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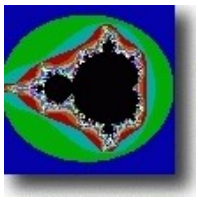
Computer games and cinema special effects owe much of their realism to the study of fractals. **Martin Turner** takes you on a journey from the motion of a microscopic particle to the creation of imaginary moonscapes.



The origins of fractals
The term *fractal*, introduced in the mid 1970's by Benoit Mandelbrot, is now commonly used to describe this family of non−differentiable functions that are infinite in length. Find out more about their origins and history.

Pilgrims, planes and postage stamps
Practical problems often have no exact mathematical solution, and we have to resort to using unusual techniques to solve them. From navigation in the 17th century to postage stamps, see how this principle applies to a variety of real−life problems − and also learn how to use a piece of string to locate a German bomber!

Student interview − David Ruddock

David Ruddock describes himself as an artist who studied Maths. He talks about how he spent his gap year, his studies and his interests as an artist and mathematician.

Career interview − Electronic engineer
Geraldine Paxton, an electronics engineer, is a member of the Ford Motor Company Limited's graduate trainee scheme. Geraldine tells us about her work there, from driving cars on the German autobahns to ensuring production lines keep working. There's also salary information and a careers contact point.

Plus is part of the family of activities in the Millennium Mathematics Project, which also includes the NRICH and MOTIVATE sites.