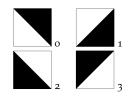
TRUCHET

 4×4 patterns with four-fold rotational symmetry

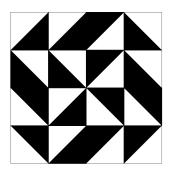
Introduction

Traditionally, Truchet tiles are square tiles that are divided by a diagonal line, and coloured with two colours with a different colour on either side of the diagonal. Each tile can be rotated to one of four positions. Patterns are formed by placing tiles next to each other, rotating individual tiles to create repeated motifs. This booklet presents a complete listing of 4x4 Truchet tile patterns with four-fold (90°) rotational symmetry (256 patterns). Treating these 4x4 tile patterns as tiles themselves allows for larger decorative patterns to be constructed from them. For example, a uniform frieze made from a single 4x4 tile can actually produce interesting secondary patterns which help illustrate some interesting relationships that exist among the tile patterns.

Each 4x4 Truchet tile pattern with rotational symmetry has a core 2x2 pattern in one of its quadrants that is rotated to produce the overall pattern. In this booklet, the core pattern, or prototile, is assumed to be in the lower left. Each pattern can identified as a sequence of 4 digits (a, b, c, d), or more succinctly, abcd, that list the rotational positions of each tile in the lower left quadrant. This sequence abcd will be referred to as the signature of the tile pattern.



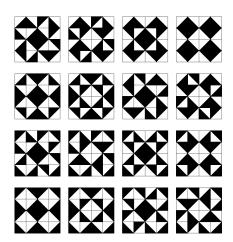
| а | ф | Э | в |
|---|---|---|---|
| С | d | р | q |
| b | d | d | С |
| a | С | b | а |



The 0011 pattern

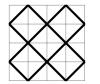
Pattern families

We can group the 4x4 Truchet tile patterns with rotational symmetry into families where tile patterns are considered to be in the same family if they would look the same without colour – if each corresponding tile shares the same diagonal direction. The sequence that represents the family of a tile pattern can be found by taking the sequence of the tile pattern $modulo\ 2$. So, for example, the 16 tile patterns below are all members of the 0110 family.



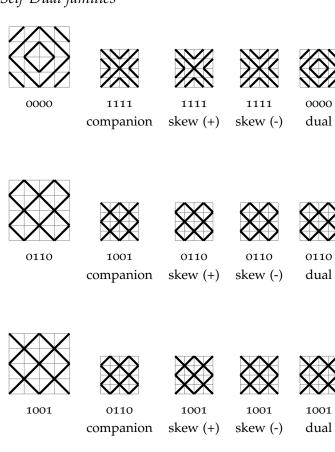
The 0110 pattern family

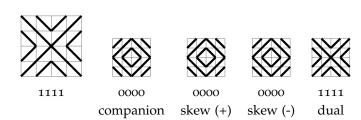
For a given family, there is corresponding *companion* family, the family of patterns formed by rotating each square in a member of the original family by 90°. There are also two *skew* families, formed by taking the upper left and lower right quadrants of an original family tile pattern as a founding pattern and a *dual* family, formed by taking the upper right quadrant as a founding patterns. A family is always different than its companion, and each family has a distinct companion, but it can happen that skew and duals can coincide. Self-dual families, where the dual family is the same as the original are of particular interest in the frieze patterns of the next chapter.



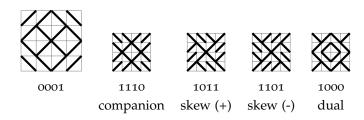
The 0110 family pattern

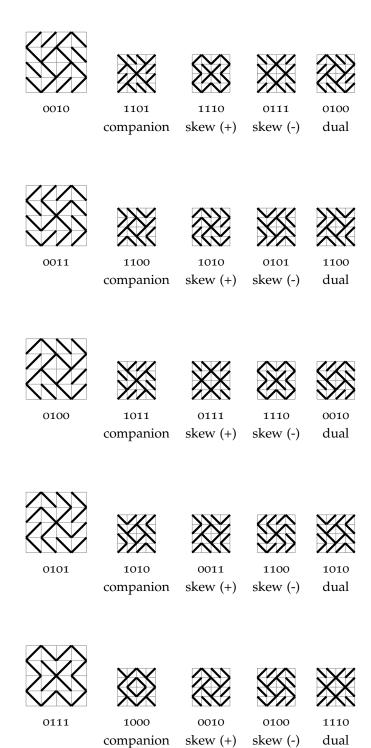
Self-Dual families

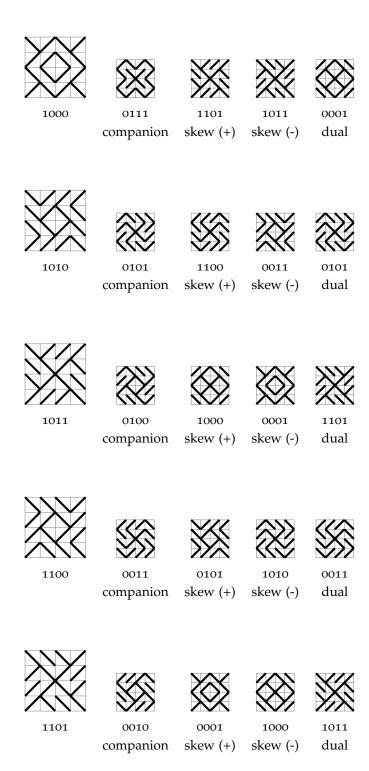




Non self-dual families

















companion

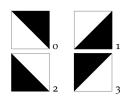
skew (+)

0010 skew (-)

dual

Family and tile pattern mappings

Related families and tiles can be obtained from applying simple mappings on the signature of the tile pattern.



Family mappings

companion :
$$(a, b, c, d) \mapsto (a + 1, b + 1, c + 1, d + 1) \pmod{2};$$

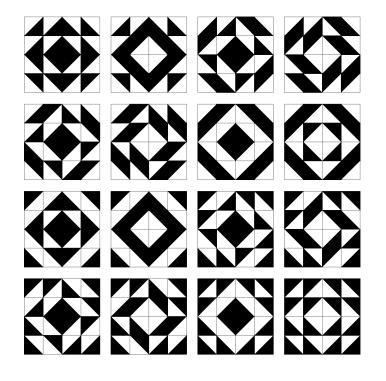
skew + : $(a, b, c, d) \mapsto (c + 1, a + 1, d + 1, b + 1) \pmod{2};$
reverse : $(a, b, c, d) \mapsto (d, c, b, a) \pmod{2};$
skew - : $(a, b, c, d) \mapsto (b + 1, d + 1, a + 1, c + 1) \pmod{2};$

Tile pattern mappings

$$\begin{array}{c} \text{skew} + : (a,b,c,d) \mapsto (c+1,a+1,d+1,b+1) & (\text{mod } 4); \\ \text{dual} : (a,b,c,d) \mapsto (d+2,c+2,b+2,a+2) & (\text{mod } 4); \\ \text{skew} - : (a,b,c,d) \mapsto (b+3,d+3,a+3,c+3) & (\text{mod } 4); \\ \text{opposite} : (a,b,c,d) \mapsto (a+2,b+2,c+2,d+2) & (\text{mod } 4); \end{array}$$

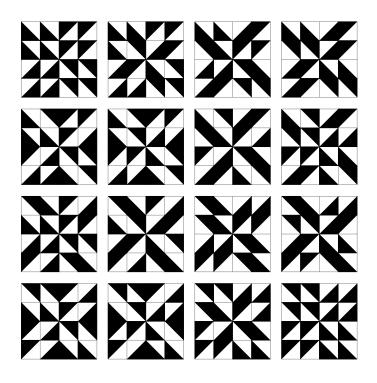
On the following pages each family will be shown along with its corresponding companion family, the family of patterns formed by rotating each square in a member of the original family by 90°.

