



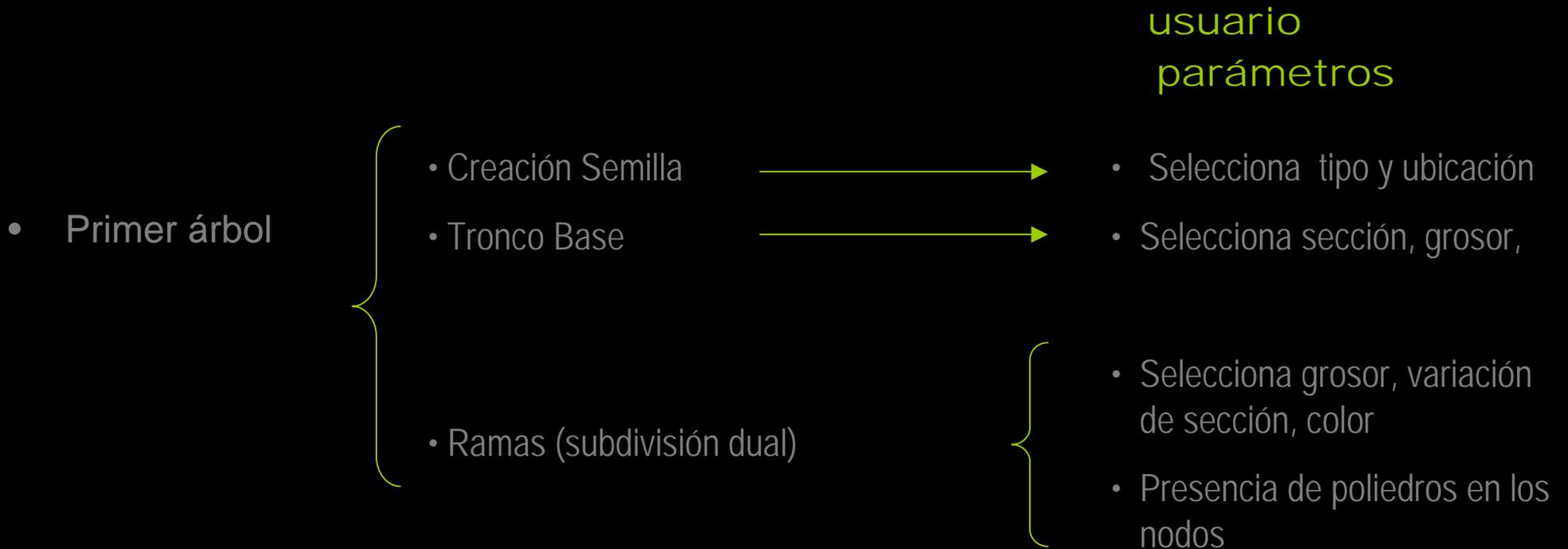
ARBOL RECURSIVO  
**GRUPO 4** |  
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Mariana Rivera



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Ideas

- Organización Básica



- **Primer árbol**

SEMILLA

- Ubicar punto semilla  
(x,y,z)



Opción usuario "pica el punto en pantalla"

TRONCO

- Ubica segundo punto  
(x1,y1,z1)



Basados en los parámetros del primer punto el usuario puede seleccionar la variable Z1

- Se genera la línea  
base o tronco



Unión de ambos códigos

RAMIFICACION

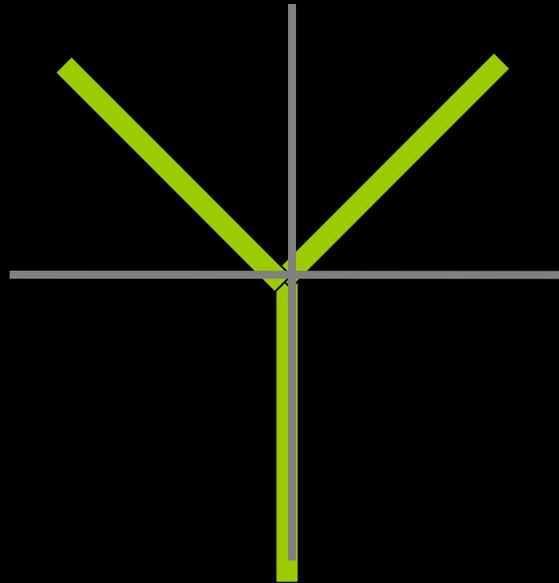
- Ubica tercer y cuarto punto  
 $(x_3, y_3, z_3)$   $(x_4, y_4, z_4)$



