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Art 103, Section: 1

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## Modularity, Tessellation & Complexity Reading Questions

**Q1 -- What is the difference between ideas of Modularity and Tessellation? What are the properties that are in opposition with each other?**

The difference between modularity and tessellation is that modularity gives more freedom to what the object can be replaced with, but tessellation requires the object to be replaced with an object with the exact same shape and design in order to continue the pattern.

**Q2 -- What is the difference between designing something that has Complexity (aperiodic) vs being Uniform (periodic)?**

Something that has been designed with complexity looks really unique with few similarities, but something uniform will have the same repetition over and over.

**Q3 -- How might emergent behavior be related to what you are building?**

Emergent behavior can be related to what you are building because it will naturally have similarities to other buildings like having to have a bathroom, doors, windows, and some other things like that. These features aren't really thought about if they need to be in the building or not, they are things we naturally deem important to add to a building. This can also apply to the shape of rooms since most of the time, we automatically use square and rectangular shapes.