| а | р | Э | ષ |
|---|---|---|---|
| С | р | р | q |
| b | d | р | C |
| a | С | þ | а |



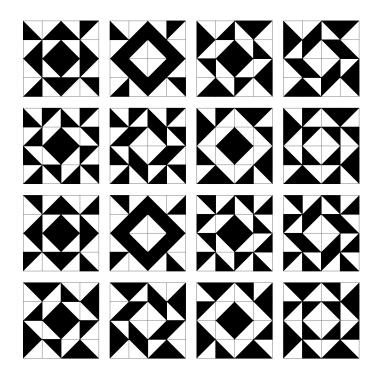


| 0000 | 0002 | 0020 | 0022 |
|------|------|------|------|
| 0200 | 0202 | 0220 | 0222 |
| 2000 | 2002 | 2020 | 2022 |
| 2200 | 2202 | 2220 | 2222 |



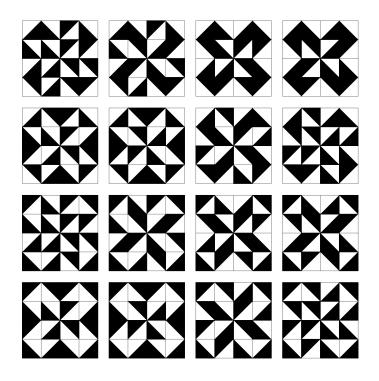


| 1111 | 1113 | 1131 | 1133 |
|------|------|------|------|
| 1311 | 1313 | 1331 | 1333 |
| 3111 | 3113 | 3131 | 3133 |
| 3311 | 3313 | 3331 | 3333 |



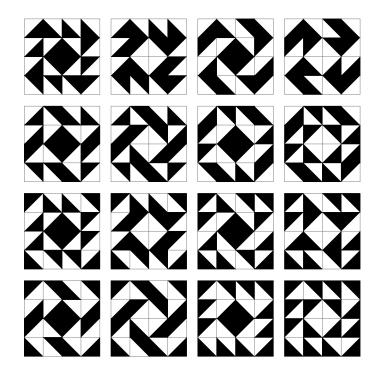


| 1000 | 1002 | 1020 | 1022 |
|------|------|------|------|
| 1200 | 1202 | 1220 | 1222 |
| 3000 | 3002 | 3020 | 3022 |
| 3200 | 3202 | 3220 | 3222 |



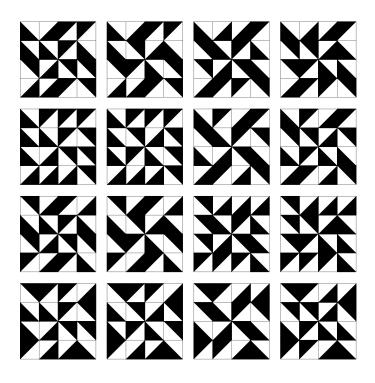


| 0111 | 0113 | 0131 | 0133 |
|------|------|------|------|
| 0311 | 0313 | 0331 | 0333 |
| 2111 | 2113 | 2131 | 2133 |
| 2311 | 2313 | 2331 | 2333 |



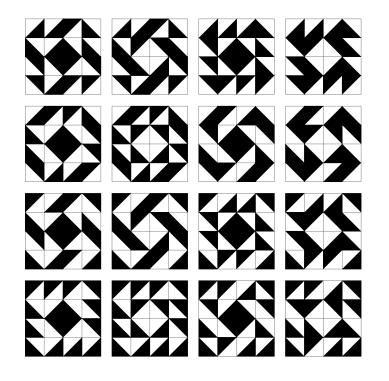


| 0100 | 0102 | 0120 | 0122 |
|------|------|------|------|
| 0300 | 0302 | 0320 | 0322 |
| 2100 | 2102 | 2120 | 2122 |
| 2300 | 2302 | 2320 | 2322 |



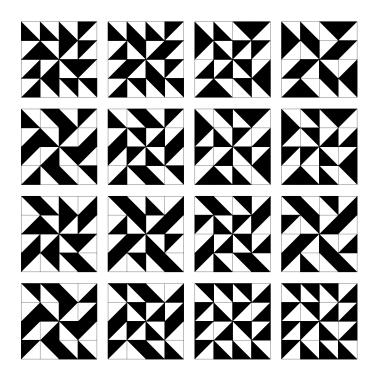


| 1011 | 1013 | 1031 | 1033 |
|------|------|------|------|
| 1211 | 1213 | 1231 | 1233 |
| 3011 | 3013 | 3031 | 3033 |
| 3211 | 3213 | 3231 | 3233 |



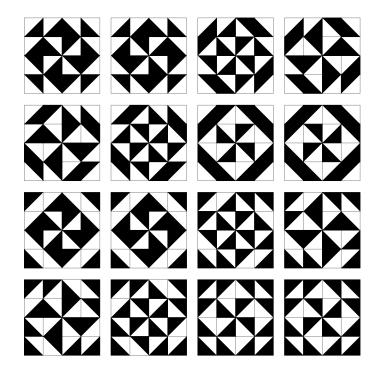


| 0010 | 0012 | 0030 | 0032 |
|------|------|------|------|
| 0210 | 0212 | 0230 | 0232 |
| 2010 | 2012 | 2030 | 2032 |
| 2210 | 2212 | 2230 | 2232 |



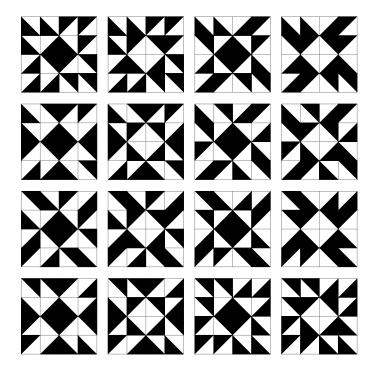


| 1101 | 1103 | 1121 | 1123 |
|------|------|------|------|
| 1301 | 1303 | 1321 | 1323 |
| 3101 | 3103 | 3121 | 3123 |
| 3301 | 3303 | 3321 | 3323 |



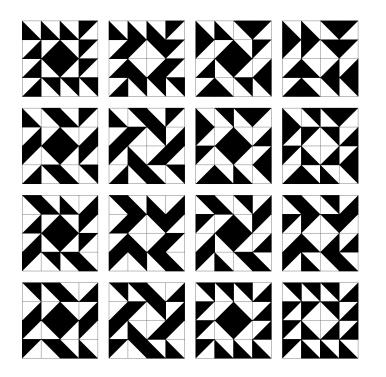


| 0001 | 0003 | 0021 | 0023 |
|------|------|------|------|
| 0201 | 0203 | 0221 | 0223 |
| 2001 | 2003 | 2021 | 2023 |
| 2201 | 2203 | 2221 | 2223 |



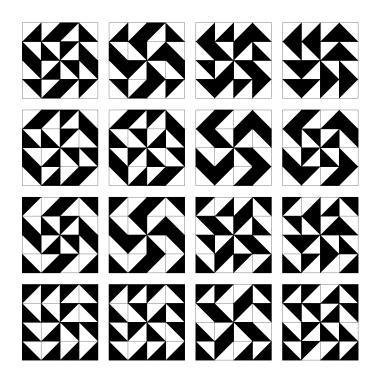


| 1110 | 1112 | 1130 | 1132 |
|------|------|------|------|
| 1310 | 1312 | 1330 | 1332 |
| 3110 | 3112 | 3130 | 3132 |
| 3310 | 3312 | 3330 | 3332 |



