# **Rhombic Dodecahedron**

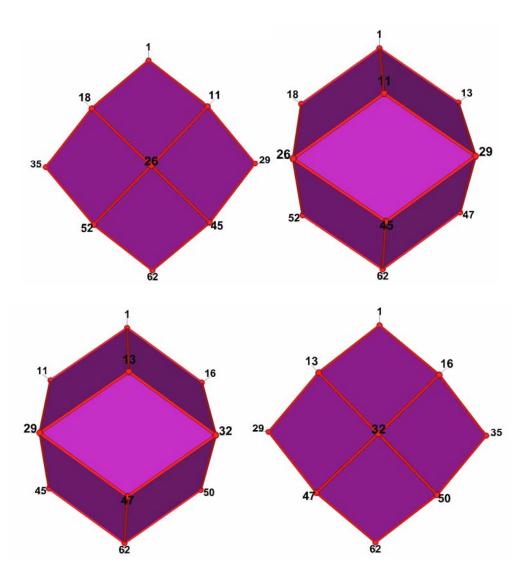


Figure 1 Rhombic Dodecahedron. Vertex labels as used for the corresponding vertices of the 120 Polyhedron.

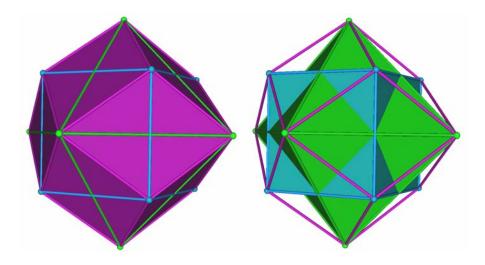


Figure 2 Cube (blue) and Octahedron (green) define rhombic Dodecahedron.

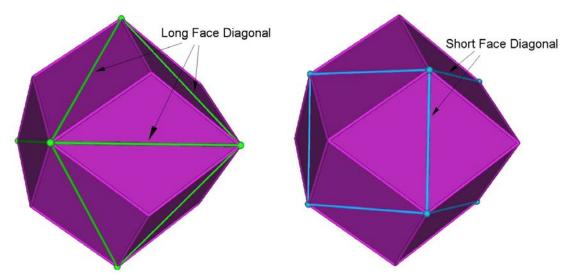


Figure 3 "Long" (green) and "short" (blue) face diagonals.

# **Topology:**

Vertices = 14

Edges = 24

Faces = 12 diamonds

## **Lengths:**

 $EL \equiv Edge length of rhombic Dodecahedron.$ 

$$FD_L \equiv Long face diagonal = \frac{2\sqrt{2}}{\sqrt{3}} EL \cong 1.632993162 EL$$

$$FD_S \equiv Short \ face \ diagonal = \frac{1}{\sqrt{2}} \ FD_L \cong 0.707 \ 106 \ 781 \ FD_L$$

$$FD_S = \frac{2}{\sqrt{3}} EL \cong 1.154700538 EL$$

 $DFV_{\rm L}\,\equiv Vertex$  at the end of a long face diagonal

$$=\frac{1}{2} \text{ FD}_{L} = \frac{\sqrt{2}}{\sqrt{3}} \text{ EL} \approx 0.816496581 EL}$$

 $DFV_S \equiv Vertex$  at the end of a short face diagonal

$$=\frac{1}{2\sqrt{2}}$$
 FD<sub>L</sub>  $\approx 0.353553391$  FD<sub>L</sub>

$$=\frac{1}{\sqrt{3}}$$
 EL  $\approx 0.577350269$  EL

DFE = 
$$\frac{\sqrt{3}}{4\sqrt{2}}$$
 FD<sub>L</sub>  $\approx 0.306 \ 186 \ 218 \ FD_L$   
=  $\frac{1}{2}$  EL

$$DVV_{L} = \frac{1}{\sqrt{2}} \text{ FD}_{L} \approx 0.707 \ 106 \ 781 \text{ FD}_{L}$$
$$= \frac{2}{\sqrt{3}} \text{ EL} \approx 1.154 \ 700 \ 538 \text{ EL}$$

$$DVV_S = \frac{\sqrt{3}}{2\sqrt{2}} FD_L \approx 0.6123724 FD_L$$
  
= EL

DVE = 
$$\frac{\sqrt{11}}{4\sqrt{2}}$$
 FD<sub>L</sub>  $\approx 0.586\ 301\ 970\ FD_L$   
=  $\frac{\sqrt{11}}{2\sqrt{3}}$  EL  $\approx 0.957\ 427\ 108\ EL$ 

