

Selecting this command causes the rendering engine to merely frame the polygons in the fractal image. As illumination, haze, color, and wave texture need not be calculated, the image can be rendered much more quickly. This can be useful in quickly whiffing through random numbers until a desirable shape is found. The seed can then be fixed and the Polygons command selected so that the rest of the parameters can then be tweaked to produce a final, pleasing image. Remember that beyond a subdivide level of 6 or 7, Lines usually produces an unintelligible clump of lines.

When Lines is selected, a checkmark will appear next to the item in the menu.