On an Alternate Construction Method for Generating Spidrons and New Tiling Patterns Generated by them

International Journal of Computer Applications
Foundation of Computer Science (FCS), NY, USA

Volume 160

Number 3

Year of Publication: 2017

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10.5120/ijca2017913010

Abstract

Spidrons have been constructed by repeatedly connecting the alternate vertices of a regular polygon. In the present paper an alternate construction is presented. Also new polygonal designs and tiling patterns are created using these spidrons

References

Index Terms

Computer Science

Information Sciences

Keywords

Spidron, polygon, isosceles