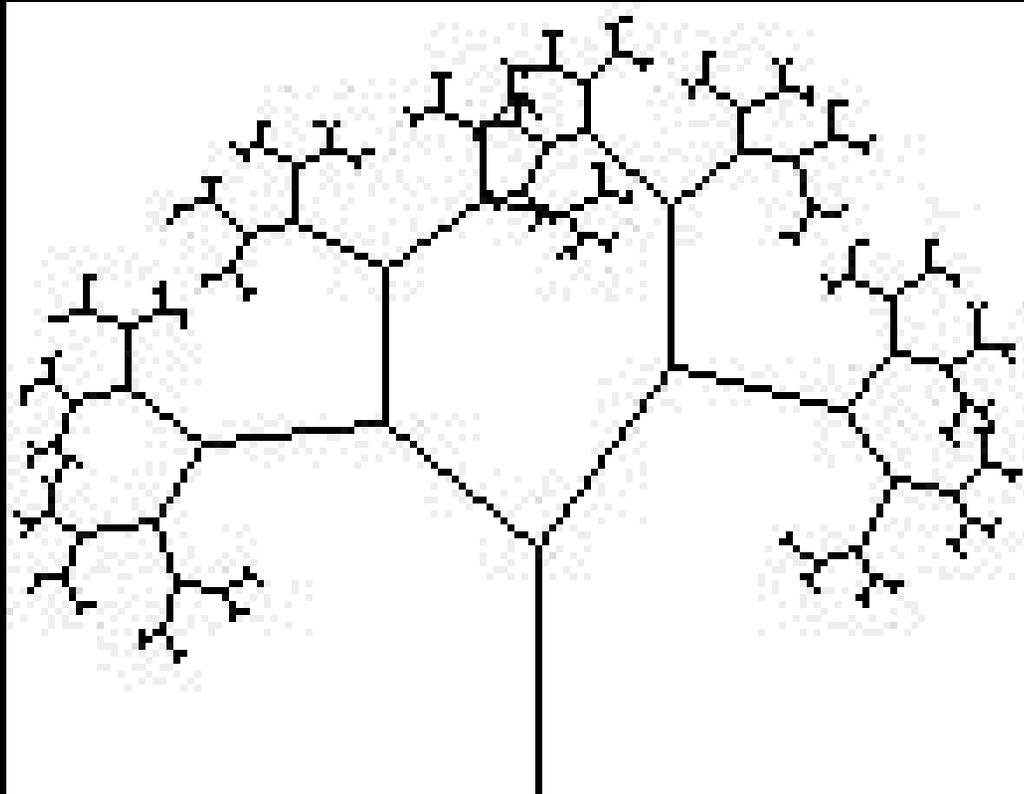
Se obtiene de las funciones trigonométricas

