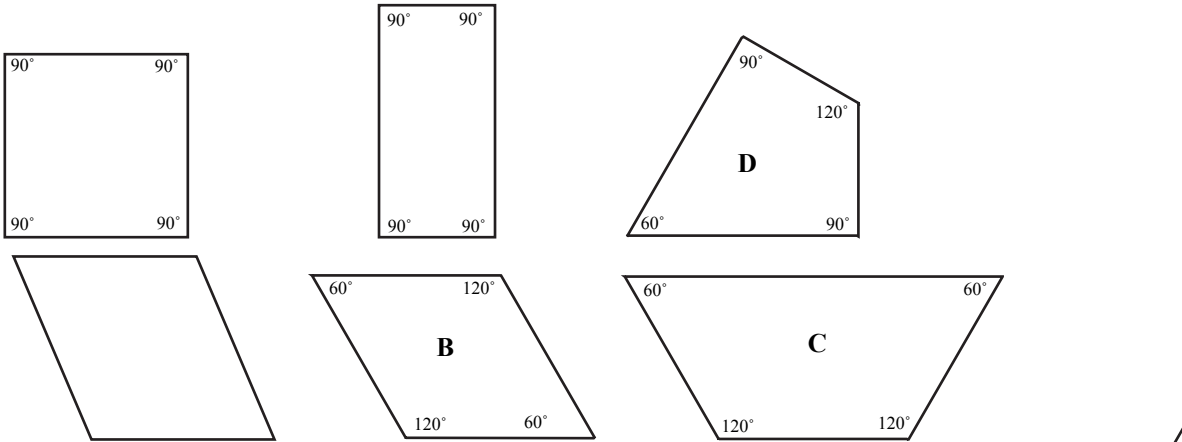
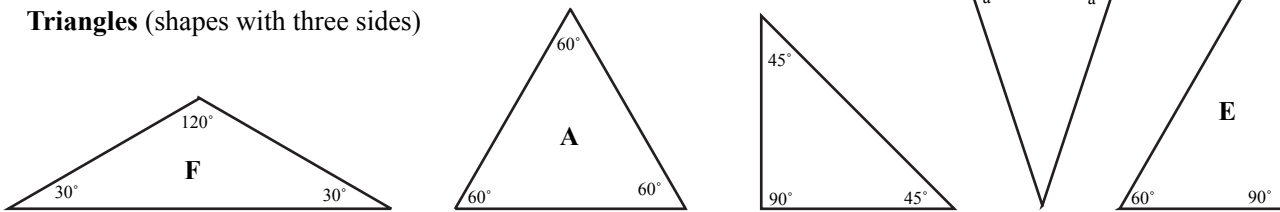


Shapes capable of tessellation

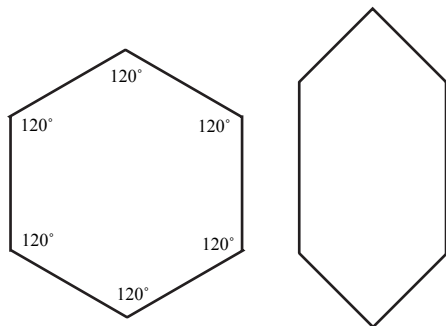
Quadrilaterals (shapes with four sides)



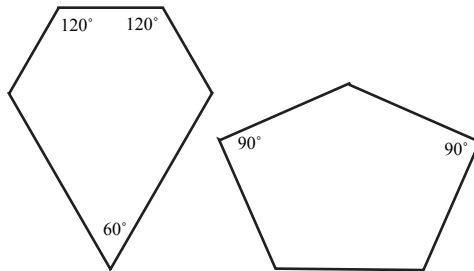
Triangles (shapes with three sides)



