

quitting again  
HYPERGRAPHS  
represented as hypergraph - data structure?

pick only 1 edge  
- check for cycles  
→ if yes → ERROR  
- if not (acyclic)  
- then remove low order nodes until all gone  
- reverse order and back that is the quit order!

any line shared  
↓  
edge

1) label all the areas (holes)  
2) label 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 nothing based on the quilt diagram.  
+ polar sections.  
→ use labels for the sections?  
→ output lines straight?

1) use area labels  
2) each line 1 edge  
3) create number group  
4) test for cycles

id x y value

1	x1	y1	1
1	x2	y2	1
1	x3	y3	1
1	x4	y4	1

→ ① CROP  
if  $x > x_{max}, x_{max}$   
 $x < x_{min}, x_{min}$   
 $y > y_{max}, y_{max}$   
 $y < y_{min}, y_{min}$

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

intersect border lines w/ all lines  
line id xy y4

1	1	x1y1 → x1y2
1	2	x1y2 → x1y3
1	3	x1y3 → x1y4
1	4	x1y4 → x1y1

do each line in  
new section  
at a time

quilt ideas

→ make n squares  
→ calc areas and sort areas  
→ put down biggest first  
→ all shadow  
→ put down rest in order of size  
→ add shadow

idea  
→ add details w/ quilting

11  
1364  
9400  
299  
800  
6363

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

idea 6 → shadows! appropriate?

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

→ create piece designs  
→ add shadows after w/ colors.

→ only split sections w/ area > min area

has to be convex

rules for finding piecable block?

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

white  
gray -

IDEA generate a FPP random

borders are a special class of line  
flats o edges 1 section

1) add a line, and section to plot  
a) fill in lines to connect  
b) fill an x/y on each line  
c) check if new line adds

2) create new sections  
(border side of new line)  
3) test if cycles in graph  
- if yes → remove line  
4) min area?? remove if too small

old section becomes 2 sections

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

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 manila lisa? abe lincoln?  
- use variety of colors  
- correct values.

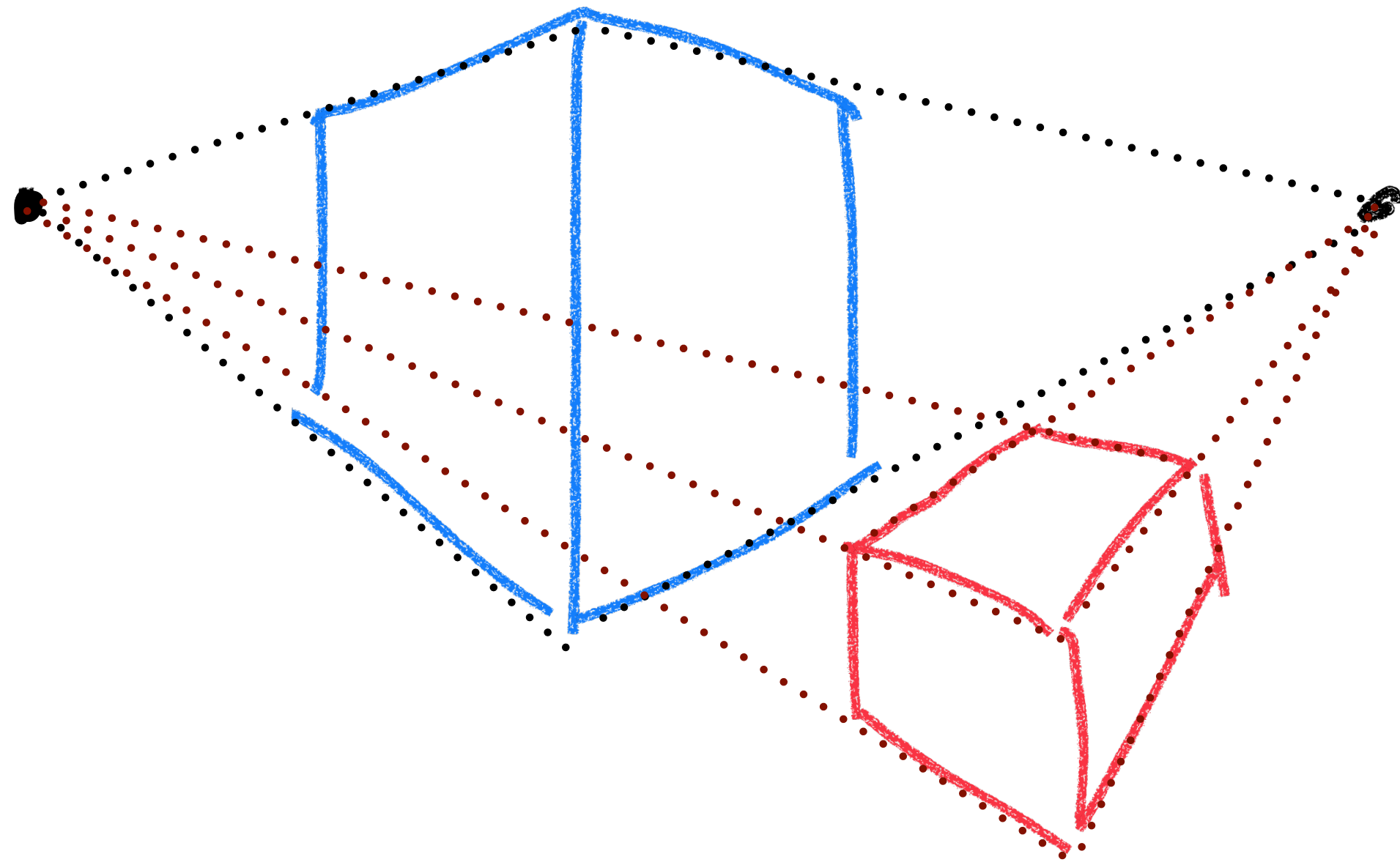
map average color of region overlaid  
pixels  
take one color in map

variations of colors.

shaded w/ contrast color.



# Fuse two domains



```
poly %>%  
  ggplot() +  
  geom_polygon(aes(x = x, y = y,  
                   group = id, fill = value),  
               alpha = 1) +  
  theme_void() +  
  theme(legend.position = "none")
```