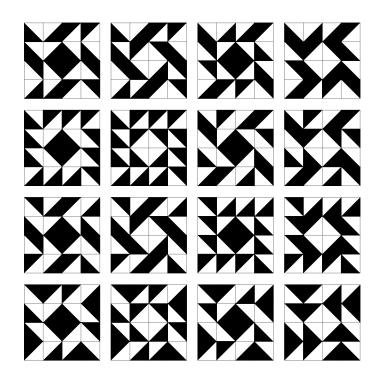


| 1100 | 1102 | 1120 | 1122 |
|------|------|------|------|
| 1300 | 1302 | 1320 | 1322 |
| 3100 | 3102 | 3120 | 3122 |
| 3300 | 3302 | 3320 | 3322 |



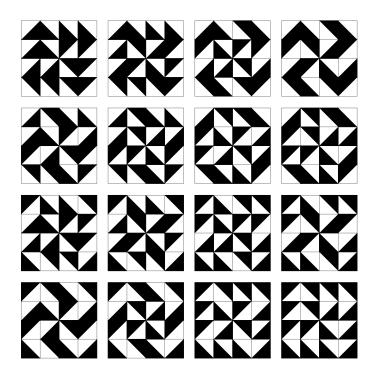


| 0011 | 0013 | 0031 | 0033 |
|------|------|------|------|
| 0211 | 0213 | 0231 | 0233 |
| 2011 | 2013 | 2031 | 2033 |
| 2211 | 2213 | 2231 | 2233 |



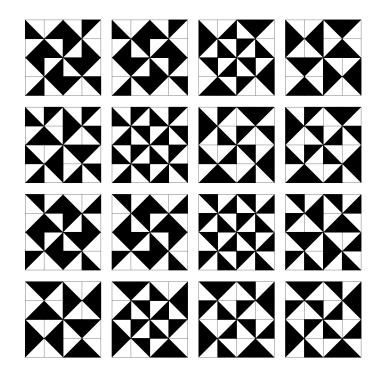


| 1010 | 1012 | 1030 | 1032 |
|------|------|------|------|
| 1210 | 1212 | 1230 | 1232 |
| 3010 | 3012 | 3030 | 3032 |
| 3210 | 3212 | 3230 | 3232 |



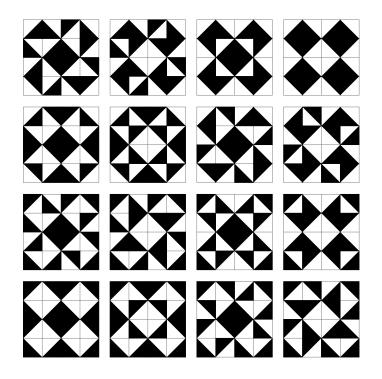


| 0101 | 0103 | 0121 | 0123 |
|------|------|------|------|
| 0301 | 0303 | 0321 | 0323 |
| 2101 | 2103 | 2121 | 2123 |
| 2301 | 2303 | 2321 | 2323 |





| 1001 | 1003 | 1021 | 1023 |
|------|------|------|------|
| 1201 | 1203 | 1221 | 1223 |
| 3001 | 3003 | 3021 | 3023 |
| 3201 | 3203 | 3221 | 3223 |



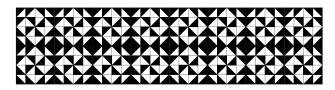


| 0110 | 0112 | 0130 | 0132 |
|------|------|------|------|
| 0310 | 0312 | 0330 | 0332 |
| 2110 | 2112 | 2130 | 2132 |
| 2310 | 2312 | 2330 | 2332 |

Uniform friezes

Each 4x4 Truchet pattern can be treated like a tile and used in a larger pattern. A uniform *frieze* is a horizontal strip of the same tile pattern repeated. Friezes of 4x4 Truchet pattern tiles with rotational symmetry can be quite striking, and have some interesting characteristics.

A frieze of more than one row of a primary tile reveals a secondary tile pattern that appears as another horizontal strip of 4x4 Truchet tile patterns nestled between the rows of primary tiles. Below, a frieze of 2223 tiles has a secondary pattern of 1000 tiles.







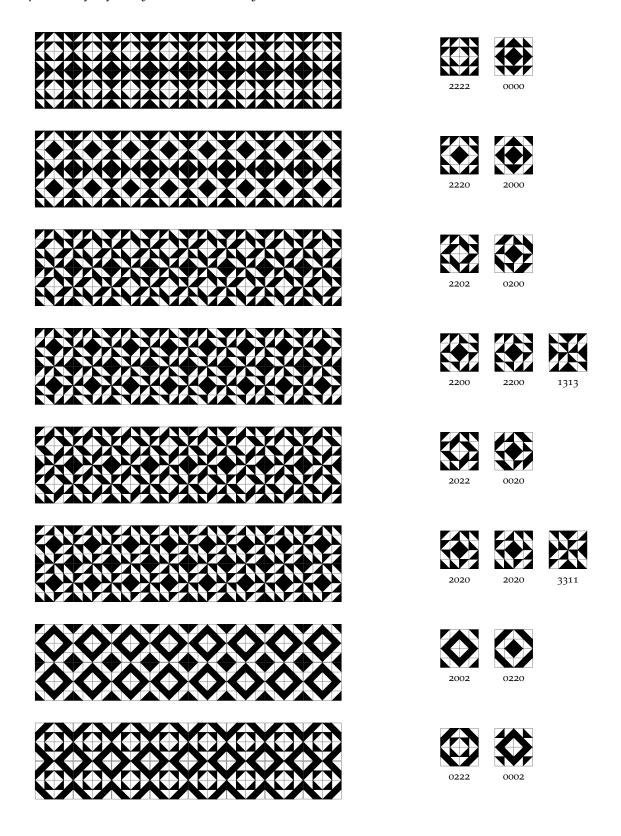
The secondary tile in a frieze pattern is the pattern that has been referred to previously as the *dual* of the original pattern. The dual of a tile pattern is the pattern formed by taking the top right quadrant of the original tile as the prototile of the new tile.

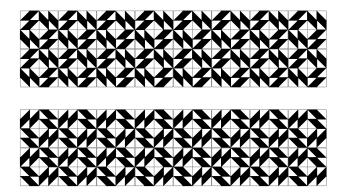
Some tiles are self-dual, and frieze patterns formed by self-dual tiles show a much more uniform pattern, as the extra rows of tiles seemingly nestled between the rows of the original tile are made up of the same original tile. Friezes of self-dual tiles have a third *tertiary* tile pattern with four-fold rotational symmetry that appears to overlap between adjacent tiles of the original tile. These tertiary tile patterns are the *skew* of the original tile pattern. Some self-dual friezes are also self-skew, leading to even more uniform patterns.

We can consider the uniform friezes formed by the dual tiles as the same pattern. There are 6 pairs of families where the original and dual are not the same, and these pairs of families yield 16 patterns

each. The 4 remaining families contain some self-dual patterns, and some patterns that are *opp-dual* (the secondary tile is the opposite tile of the original), also reducing the number of patterns. These 4 remaining families provide 10 distinct frieze patterns each. This means that the 256 tile patterns generate 136 distinct friezes.