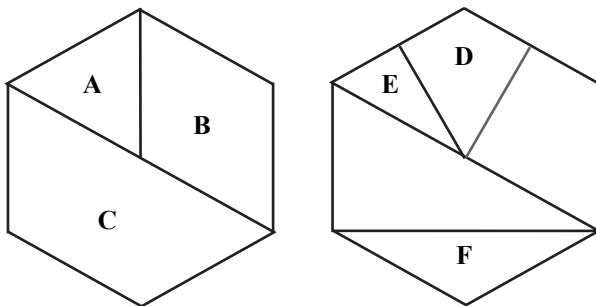
Hexagons (shapes with six sides)



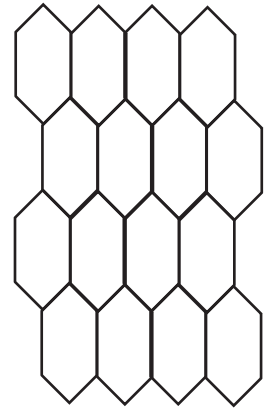
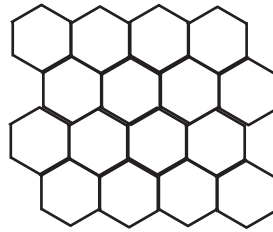
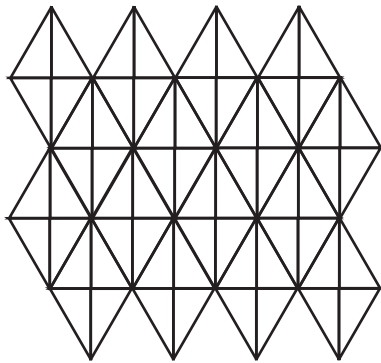
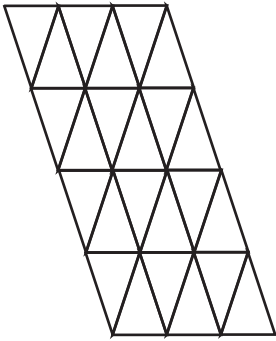