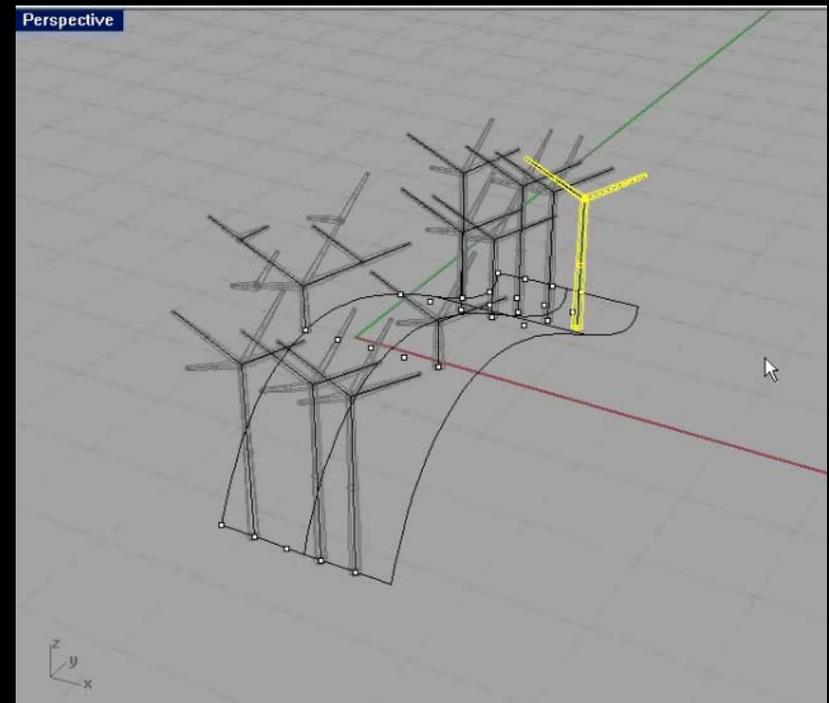
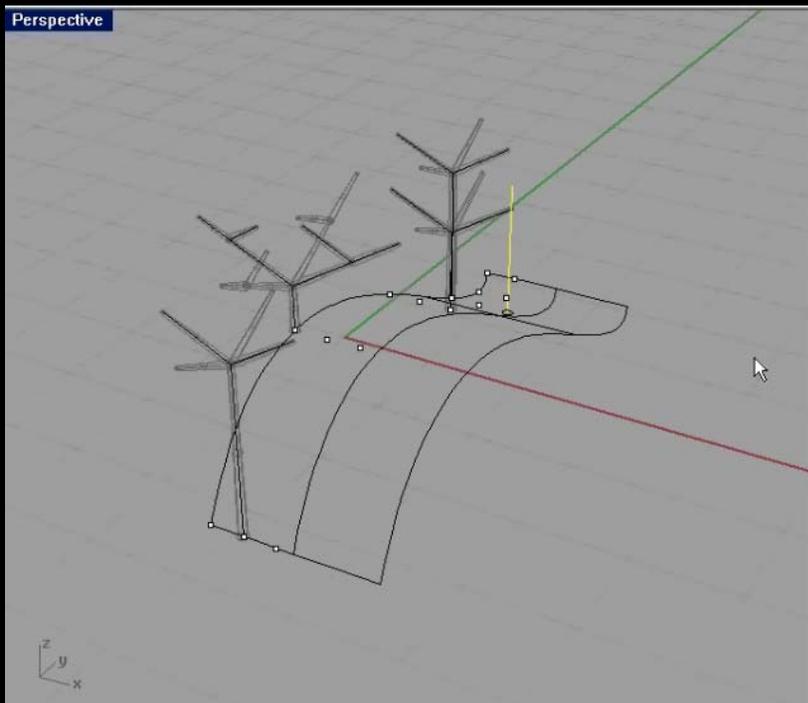
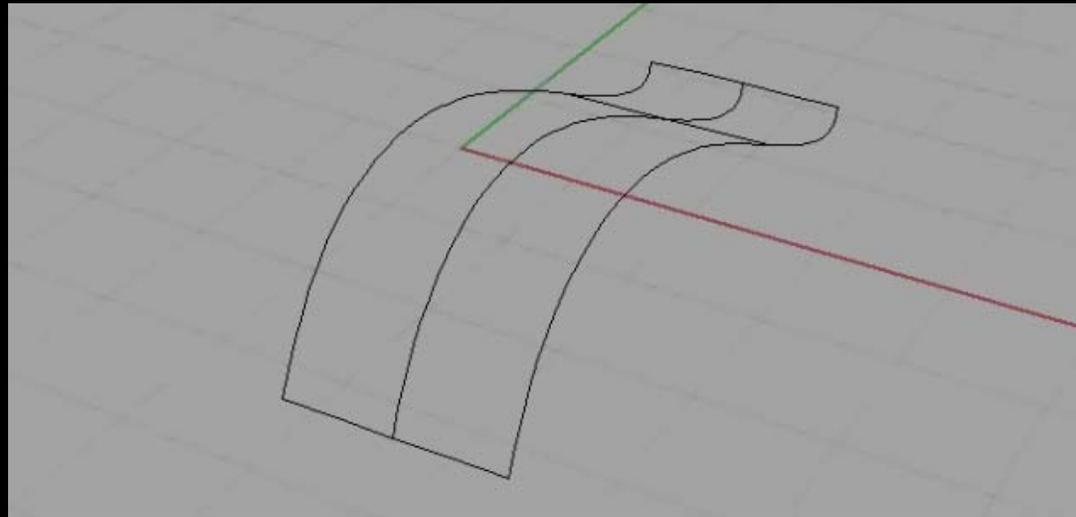
- Generar líneas que unan puntos