Frieze patterns for family 0000 (secondary, 0000)









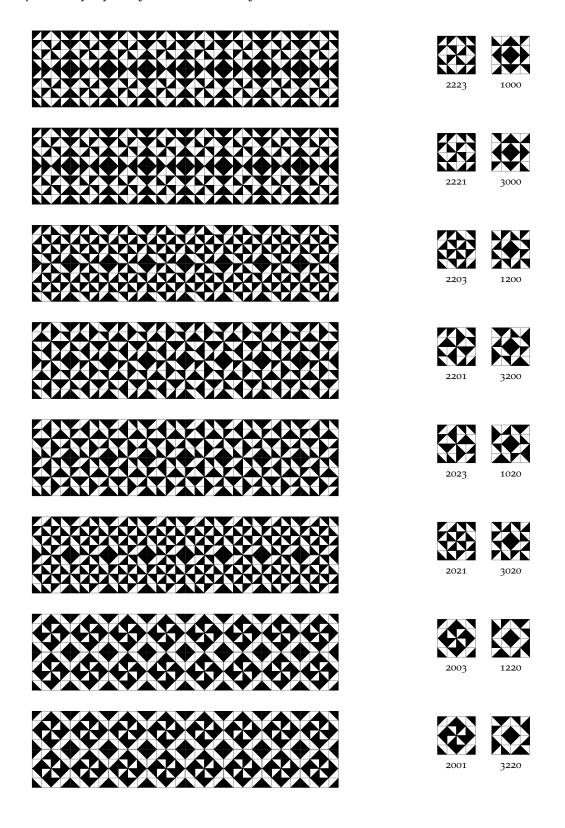


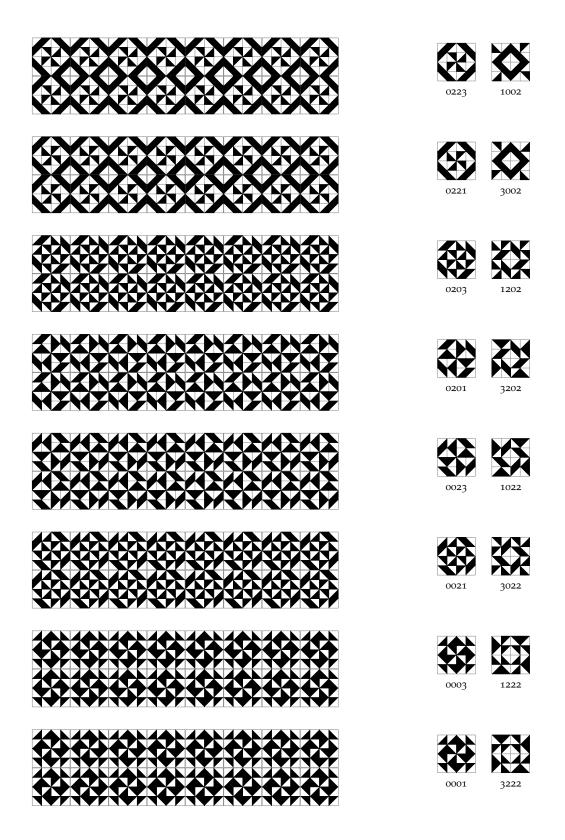




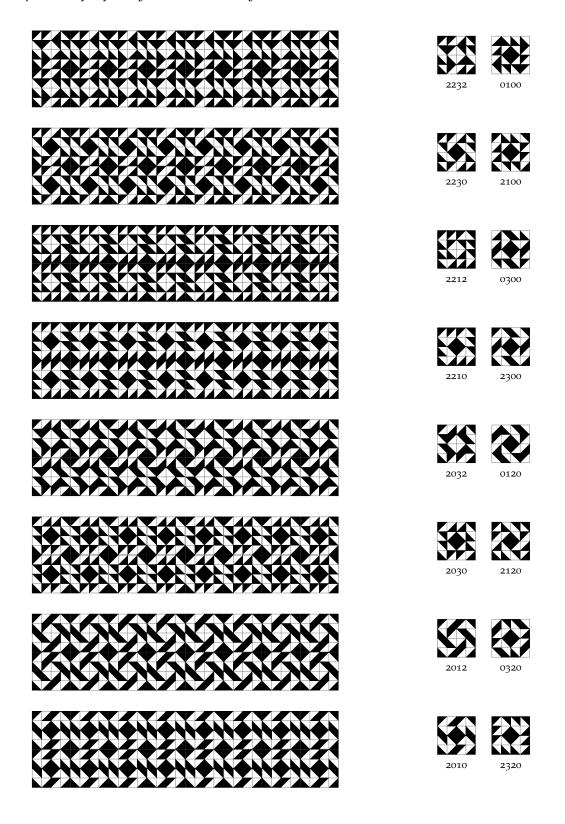


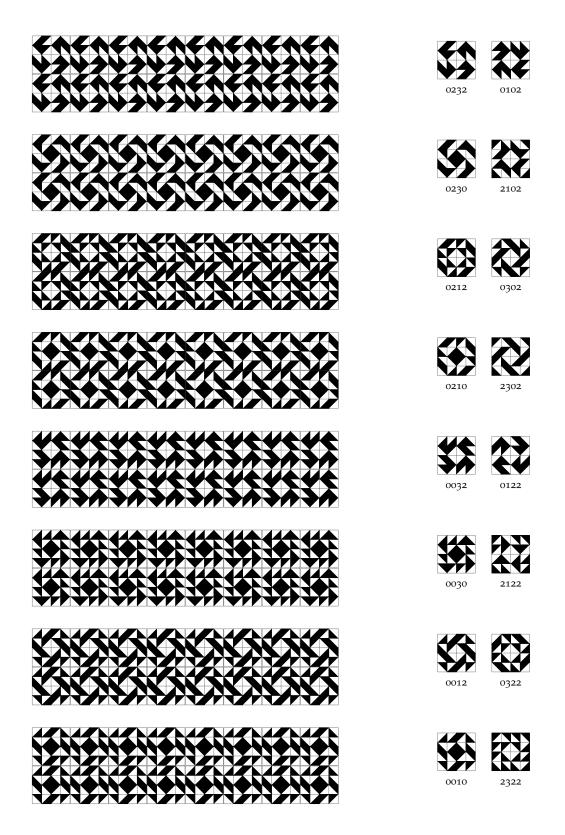
Frieze patterns for family 0001 (secondary, 1000)



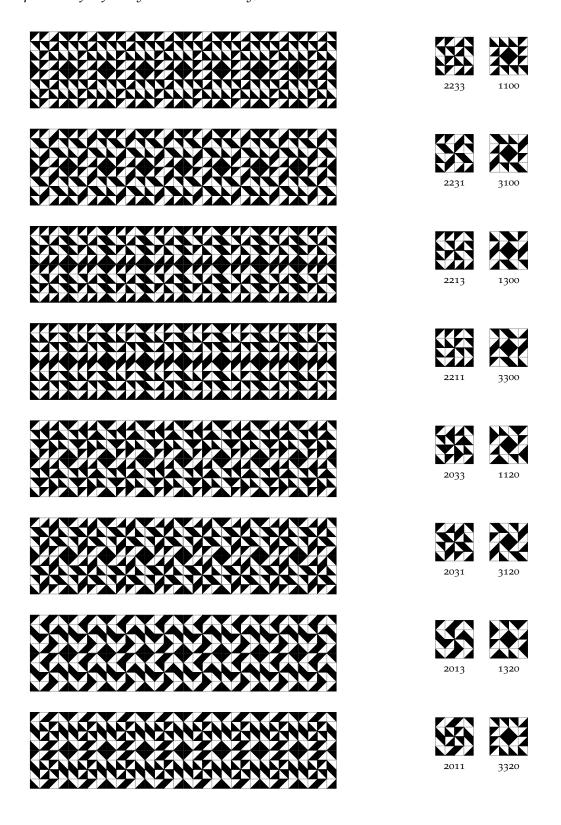


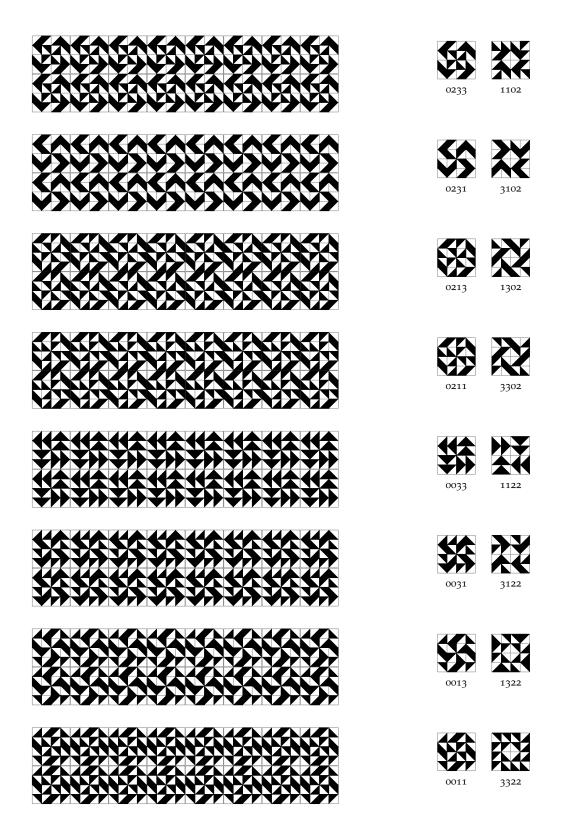
Frieze patterns for family 0010 (secondary, 0100)

