Step 1

Come up with too many ideas

Page 1 (top left):

quilting again HYPERGRAPHS
represented as hyper graph — data structure?
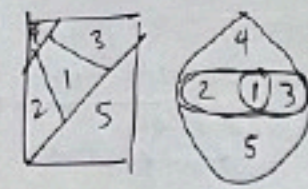
pluck only 1 edge
- check for cycles
  → if yes → ERROR
- if ok (acyclic)
- then remove low order nodes until all gone
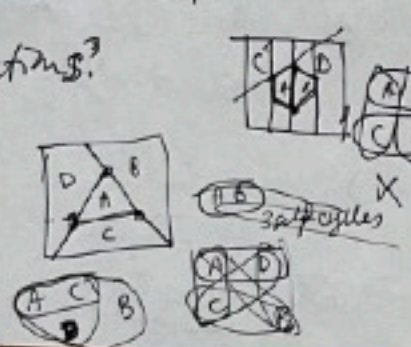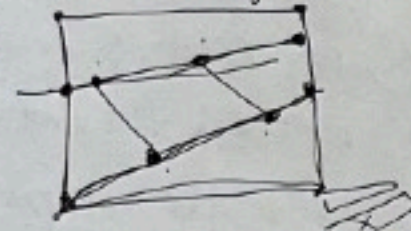- reverse order and that is the quilt order!

any (the shared) edge

① label all the areas (nodes)
② label all the edges (hyperedges)

x y color
→ find area based on corners?
→ smallest area w/o any other lines?
→ need segments and not just points?
→ can find routing based on the points maximum + intersections.
→ use labels for the sections?
→ extend lines straight?
① use area labels
② each line 1 edge
③ create number graph
④ test for cycles

Page 2 (top, second):

id	x	y	value
1	x_1	y_1	
1	x_2	y_2	line 1
1	x_3	y_3	line 2
1	x_4	y_4	line 3

→ ① CROP
if x > Xmax, Xmin
x < Xmin, Ymin
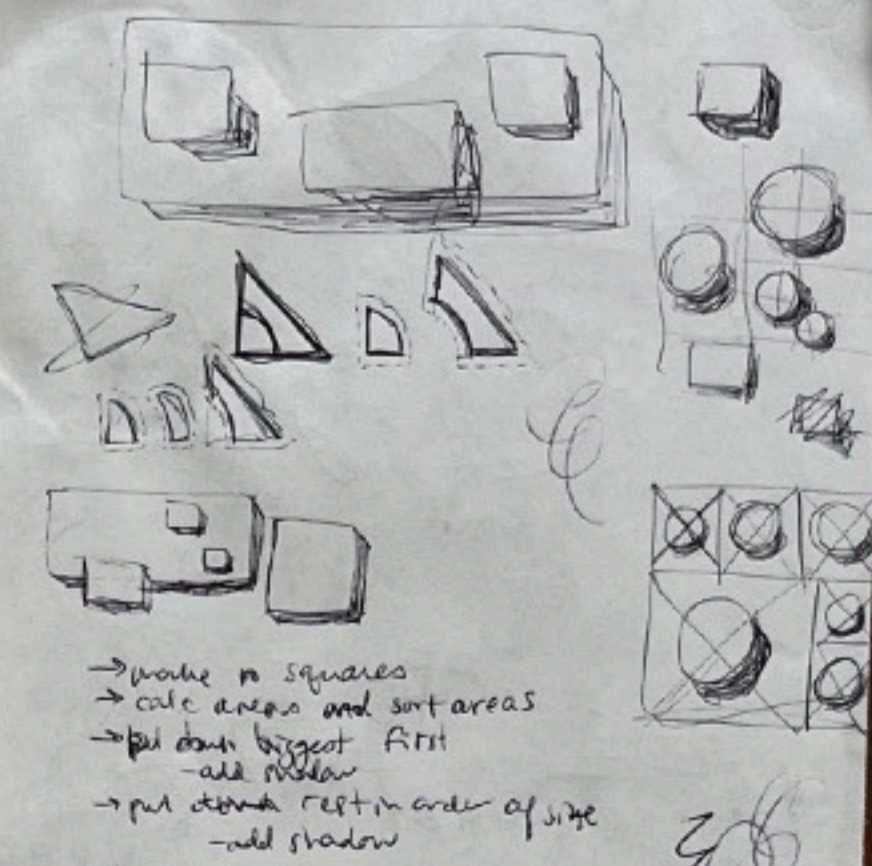y > Ymax, Ymin
y < Ymax, Ymin

