

Rendering zonotope cross-sections

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This project is the culmination of a train of thought that started around a year ago with the question of whether I could build an icosahedron in Minecraft. I had learned that the coordinates of one were based on the golden ratio $\varphi = \frac{1+\sqrt{5}}{2}$

Approximation of phi

What is a zonotope?

Construction method

C program

The omnitruncated 120-cell

The golden ring

The omnitruncated 24-cell

The $\sqrt{2}$ ring