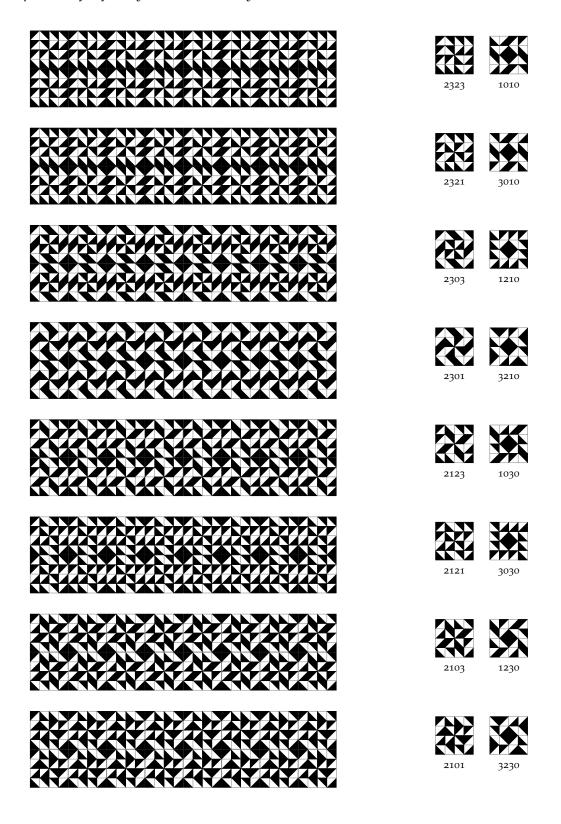


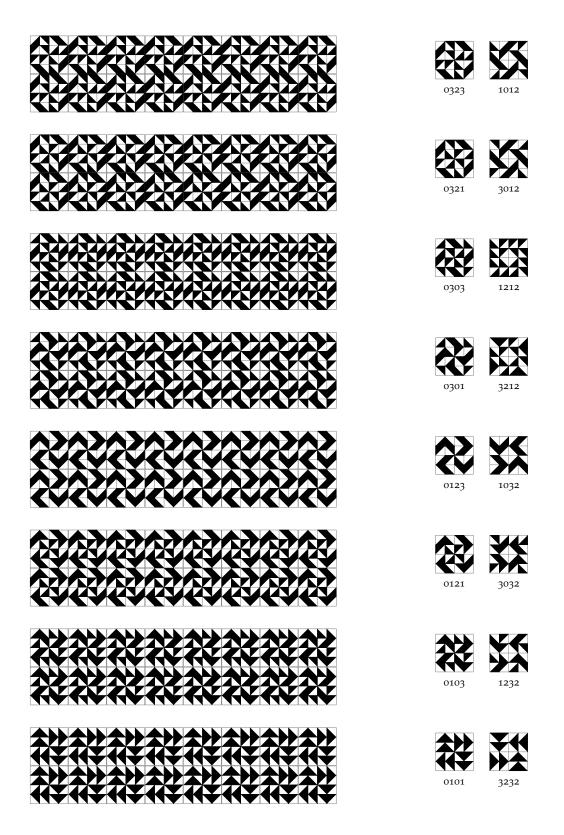


Frieze patterns for family 0011 (secondary, 1100)

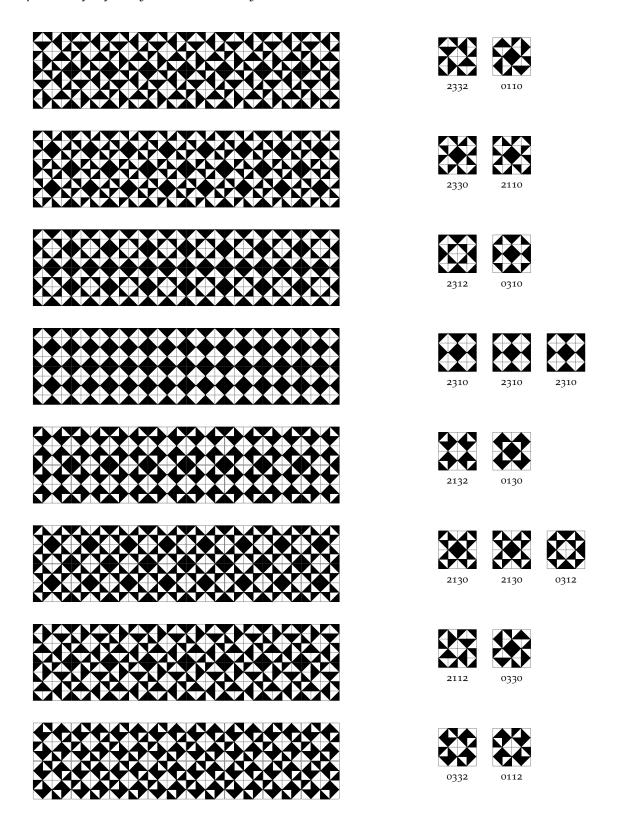


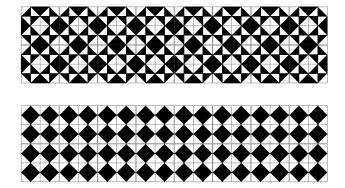






Frieze patterns for family 0110 (secondary, 0110)









