

Figure 5a

To create a freeform tessellation, begin with a simple grid shape such as a rectangle. Draw a top edge for your shape and a right edge (shown green and red here, for clarity). You can use any contour so long as the end points align precisely with the corners of the rectangle. Now copy the right edge to the left edge and the top edge to the bottom edge. The opposite edges are now identical, thus guaranteeing that they will fit with each other. Get rid of the rectangle, join the edges where they meet at the corners, fill the shape, and make copies.