RECURSION

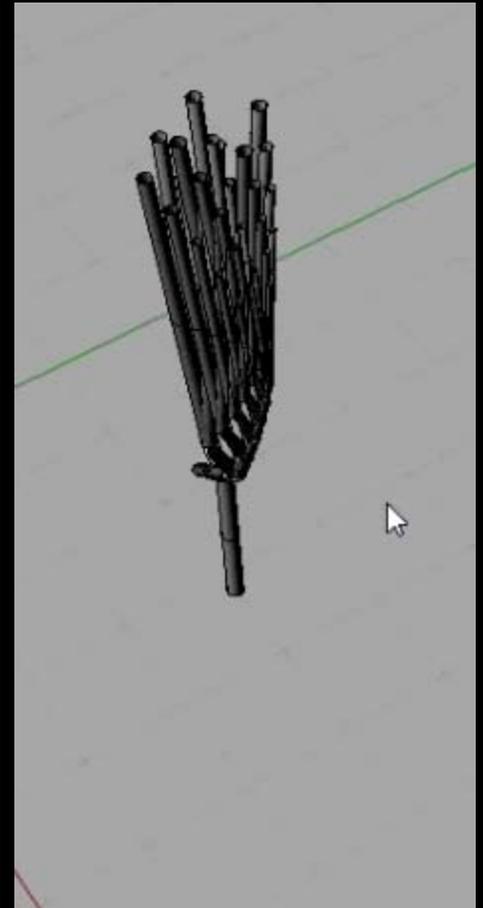
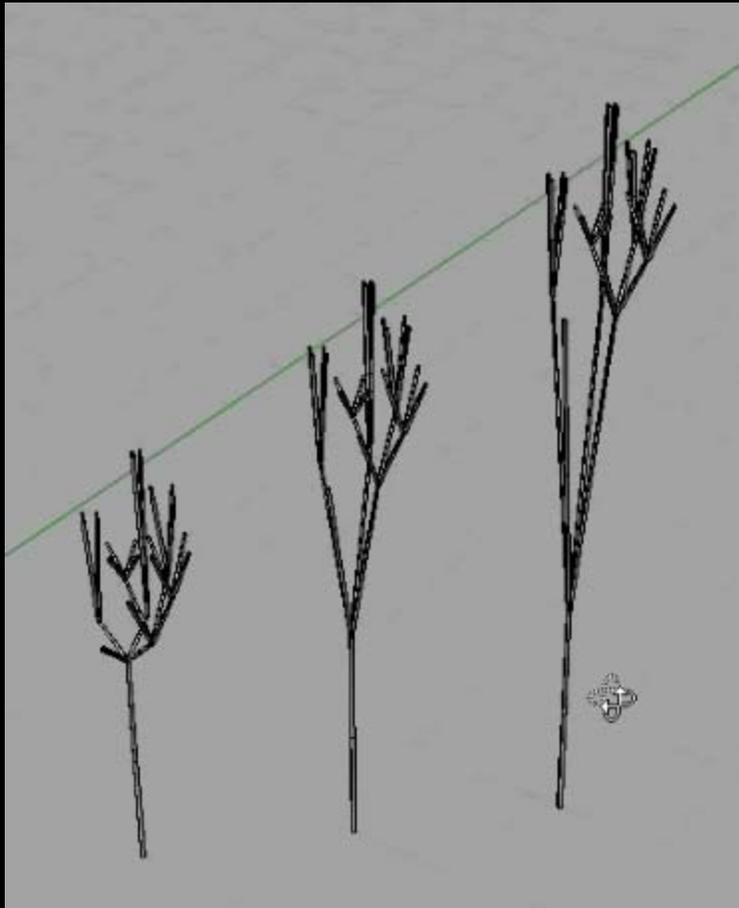
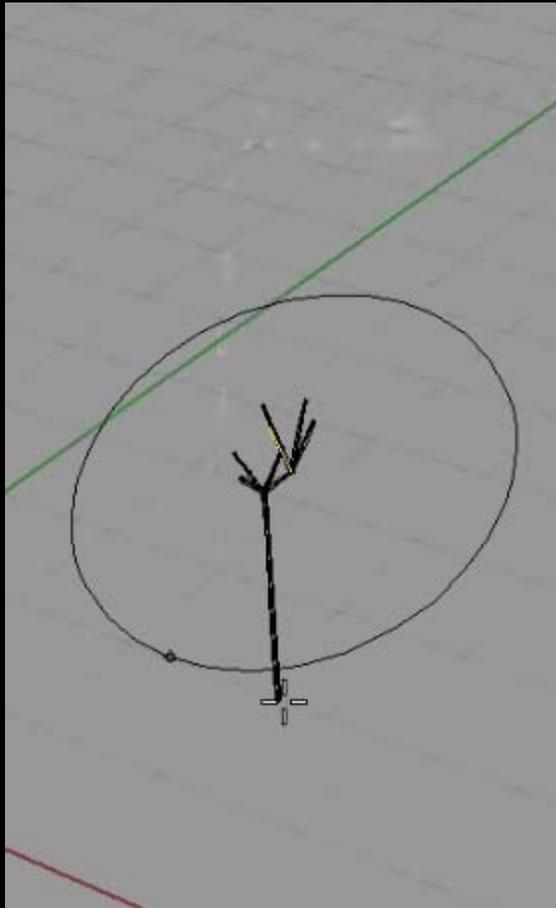


