert.com/>
<http://www.emohr.com/>
<http://www.verostko.com/>
<http://en.wikipedia.org/wiki/Pointillism>
http://www.pip-dickens.com/moire_paintings.htm
<http://en.wikipedia.org/wiki/Anamorphosis>
http://en.wikipedia.org/wiki/Benoît_Mandelbrot
[http://en.wikipedia.org/wiki/Caustic_\(optics\)](http://en.wikipedia.org/wiki/Caustic_(optics))
http://en.wikipedia.org/wiki/Gravitational_lens
[http://en.wikipedia.org/wiki/Interference_\(wave_propagation\)](http://en.wikipedia.org/wiki/Interference_(wave_propagation))
<http://en.wikipedia.org/wiki/L-system>
http://en.wikipedia.org/wiki/Moiré_pattern
[http://en.wikipedia.org/wiki/Perspective_\(graphical\)](http://en.wikipedia.org/wiki/Perspective_(graphical))
<http://en.wikipedia.org/wiki/Refraction>
<http://en.wikipedia.org/wiki/Spiral>