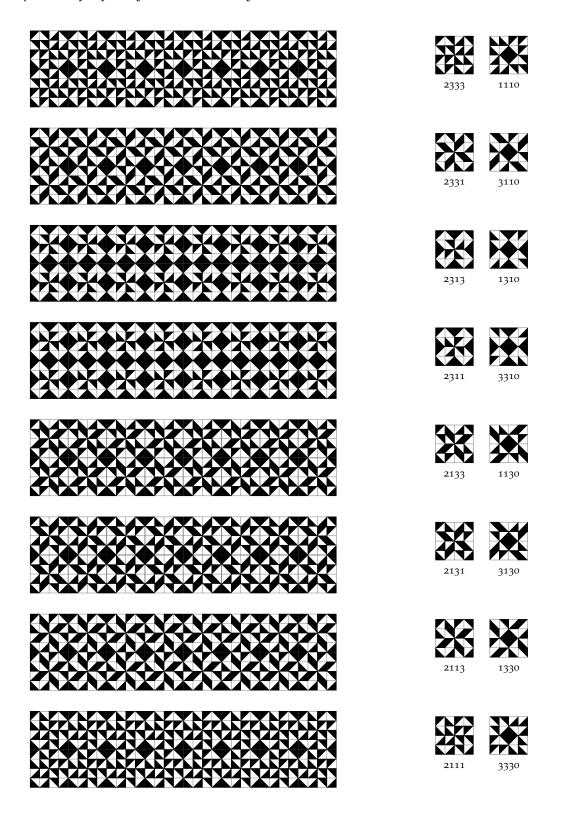


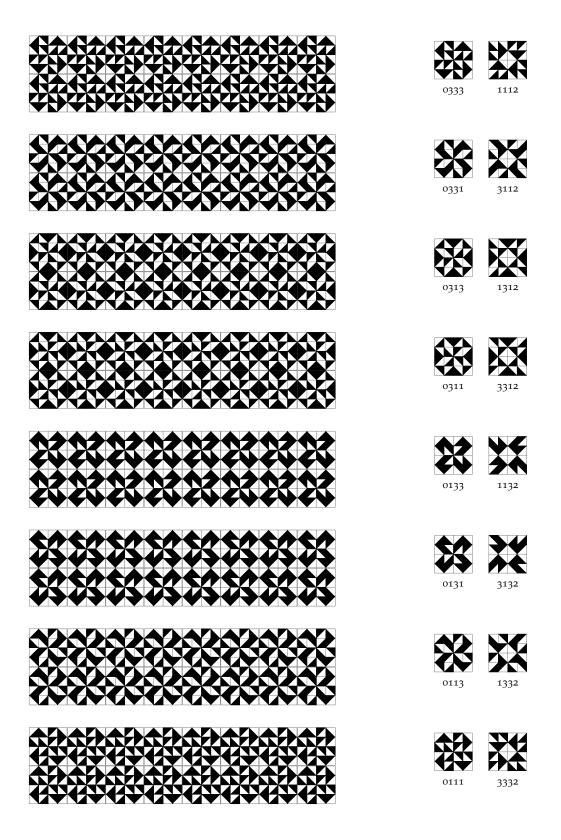




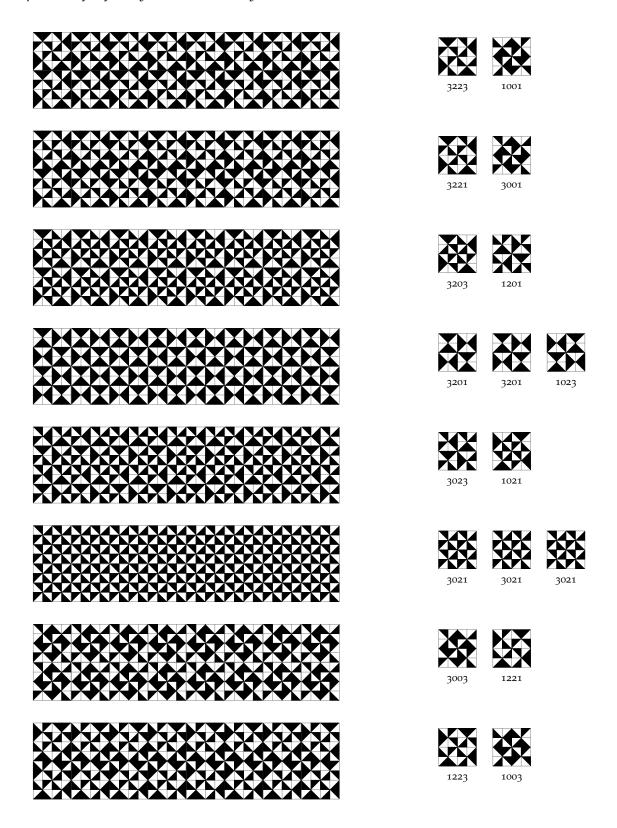


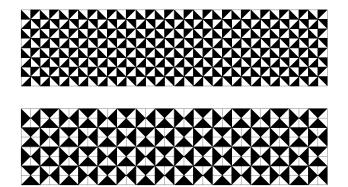
Frieze patterns for family 0111 (secondary, 1110)





Frieze patterns for family 1001 (secondary, 1001)









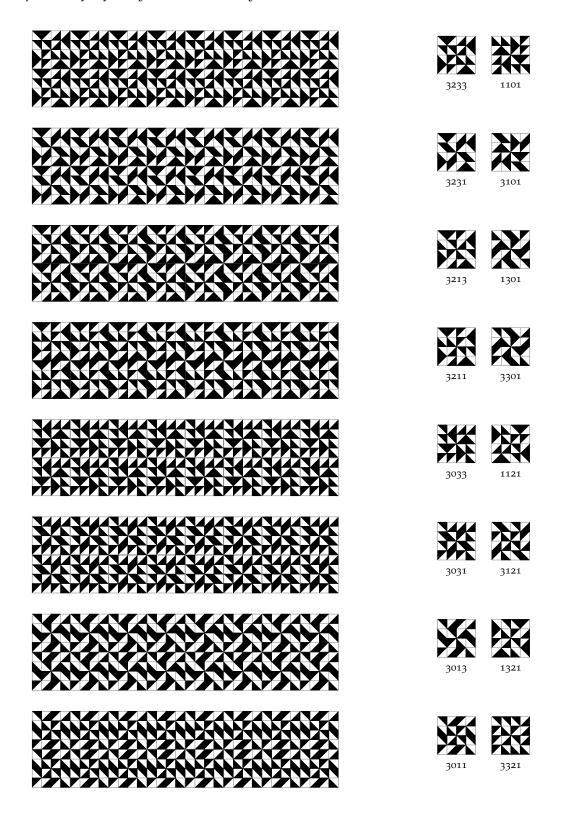


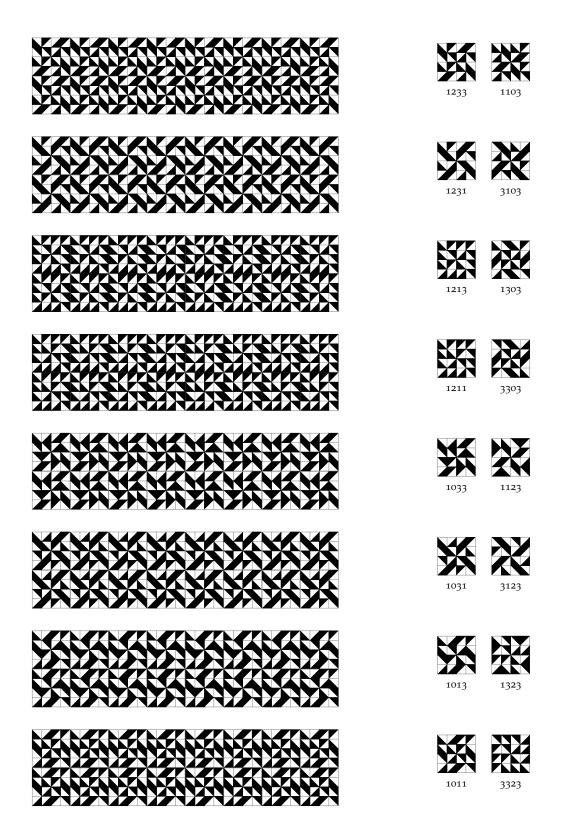




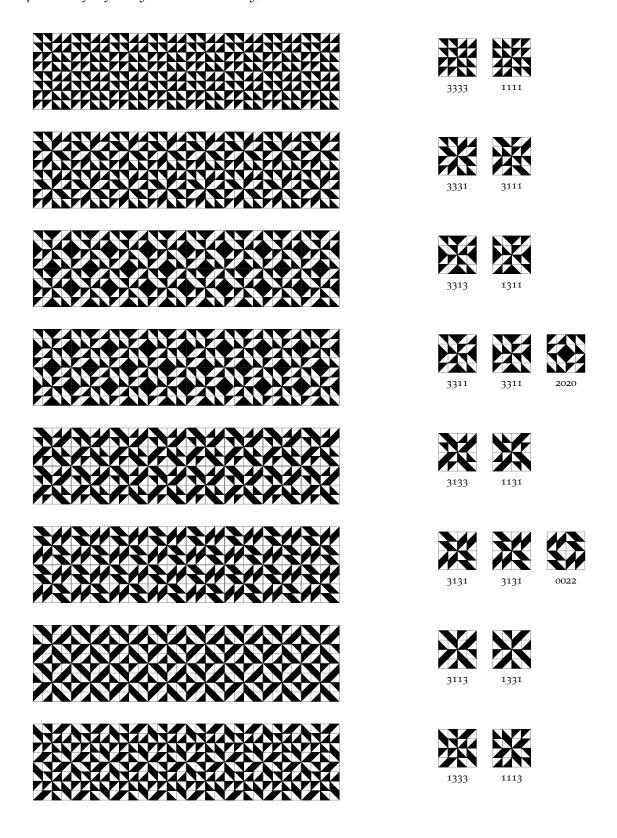


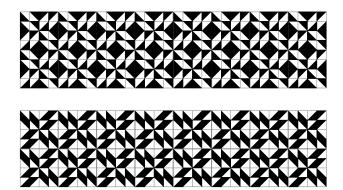
Frieze patterns for family 1011 (secondary, 1101)





