

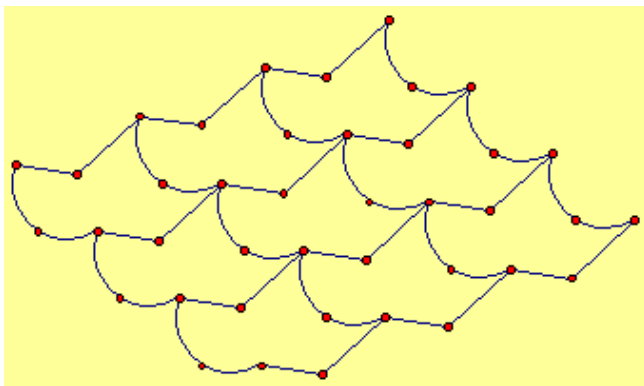
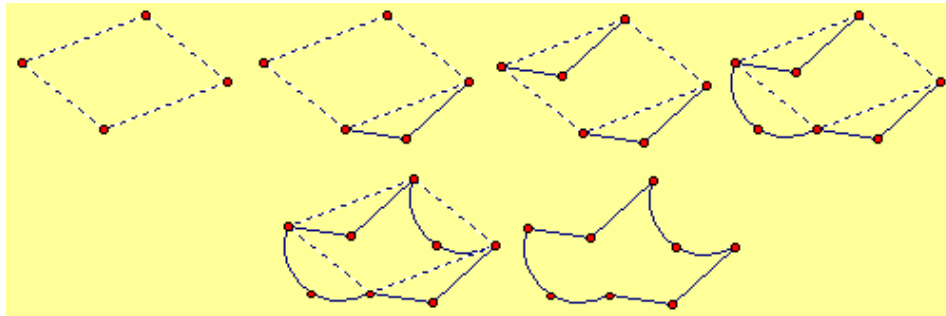
3.1 Create a Tessellation

We adore chaos because we love to produce order.

—  [M. C. Escher \(1898–1972\)](#)

Directions for creating a tessellation based on a parallelogram. (You may want to use dynamic geometry software such as Geometer's Sketchpad or GeoGebra for the construction.)

- (1) Construct a parallelogram.
- (2) Construct a figure along one edge of the parallelogram.
- (3) Translate the figure to the opposite side of the parallelogram.
- (4) Construct a shape along one of the other sides of the parallelogram.
- (5) Translate the shape to the opposite side of the parallelogram.
- (6) Hide the original parallelogram.
- (7) Create the tessellation by translating the figure.
- (8) Color the interiors as desired.



What other basic shapes besides a parallelogram may be used to construct a tessellation?

[3.1.1 Introduction to Transformational Geometry](#)



Ch. 3 Transformational TOC

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