DVF = 
$$\frac{1}{2}$$
 FD<sub>L</sub>  
=  $\frac{\sqrt{2}}{\sqrt{3}}$  EL  $\approx 0.816496581$  EL

#### **Areas:**

Area of one diamond face = 
$$\frac{1}{2\sqrt{2}}$$
 FD<sub>L</sub><sup>2</sup>  $\cong 0.353553391$  FD<sub>L</sub><sup>2</sup>

$$= \frac{2\sqrt{2}}{3}$$
 EL<sup>2</sup>  $\cong 0.942809042$  EL<sup>2</sup>
Total face area =  $3\sqrt{2}$  FD<sub>L</sub><sup>2</sup>  $\cong 4.242640687$  FD<sub>L</sub><sup>2</sup>

$$= 8\sqrt{2}$$
 EL<sup>2</sup>  $\cong 4.242640687$  EL<sup>2</sup>

### Volume:

Cubic measure volume equation =  $\frac{16}{3\sqrt{3}}$  EL<sup>3</sup>  $\approx 3.079\ 201\ 436\ EL^3$ 

Synergetics' Tetra-volume equation =  $6 \text{ FD}_{L}^{3}$ 

### **Angles:**

### Face Angles:

$$\theta_S$$
 = Face angle at short vertex =  $2 \arcsin\left(\frac{\sqrt{2}}{\sqrt{3}}\right) \approx 109.471\ 220\ 634^\circ$ 

$$\theta_L$$
 = Face angle at long vertex =  $arcsin\left(\frac{2\sqrt{2}}{3}\right) \approx 70.528\ 779\ 366^\circ$ 

Sum of face angles =  $4320^{\circ}$ 

## Central Angles:

All central angles are = 
$$\arccos\left(\frac{1}{\sqrt{3}}\right) \approx 54.735 \ 610 \ 317^{\circ}$$

## **Dihedral Angles**:

All dihedral angles are =  $120^{\circ}$ 

# Additional Angle Information:

Note that

Central Angle(rhombic Dodecahedron) + Dihedral Angle(VE) =  $180^{\circ}$  Central Angle(VE) + Dihedral Angle(rhombic Dodecahedron) =  $180^{\circ}$  which is the case for dual polyhedra.

### **Vertex Coordinates (X, Y, Z):**

The rhombic Dodecahedron shares its 14 vertices with that of 14 vertices of the "120 Polyhedron (Type III: Dennis)". The pattern of these 14 vertex coordinate numbers is rather interesting when written in terms of the Golden Mean  $\varphi = \frac{1+\sqrt{5}}{2}$ . In this case, the edge length of the rhombic Dodecahedron is

EL = 
$$\sqrt{3(3 \varphi + 2)} \approx 4.534567884$$
 units of length.

There are 5 intersecting rhombic Dodecahedra in the 120 Polyhedron. See Comments below.

Using the vertex labeling of the 120 Polyhedron (Type III: Dennis) the vertex coordinates for the 5 rhombic Dodecahedra are as follows.