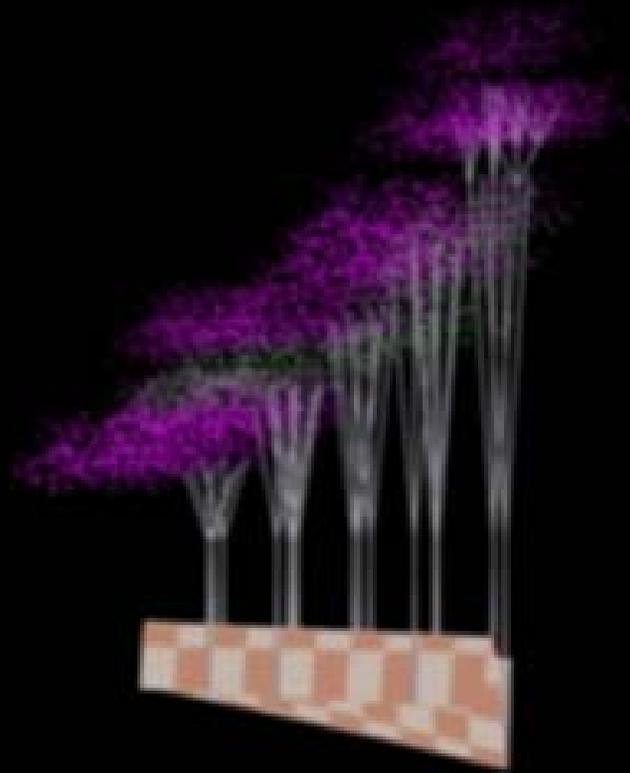
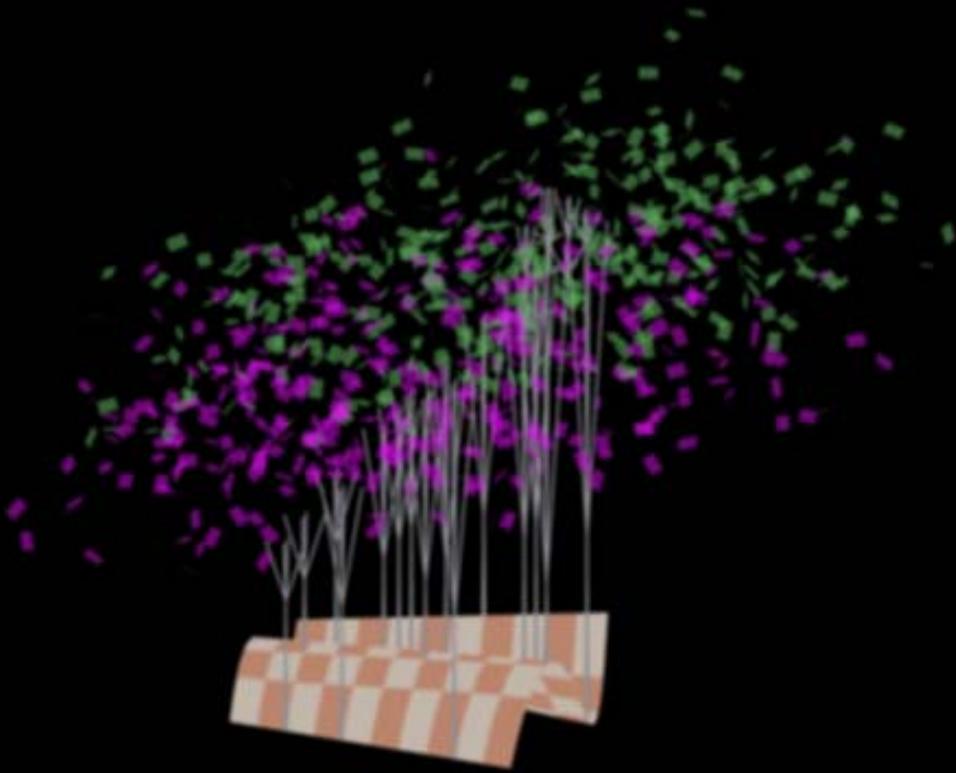
# RECURSION