② reduce → only things in the area
intersect? overlap?
→ find if two shapes overlap.
* need code to crop to section of any shape
→ need "BORDER" object for each?

id	line id	xy	xy
1	1	$x_1 y_1 → x_2 y_2$
1	2	$x_2 y_2 → x_3 y_3$
1	3	$x_3 y_3 → x_4 y_4$
1	4	$x_4 y_4 → x_1 y_1$

do each line in new section one at a time
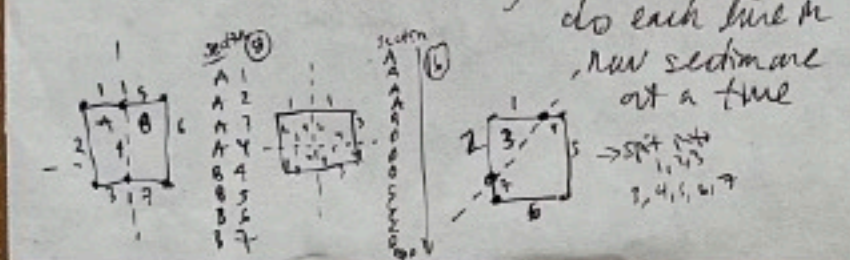
Page 3 (top, third): quilt ideas
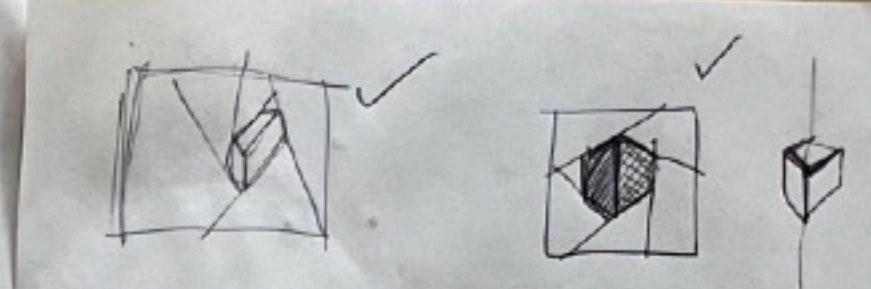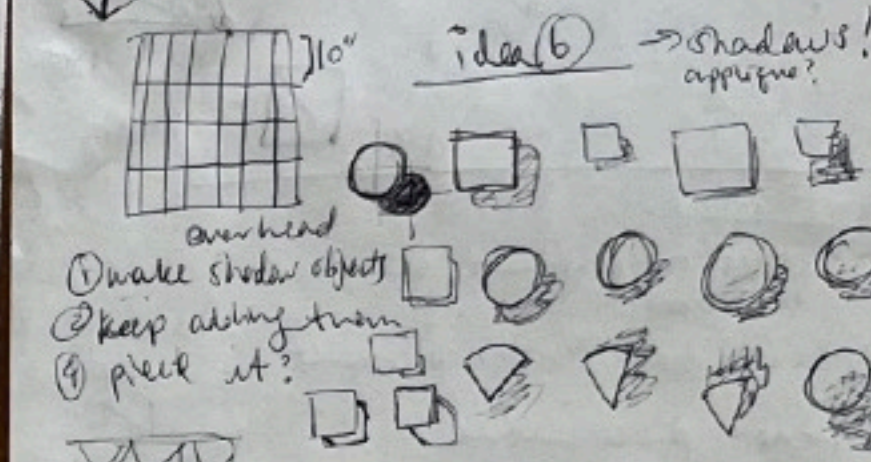
→ make n squares
→ calc areas and sort areas
→ put down biggest first — add shadow
→ put others rest in order of size — add shadow
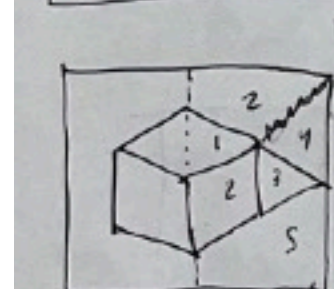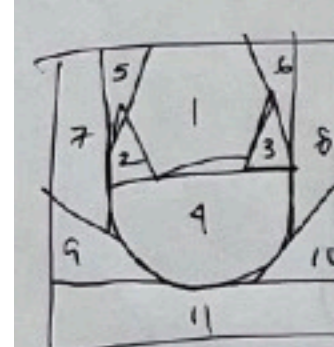
→ big idea
→ add details w/ quilting