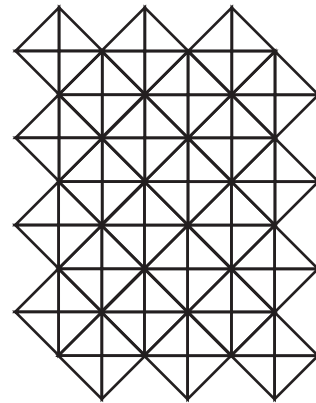
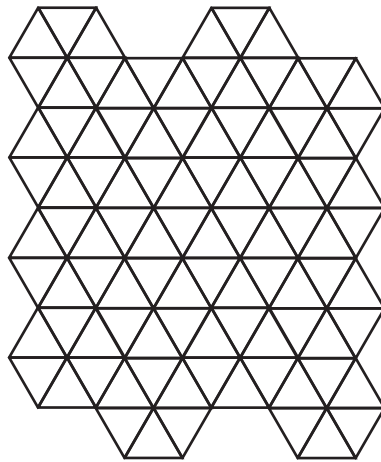
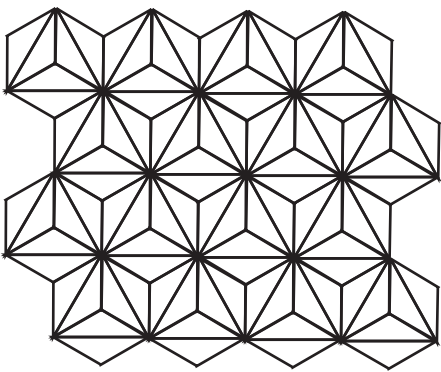
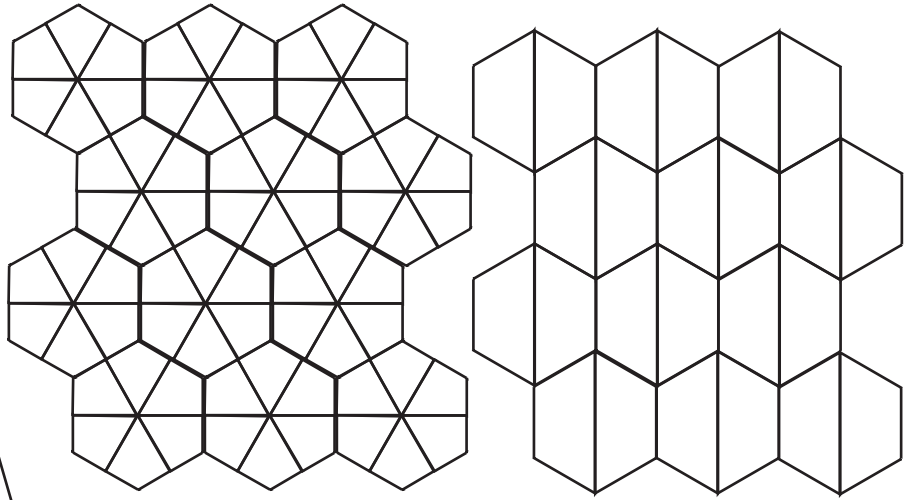
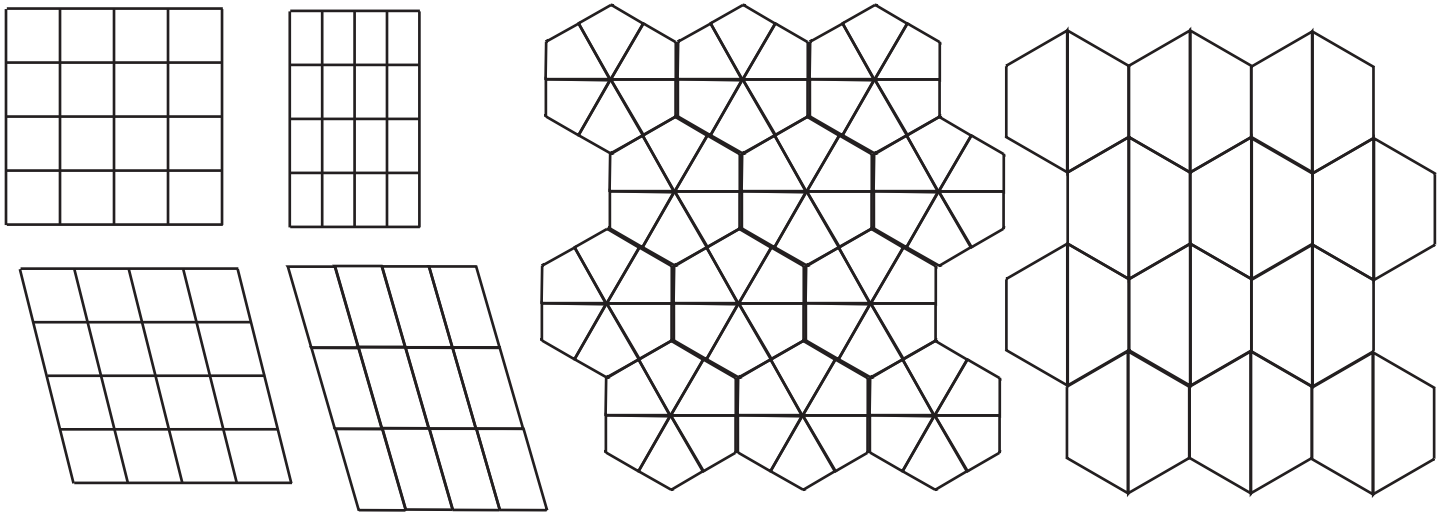
Pentagons (shapes with five sides)