#### Orientation 1:

```
V4 = ( 0 , φ , φ ³) ≈ (0.0, 1.618 033 989, 4.236 067 977)

V7 = (-φ, -φ ² , φ ³) ≈ (-1.618 033 989, -2.618 033 989, 4.236 067 977)

V10 = ( φ ³ , φ , φ ²) ≈ (4.236 067 977, 1.618 033 989, 2.618 033 989)

V18 = ( φ ² , -φ ² , φ ²) ≈ ( 2.618 033 989, -2.618 033 989, 2.618 033 989)

V22 = (-φ ² , φ ³ , φ) ≈ (-2.618 033 989, 4.236 067 977, 1.618 033 989)

V23 = (-φ ³ , 0 , φ) ≈ (-4.236 067 977, 0.0, 1.618 033 989)

V28 = ( φ , φ ³ , 0 ) ≈ (1.618 033 989, 4.236 067 977, 0.0)

V34 = (-φ , -φ ³ , 0 ) ≈ (-1.618 033 989, -4.236 067 977, 0.0)

V38 = ( φ ³ , 0 , -φ) ≈ (4.236 067 977, 0.0, -1.618 033 989)

V43 = ( φ ² , -φ ³ , -φ) ≈ (2.618 033 989, -4.236 067 977, -1.618 033 989)

V47 = (-φ ² , φ ² , -φ ²) ≈ (-2.618 033 989, 2.618 033 989, -2.618 033 989)

V49 = (-φ ³ , -φ , -φ ²) ≈ (-4.236 067 977, -1.618 033 989, -2.618 033 989)

V55 = ( φ , φ ² , -φ ³ ) ≈ (1.618 033 989, 2.618 033 989, -4.236 067 977)
```

#### Edge Map 1:

```
{(7, 4), (7, 18), (7, 23), (7, 34), (10, 4), (10, 18), (10, 28), (10, 38), (22, 4), (22, 23), (22, 28), (22, 47), (43, 18), (43, 34), (43, 38), (43, 60), (49, 23), (49, 34), (49, 47), (49, 60), (55, 28), (55, 38), (55, 47), (55, 60)}
```

#### Orientation 2:

```
V4 = ( 0 , φ , φ ³) ≅ (0.0, 1.618 033 989, 4.236 067 977)

V9 = ( φ, -φ ² , φ ³) ≅ (1.618 033 989, -2.618 033 989, 4.236 067 977)

V14 = (-φ ³ , φ , φ ²) ≅ (-4.236 067 977, 1.618 033 989, 2.618 033 989)

V16 = (-φ ² , -φ ² , φ ²) ≅ (-2.618 033 989, -2.618 033 989, 2.618 033 989)

V20 = ( φ ³ , 0 , φ) ≅ (4.236 067 977, 0.0, 1.618 033 989)

V21 = ( φ ² , φ ³ , φ ) ≅ (2.618 033 989, 4.236 067 977, 1.618 033 989)

V30 = (-φ , φ ³ , 0 ) ≅ (-1.618 033 989, 4.236 067 977, 0.0)

V36 = (φ , -φ ³ , 0 ) ≅ (1.618 033 989, -4.236 067 977, 0.0)

V41 = (-φ ³ , 0 , -φ) ≅ (-4.236 067 977, 0.0, -1.618 033 989)

V42 = (-φ ² , -φ ³ , -φ) ≅ (-2.618 033 989, -4.236 067 977, -1.618 033 989)

V45 = ( φ ² , φ ² , -φ ² ) ≅ (2.618 033 989, 2.618 033 989, -2.618 033 989)

V57 = (-φ , φ ² , -φ ³ ) ≅ (4.236 067 977, -1.618 033 989, -2.618 033 989)

V57 = (-φ , φ ² , -φ ³ ) ≅ (-1.618 033 989, 2.618 033 989, -4.236 067 977)
```

#### Edge Map 2:

```
{(9, 4), (9, 16), (9, 20), (9, 36), (14, 4), (14, 16), (14, 30), (14, 41), (21, 4), (21, 20), (21, 30), (21, 45), (42, 16), (42, 36), (42, 41), (42, 60), (53, 20), (53, 36), (53, 45), (53, 60), (57, 30), (57, 41), (57, 45), (57, 60)}
```