1 1
1364
9400
299
800
6363

Page 4 (top right):

→ just split on all verticals
→ add for > 8"
→ do 4 → 10" splits horizontal

10" idea ⑥ → shadows! appliqué?

overhead
① make shadow objects
② keep adding them
③ piece it?

→ create pieced designs
→ add shadows after w/ colors.
→ only split sections w/ often ≥ square

Page 5 (bottom left):

— has to be convex

rules for finding pieceable blocks?

dark #9C3B21   #303E58
#BD4327   #415462
#F6AC9C   #B8C2BA
#F2D0BF   #E4E6D8
light
white
gray

Page 6 (bottom, middle):

IDEA generate a FPP random
→ borders are a special class of line
has 0 edges 1 section

① add a line and section to split
 a) PICK 2 lines to connect
 b) PICK an x/y on each line
② if new line intersects open line
③ create new sections (based on side of new line)
④ test if cycles in graph
 — if yes → remove line
⑤ min area?? remove if too small.

old section becomes 2 sections

	edge
A	1
B	1

	1	2
A	1	0
B	1	1
C	0	1

	1	2	3
A	1	0	0
B	1	1	0
C	1	1	1
D	0	0	1

	1	2	3	4
A	1	0	0	
B	1	1	0	
C	1	1	1	
D	0	0	1	
E	0	0	1	

Page 7 (bottom, right):

random shape — random strips
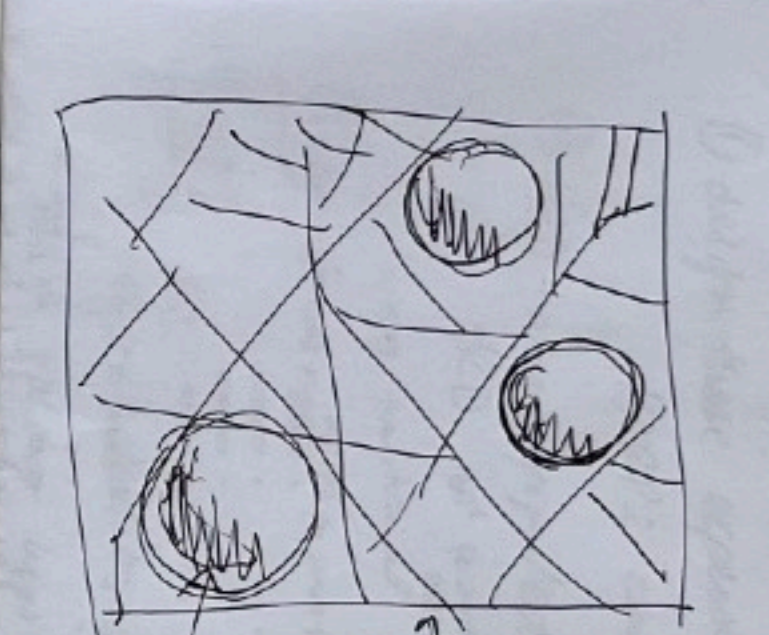→ color ideas?
3D log cabin

← color outside to make 5 colors

→ What if → all white strips? then do quilting with colors?
→ log cabin mona lisa? abe lincoln?
 — use variety of colors
 — contrast values

Page 8 (bottom far right):

→ variations of colors.
shaded w/ contrast color.