On Subdividing Regular Polygons using Structures other than Spidrons and Tiling Patterns Generated by Them

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Authors:
T. Gangopadhyay

Abstract

A regular n-sided polygon can be split into n n-part spidrons. In the present paper, it is shown that there exist other linked triangular structures which are distinct from spidrons and which can also be used to subdivide regular polygons. Tiling patterns using such subdivisions are also explored in detail.

References


**Index Terms**

Computer Science  
Applied Mathematics

**Keywords**

Spidron, polygon, isosceles, subdivision