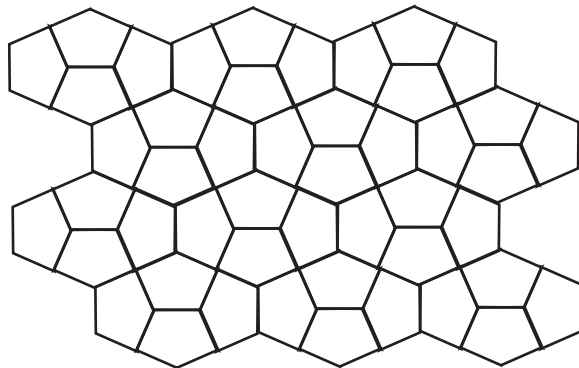
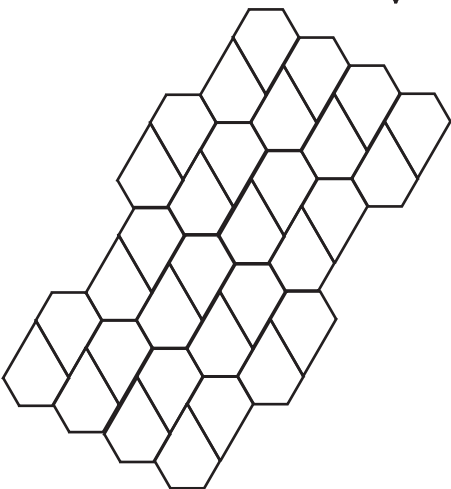
Although it is possible to build tessellations with these shapes, they are not all possible of all tessellation variations



Basic shapes contained in a hexagon



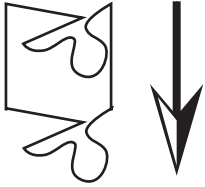
Grids from basic shapes



Basic Tesselation Concepts



Basic figure line



straight drop of figure line

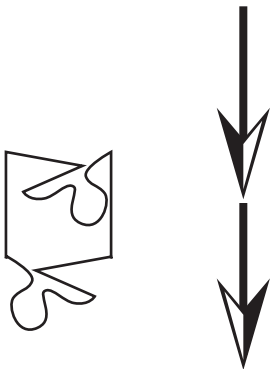
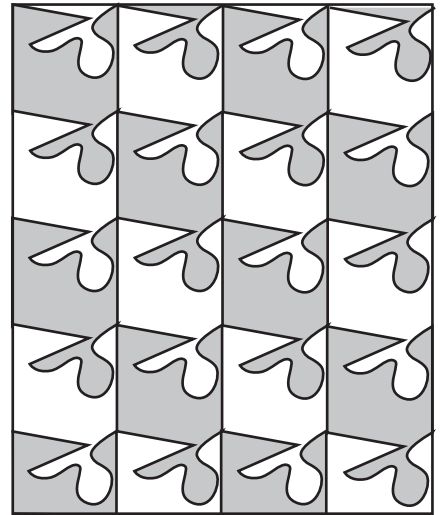
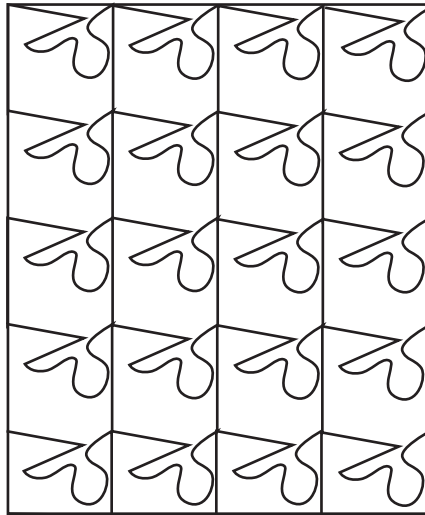


