<https://www.redblobgames.com/grids/hexagons/>

## [Geometry#](https://www.redblobgames.com/grids/hexagons/#basics)

centercornersideflatpointy

Hexagons are 6-sided polygons. Regular hexagons have all the sides the same length. I'll assume all the hexagons we're working with here are regular. The typical orientations for hex grids are vertical columns (flat topped) and horizontal rows (pointy topped).

Hexagons have 6 sides and 6 corners. Each side is shared by 2 hexagons. Each corner is shared by 3 hexagons. For more about centers, sides, and corners, see [my article on grid parts](http://www-cs-students.stanford.edu/~amitp/game-programming/grids/) (squares, hexagons, and triangles).

*Maybe something useful for sharing Area sides and comers?*