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%  

\documentclass[border=9,tikz]{standalone}  

\begin{document}  

\def\GroundBreaking{\includegraphics[width=6cm]{minecraft.jpg}\llap\LaTeX}  

\def\RememberInversion(#1,#2){  

  \expandafter\xdef\csname Inv(\u,\v)x\endcsname{\xx}  

  \expandafter\xdef\csname Inv(\u,\v)y\endcsname{\yy}  

}  

\def\RecallInversion#1(#2,#3){  

  \expandafter\xdef\csname#1x\endcsname{\csname Inv(#2,#3)x\endcsname}  

  \expandafter\xdef\csname#1y\endcsname{\csname Inv(#2,#3)y\endcsname}  

}  

\tikz{  

  \draw (0,0)circle(10);  

  \foreach\u in{-30,...,30}{  

    \foreach\v in{-11,...,11}{  

      % transformation of (u, v), unit mm  

      \pgfmathsetmacro\uu{\u + 30}  

      \pgfmathsetmacro\uv{\v - 2}  

      \pgfmathsetmacro\tt{\uu * 6}  

      \pgfmathsetmacro\rr{exp(4 - \uv/22 - \uu/60)}  

      \pgfmathsetmacro\xx{\rr * cos(\tt)}  

      \pgfmathsetmacro\yy{\rr * sin(\tt)}  

      % Remember the coordinates  

      \RememberInversion(\u,\v)  

    }  

  }  

  \foreach\u in{-30,...,29}{  

    \foreach\v in{-11,...,10}{  

      % For every square, recall the coordinates of the four corners  

      \pgfmathtruncatemacro\U{\u+1}  

      \pgfmathtruncatemacro\V{\v+1}  

      \RecallInversion NW(\u,\v)\RecallInversion NE(\U,\V)  

      \RecallInversion SW(\u,\v)\RecallInversion SE(\U,\V)  

      % The lower left triangle  

      \pgfmathsetmacro\aa{\SEx-\SWx}\pgfmathsetmacro\ab{\SEy-\SWy}  

      \pgfmathsetmacro\ba{\NWx-\SWx}\pgfmathsetmacro\bb{\NWy-\SWy}  

      \pgflowlevelobj{  

        \pgfsettransformentries\aa\ab\ba\bb{\SWx mm}{\SWy mm}  

      }{  

        \clip(1mm,0)--|(0,1mm)--cycle;  

        \path(-\u mm,-\v mm)node{\GroundBreaking};  

      }  

      % The upper right triangle  

      \pgfmathsetmacro\aa{\NEx-\NWx}\pgfmathsetmacro\ab{\NEy-\NWy}  

      \pgfmathsetmacro\ba{\NEx-\SEx}\pgfmathsetmacro\bb{\NEy-\SEy}  

      \pgflowlevelobj{  

        \pgfsettransformentries\aa\ab\ba\bb{\NEx mm}{\NEy mm}  

      }{  

        \clip(-1mm,0mm)--|(0mm,-1mm)--cycle;  

        \path(-\U mm,-\V mm)node{\GroundBreaking};  

      }  

    }  

  }  

}  

\end{document}  

%

```