Figure line drops and flips on vertical axis

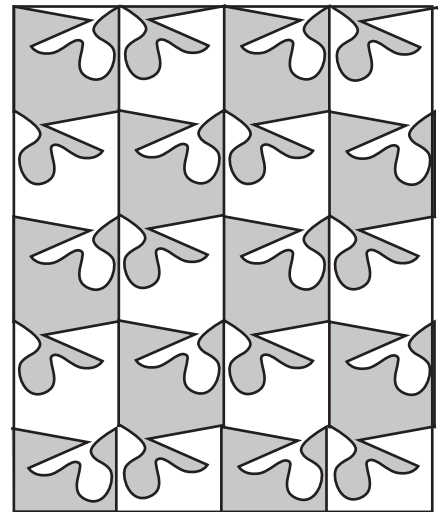
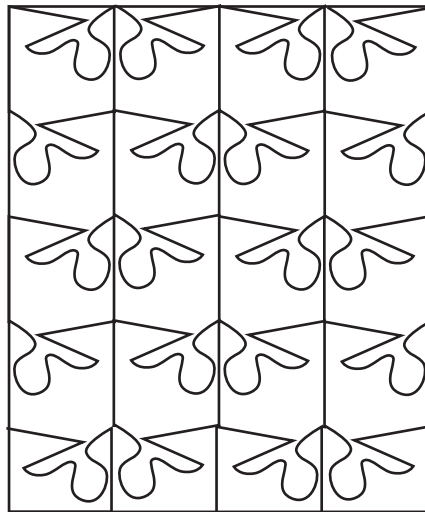
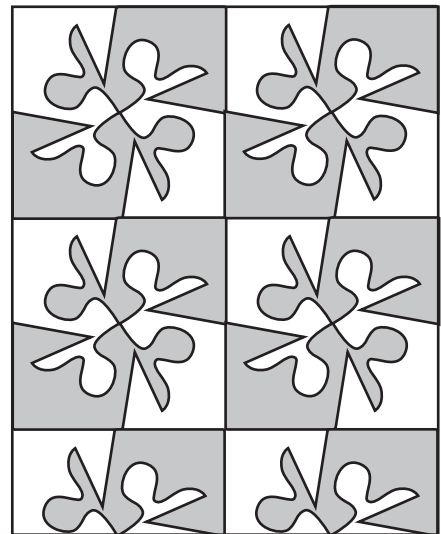
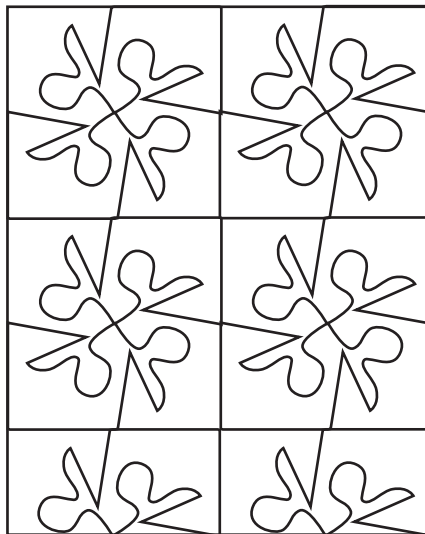
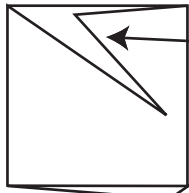


Figure line pivots from corner point.

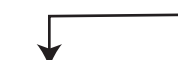




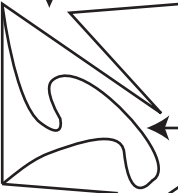
1. Draw design line inside fundamental region



2. Redraw line, flipped on vertical axis

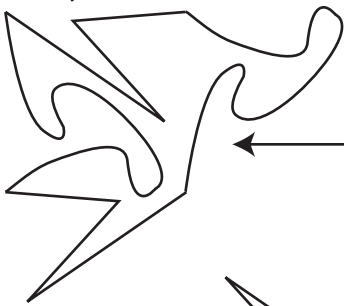


3. Remove top and bottom construction lines.



4. Draw new line on vertical side.

5. Slide design line to right hand vertical side flip line on horizontal axis.



6. Remove the remaining vertical lines. You are now ready to construct your full tessellation