#### Orientation 3:

```
V3 = ( φ, φ², φ³) ≈ (1.618 033 989, 2.618 033 989, 4.236 067 977)

V8 = ( 0, -φ, φ³) ≈ (0.0, -1.618 033 989, 4.236 067 977)

V13 = (-φ², φ², φ²) ≈ (-2.618 033 989, 2.618 033 989, 2.618 033 989)

V15 = (-φ³, -φ, φ²) ≈ (-4.236 067 977, -1.618 033 989, 2.618 033 989)

V20 = ( φ³, 0, φ) ≈ ( 4.236 067 977, 0.0, 1.618 033 989)

V25 = ( φ², -φ³, φ) ≈ (2.618 033 989, -4.236 067 977, 1.618 033 989)

V28 = ( φ, φ³, 0) ≈ (1.618 033 989, 4.236 067 977, 0.0)

V34 = (-φ, -φ³, 0) ≈ (-1.618 033 989, 4.236 067 977, 0.0)

V40 = (-φ², φ³, -φ) ≈ (-2.618 033 989, 4.236 067 977, -1.618 033 989)

V41 = (-φ³, 0, -φ) ≈ (-4.236 067 977, 0.0, -1.618 033 989)

V44 = ( φ³, φ, -φ²) ≈ (4.236 067 977, 1.618 033 989, -2.618 033 989)

V52 = ( φ², -φ², -φ²) ≈ (2.618 033 989, -2.618 033 989, -2.618 033 989)

V56 = ( 0, φ, -φ³) ≈ (0.0, 1.618 033 989, -4.236 067 977)

V59 = (-φ, -φ², -φ³) ≈ (-1.618 033 989, -2.618 033 989, -4.236 067 977)
```

#### Edge Map 3:

```
{(3, 8), (3, 13), (3, 20), (3, 28), (15, 8), (15, 13), (15, 34), (15, 41), (25, 8), (25, 20), (25, 34), (25, 52), (40, 13), (40, 28), (40, 41), (40, 56), (44, 20), (44, 28), (44, 52), (44, 56), (59, 34), (59, 41), (59, 52), (59, 56)
```

#### Orientation 4:

```
V5 = (-\varphi, \varphi^2, \varphi^3) \cong (-1.618\ 033\ 989, 2.618\ 033\ 989, 4.236\ 067\ 977)
V8 = (0.7, -\varphi, \varphi^3) \cong (0.0, -1.618\ 033\ 989, 4.236\ 067\ 977)
V11 = (\varphi^2, \varphi^2, \varphi^2) \cong (2.618\ 033\ 989, 2.618\ 033\ 989, 2.618\ 033\ 989)
V19 = (\varphi^3, -\varphi, \varphi^2) \cong (4.236\ 067\ 977, -1.618\ 033\ 989, 2.618\ 033\ 989)
V23 = (-\varphi^3, 0, \varphi) \cong (-4.236\ 067\ 977, 0.0, 1.618\ 033\ 989)
V24 = (-\varphi^2, -\varphi^3, \varphi) \cong (-2.618\ 033\ 989, -4.236\ 067\ 977, 1.618\ 033\ 989)
V30 = (-\varphi, -\varphi^3, 0) \cong (-1.618\ 033\ 989, 4.236\ 067\ 977, 0.0)
V36 = (\varphi, -\varphi^3, 0) \cong (1.618\ 033\ 989, -4.236\ 067\ 977, 0.0)
V38 = (\varphi^3, 0, -\varphi) \cong (4.236\ 067\ 977, 0.0, -1.618\ 033\ 989)
V39 = (\varphi^2, \varphi^3, -\varphi) \cong (2.618\ 033\ 989, 4.236\ 067\ 977, -1.618\ 033\ 989)
V48 = (-\varphi^3, \varphi, -\varphi^2) \cong (-4.236\ 067\ 977, 1.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989)
V50 = (-\varphi^2, -\varphi^2, -\varphi^2) \cong (-2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989, -2.618\ 033\ 989,
```

#### Edge Map 4:

```
{(5, 8), (5, 11), (5, 23), (5, 30), (19, 8), (19, 11), (19, 36), (19, 38), (24, 8), (24, 23), (24, 36), (24, 50), (39, 11), (39, 30), (39, 38), (39, 56), (48, 23), (48, 30), (48, 50), (48, 56), (61, 36), (61, 38), (61, 50), (61, 56)}
```

