```
\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\vv{\v - 2}
            \pgfmathsetmacro\tt{\uu * 6}
            \pgfmathsetmacro\rr{exp(4 - \vv/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}
```