= 5, see Pentagonal tiling and for N =

6, see Hexagonal tiling.

For results on tiling the plane with polyominoes, see Polyomino § Uses of polyominoes.

= = = Voronoi tilings = = =

Voronoi or Dirichlet tilings are tessellations where each tile is defined as the set of points closest to one of the points in a discrete set of defining points . (Think of geographical regions where each region is defined as all the points closest to a given city or post office .) The Voronoi cell for each defining point is a convex polygon . The Delaunay triangulation is a tessellation that is the dual graph of a Voronoi tessellation . Delaunay triangulations are useful in numerical simulation , in part because among all possible triangulations of the defining points , Delaunay triangulations maximize the minimum of the angles formed by the edges . Voronoi tilings with randomly placed points can be used to construct random tilings of the plane .

= = = Tessellations in higher dimensions = = =

Tessellation can be extended to three dimensions. Certain polyhedra can be stacked in a regular crystal pattern to fill (or tile) three @-@ dimensional space, including the cube (the only regular polyhedron to do so), the rhombic dodecahedron, and the truncated octahedron. Naturally occurring rhombic dodecahedra are found as crystals of Andradite (a kind of Garnet) and Fluorite. A Schwarz triangle is a spherical triangle that can be used to tile a sphere.

Tessellations in three or more dimensions are called honeycombs. In three dimensions there is just one regular honeycomb, which has eight cubes at each polyhedron vertex. Similarly, in three dimensions there is just one quasiregular honeycomb, which has eight tetrahedra and six octahedra at each polyhedron vertex. However, there are many possible semiregular honeycombs in three dimensions. Uniform polyhedra can be constructed using the Wythoff construction.

The Schmitt @-@ Conway biprism is a convex polyhedron with the property of tiling space only aperiodically.

= = = Tessellations in non @-@ Euclidean geometries = = =

It is possible to tessellate in non @-@ Euclidean geometries such as hyperbolic geometry . A uniform tiling in the hyperbolic plane (which may be regular , quasiregular or semiregular) is an edge @-@ to @-@ edge filling of the hyperbolic plane , with regular polygons as faces ; these are vertex @-@ transitive (transitive on its vertices) , and isogonal (there is an isometry mapping any vertex onto any other) .

A uniform honeycomb in hyperbolic space is a uniform tessellation of uniform polyhedral cells . In 3 @-@ dimensional hyperbolic space there are nine Coxeter group families of compact convex uniform honeycombs , generated as Wythoff constructions , and represented by permutations of rings of the Coxeter diagrams for each family .

= = In art = =

In architecture, tessellations have been used to create decorative motifs since ancient times. Mosaic tilings often had geometric patterns. Later civilisations also used larger tiles, either plain or individually decorated. Some of the most decorative were the Moorish wall tilings of Islamic architecture, using Girih and Zellige tiles in buildings such as the Alhambra and La Mezquita.

Tessellations frequently appeared in the graphic art of M. C. Escher; he was inspired by the Moorish use of symmetry in places such as the Alhambra when he visited Spain in 1936. Escher made four " Circle Limit " drawings of tilings that use hyperbolic geometry. For his woodcut " Circle Limit IV " (1960), Escher prepared a pencil and ink study showing the required geometry. Escher explained that " No single component of all the series, which from infinitely far away rise like rockets

perpendicularly from the limit and are at last lost in it, ever reaches the boundary line. "

Tessellated designs often appear on textiles, whether woven, stitched in or printed. Tessellation patterns have been used to design interlocking motifs of patch shapes in quilts.

Tessellations are also a main genre in origami (paper folding), where pleats are used to connect molecules such as twist folds together in a repeating fashion.

= = In manufacturing = =

Tessellation is used in manufacturing industry to reduce the wastage of material (yield losses) such as sheet metal when cutting out shapes for objects like car doors or drinks cans .

= = In nature = =

The honeycomb provides a well @-@ known example of tessellation in nature with its hexagonal cells .

In botany, the term "tessellate describes a checkered pattern, for example on a flower petal, tree bark, or fruit. Flowers including the Fritillary and some species of Colchicum are characteristically tessellate.

Many patterns in nature are formed by cracks in sheets of materials . These patterns can be described by Gilbert tessellations, also known as random crack networks . The Gilbert tessellation is a mathematical model for the formation of mudcracks, needle @-@ like crystals, and similar structures . The model, named after Edgar Gilbert, allows cracks to form starting from randomly scattered over the plane; each crack propagates in two opposite directions along a line through the initiation point, its slope chosen at random, creating a tessellation of irregular convex polygons. Basaltic lava flows often display columnar jointing as a result of contraction forces causing cracks as the lava cools. The extensive crack networks that develop often produce hexagonal columns of lava. One example of such an array of columns is the Giant 's Causeway in Northern Ireland. Tessellated pavement, a characteristic example of which is found at Eaglehawk Neck on the Tasman Peninsula of Tasmania, is a rare sedimentary rock formation where the rock has fractured into rectangular blocks.

Other natural patterns occur in foams; these are packed according to Plateau 's laws, which require minimal surfaces. Such foams present a problem in how to pack cells as tightly as possible: in 1887, Lord Kelvin proposed a packing using only one solid, the bitruncated cubic honeycomb with very slightly curved faces. In 1993, Denis Weaire and Robert Phelan proposed the Weaire? Phelan structure, which uses less surface area to separate cells of equal volume than Kelvin 's foam.

= = In puzzles and recreational mathematics = =

Tessellations have given rise to many types of tiling puzzle , from traditional jigsaw puzzles (with irregular pieces of wood or cardboard) and the tangram to more modern puzzles which often have a mathematical basis . For example , polyiamonds and polyominoes are figures of regular triangles and squares , often used in tiling puzzles . Authors such as Henry Dudeney and Martin Gardner have made many uses of tessellation in recreational mathematics . For example , Dudeney invented the hinged dissection , while Gardner wrote about the rep @-@ tile , a shape that can be dissected into smaller copies of the same shape . Inspired by Gardner 's articles in Scientific American , the amateur mathematician Marjorie Rice found four new tessellations with pentagons . Squaring the square is the problem of tiling an integral square (one whose sides have integer length) using only other integral squares . An extension is squaring the plane , tiling it by squares whose sizes are all natural numbers without repetitions ; James and Frederick Henle proved that this was possible .

= = Examples = =