Frieze patterns for family 1111 (secondary, 1111)



















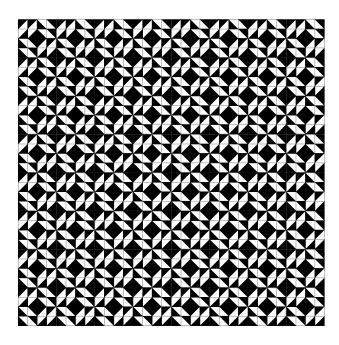
Some designs

This chapter presents some designs made using one or two types of the 4×4 Truchet tile patterns with four-fold rotational symmetry.

Self-dual designs

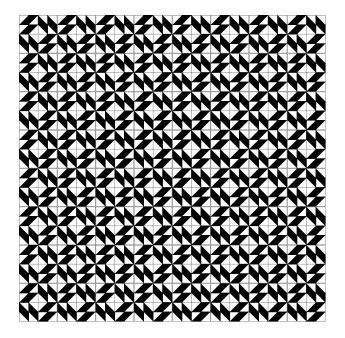
These designs extend the friezes of self-dual patterns to create patterns where copies of the main tile appear as secondary tiles. The other patterns you can see are provided by the tertiary skew tile patterns that seem to overlap betwen the adjacent pairs of tiles.

Design using 2200



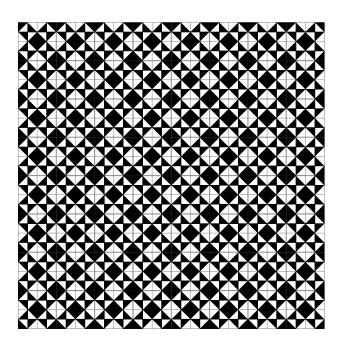


Design using 0202

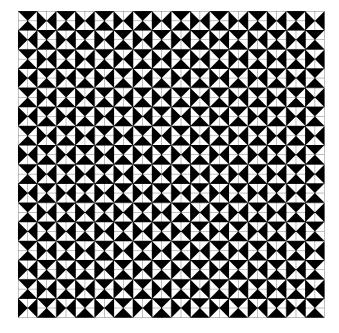




Design using 2130

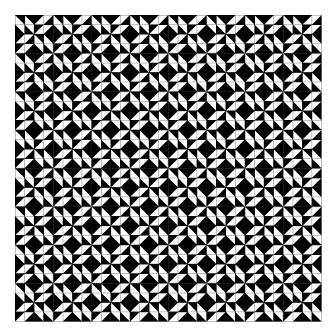








Design using 3311

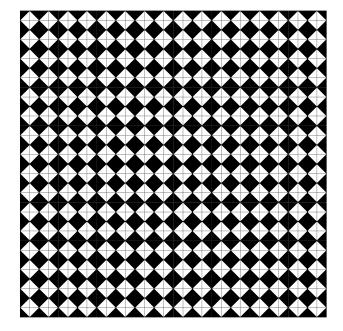




Strongly uniform designs

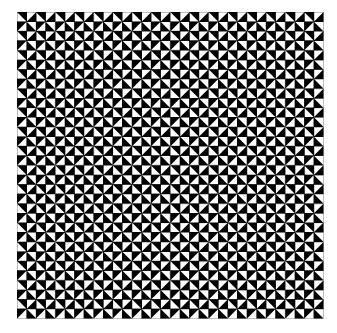
These self-dual tiles are also self-skew, so the pattern that emerges from placing them together is strongly uniform.

Design using 2310





Design using 3021



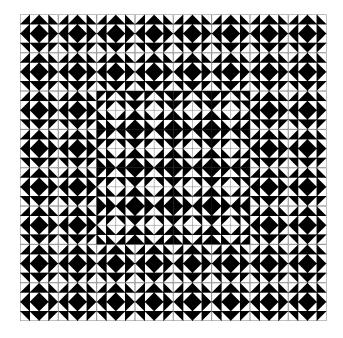


Op-dual designs

These designs include two primary tiles, One tile type is placed in the center of the design in a 4×4 square, and a second tile type is used to create a 2-tile wide border around the central square. The tiles

chosen are opposites of each other, and they are also opp-dual tiles, so we see secondary effects where each tile type appears in between the rows of the other.

