## Tessellations

Math 8

## Tessellation Definition:

- A pattern of shapes that fit perfectly together!
- A Tessellation (or Tiling) is when we cover a surface with a pattern of flat shapes so that there are no overlaps or gaps.


## Examples

- Rectangles

- Octagons and Squares

- Different Pentagons



## Regular Tessellations

- A regular tessellation is a pattern made by repeating a regular polygon.
- There are only 3 regular tessellations:


## Regular Tesselations

- Triangles
3.3.3.3.3.3


Squares
4.4.4.4


Hexagons
6.6.6


## Look at a Vertex...

- A vertex is just a "corner point".
- What shapes meet here?

- Three hexagons meet at this vertex, and a hexagon has 6 sides.
- So this is called a "6.6.6" tessellation


> For a regular tessellation, the pattern is identical at each vertex!

## Semi-regular Tessellations

- A semi-regular tessellation is made of two or more regular polygons. The pattern at each vertex must be the same!


## There are only 8 semi-regular tessellations:

- 3.3.3.3.6

- 3.3.3.4.4



## There are only 8 semi-regular tessellations:

- 3.3.4.3.4

- 3.4.6.4



# There are only 8 semi-regular tessellations: 

- 3.6.3.6

- 3.12.12



# There are only 8 semi-regular tessellations: 

- 4.6.12

- 4.8.8



## Naming Tessellations

- To name a tessellation, go around a vertex and write down how many sides each polygon has, in order ... like "3.12.12".
- And always start at the polygon with the least number of sides, so "3.12.12", not "12.3.12"


## Other Tessellations

- There are also "demiregular" tessellations, but mathematicians disagree on what they actually are!
- And some people allow curved shapes (not just polygons) so we can have tessellations like these:


## Other Tessellations

- Curvy Shapes
- Circles

- Eagles?



## References

- https://www.mathsisfun.com/geometry/tesse llation.html (tessellation)