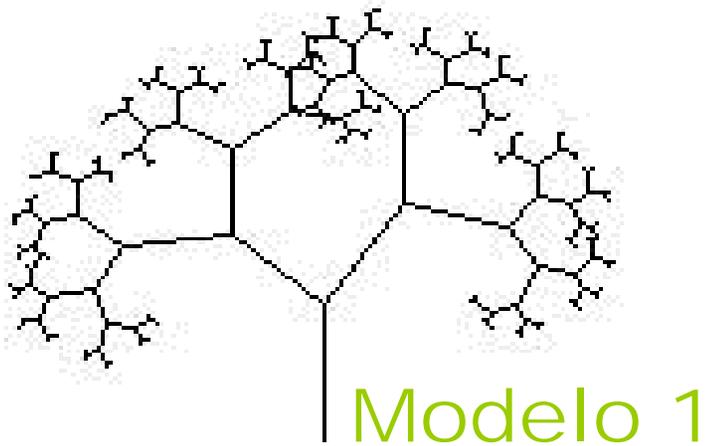


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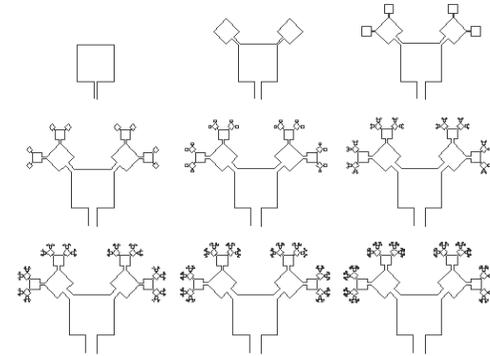
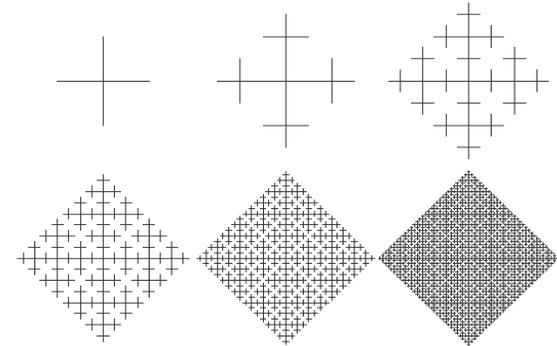


Modelo 1

variación

variación

variación



Futura exploración



producto final



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