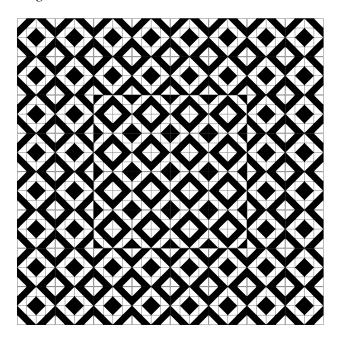
Design using 2222 and 0000







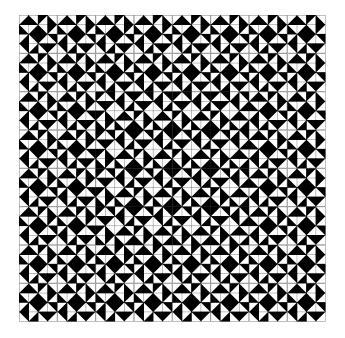
Design using 2002 and 0220







Design using 2332 and 0110

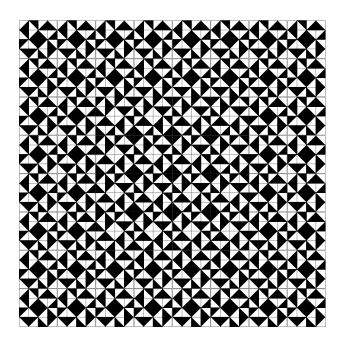




2332



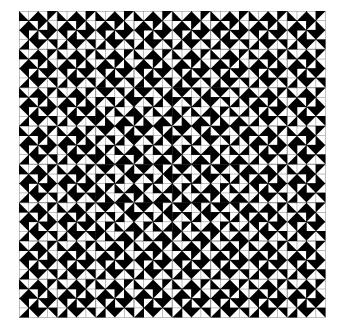
Design using 2112 and 0330







Design using 3223 and 1001



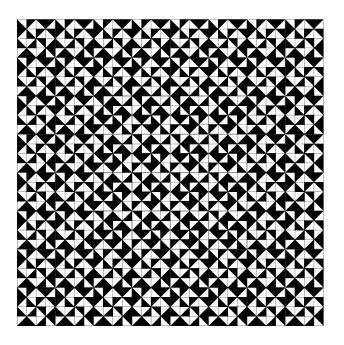


3223



1001

Design using 3003 and 1221

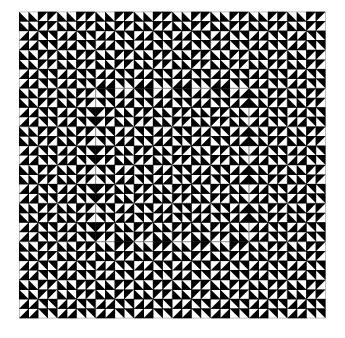






122

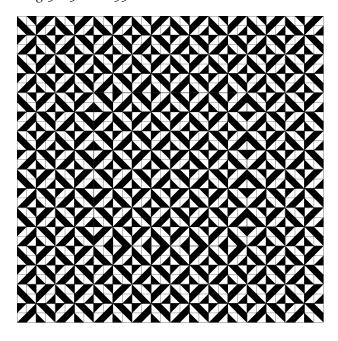
Design using 3333 and 1111







Design using 3113 and 1331

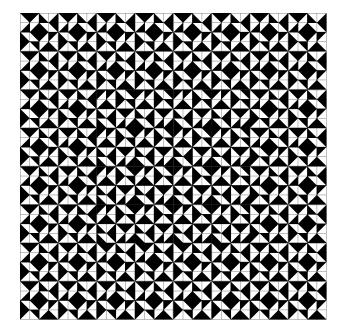






Designs with duals

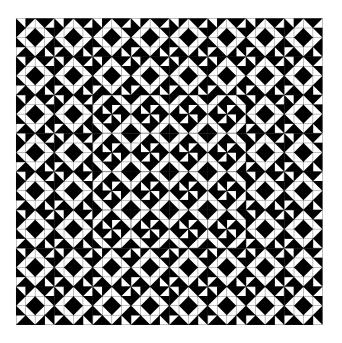
Like the previous section, these patterns feature a square of one tile type surrounded by another. These tiles are duals of each other, but are not opposite.







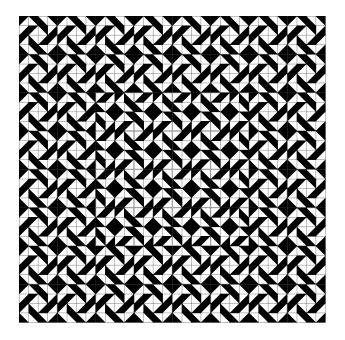
Design using 2003 and 1220







Design using 0210 and 2302

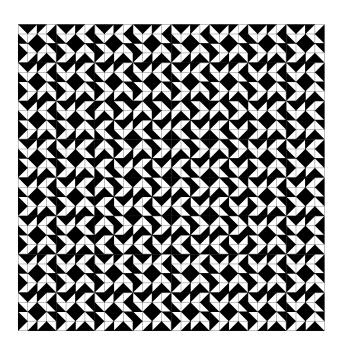








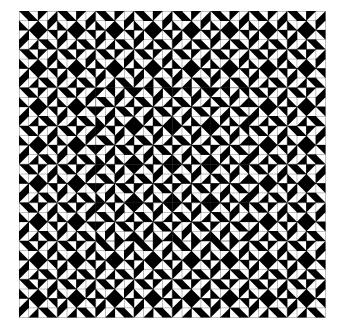
Design using 2301 and 3210







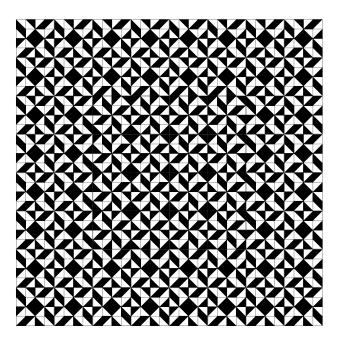
Design using 2331 and 3110







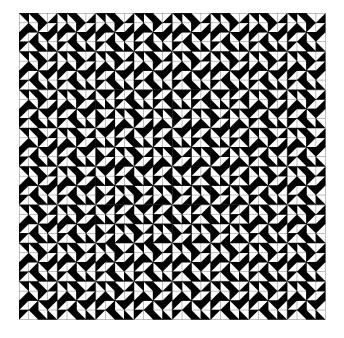
Design using 2113 and 1330







Design using 3211 and 3301

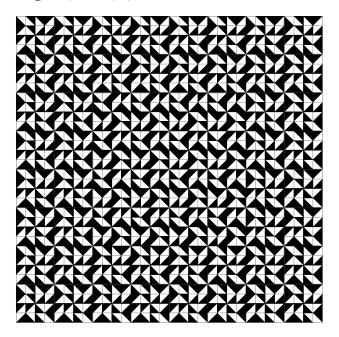








Design using 1013 and 1323





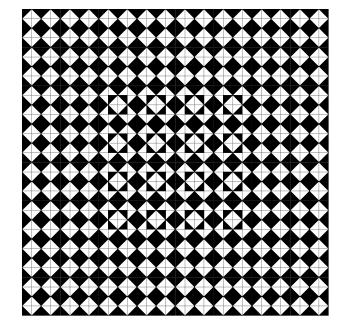
1013



Contrasting designs

The tiles in these square and frame patterns were chosen for their contrast with one another.

Design using 2312 and 2310



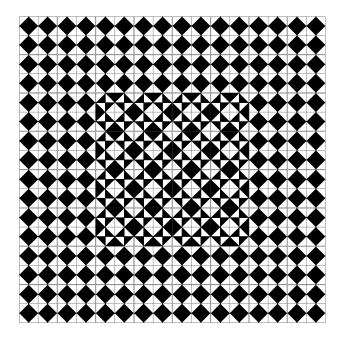


2312



2310

Design using 0312 and 0132



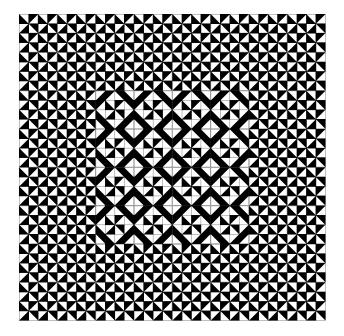


0312



0132

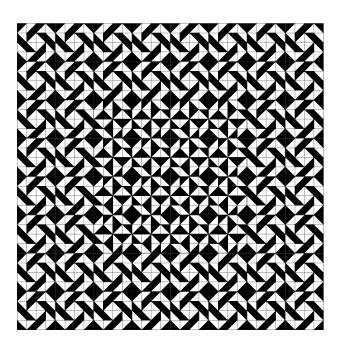
Design using 0221 and 1203







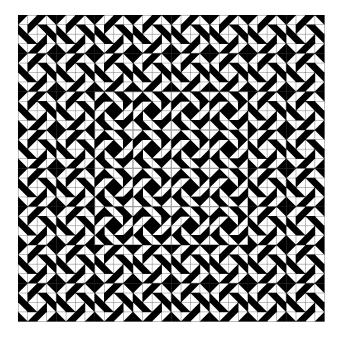
Design using 2201 and 2012







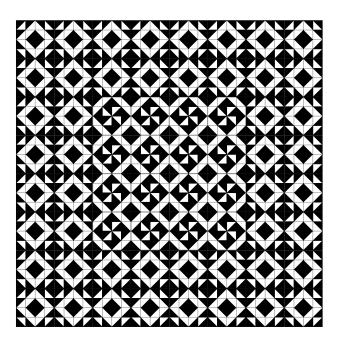
Design using 0120 and 2012







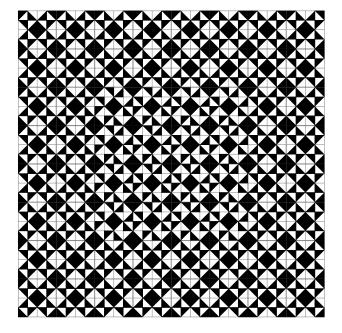
Design using 2003 and 2220







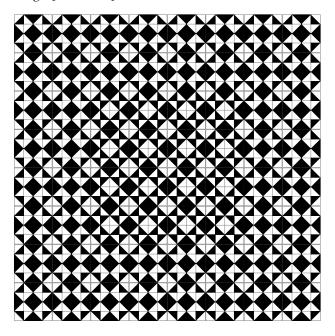
Design using 2330 and 2130







Design using 0312 and 0310







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