#### Orientation 5:

```
V1 = ( 0 , 0 , 2\varphi^2) \cong (0.0, 0.0, 5.236 067 977)

V11 = ( \varphi^2 , \varphi^2 , \varphi^2) \cong (2.618 033 989, 2.618 033 989, 2.618 033 989)

V13 = (-\varphi^2 , \varphi^2 , \varphi^2) \cong (-2.618 033 989, 2.618 033 989, 2.618 033 989)

V16 = (-\varphi^2 , -\varphi^2 , -\varphi^2) \cong (-2.618 033 989, -2.618 033 989, 2.618 033 989)

V18 = ( \varphi^2 , -\varphi^2 , \varphi^2) \cong ( 2.618 033 989, -2.618 033 989, 2.618 033 989)

V26 = (2\varphi^2 , 0 , 0) \cong (5.236 067 977, 0.0, 0.0)

V29 = (0 , 2\varphi^2 , 0) \cong (0.0, 5.236 067 977, 0.0)

V32 = (-2\varphi^2 , 0 , 0) \cong (0.0, -5.236 067 977, 0.0)

V45 = ( \varphi^2 , \varphi^2 , -\varphi^2) \cong ( 2.618 033 989, 2.618 033 989, -2.618 033 989)

V47 = (-\varphi^2 , \varphi^2 , -\varphi^2) \cong ( 2.618 033 989, 2.618 033 989, -2.618 033 989)

V50 = (-\varphi^2 , -\varphi^2 , -\varphi^2) \cong (-2.618 033 989, -2.618 033 989, -2.618 033 989)

V52 = ( \varphi^2 , -\varphi^2 , -\varphi^2) \cong (2.618 033 989, -2.618 033 989, -2.618 033 989)
```

#### Edge Map 5:

```
\{(1, 11), (1, 13), (1, 16), (1, 18), (26, 18), (26, 11), (26, 45), (26, 52), (29, 11), (29, 13), (29, 47), (29, 45), (32, 13), (32, 16), (32, 50), (32, 47), (35, 16), (35, 18), (35, 52), (35, 50), (62, 45), (62, 47), (62, 50), (62, 52)\}
```

# **Unfolded Vertex Coordinates (X, Y):**

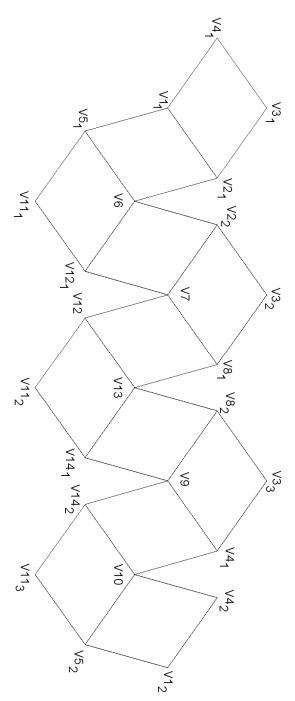


Figure 4 Layout for the rhombic Dodecahedron.

#### **Comments:**

Five intersecting rhombic Dodecahedra share vertices with the 120 Polyhedron.

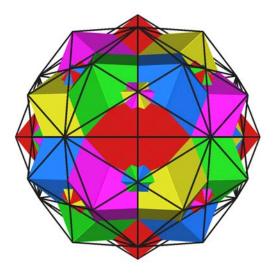


Figure 5 Five intersecting rhombic dodecahedra in the 120 Polyhedron.

Each of the 5 intersecting rhombic Dodecahedra has a Cube defined by the short face diagonals. The orientation of the 5 intersecting rhombic Dodecahedra can be formed by considering all 5 rhombic Dodecahedra (and the associated Cubes) to be initially coincident and then rotating 4 of the 5 rhombic Dodecahedra (and Cubes) into position. The 4 rotation axes are the 4 Vertex-to-opposite-Vertex axes of the one fixed Cube of the one fixed (not rotated) rhombic Dodecahedron. The rotation angle is given by

$$\theta = \pm 2 \arcsin\left(\frac{\sqrt{3}}{2\sqrt{2}\varphi}\right) \approx \pm 44.477512^{\circ}$$

The rotation directions alternate clockwise, counter clockwise (hence the "±") for alternate axes. For example, if rotation direction for axis 1 is clockwise then the rotation direction for axis 2 is counter clockwise, for axis 3 clockwise and for axis 4 counter clockwise.