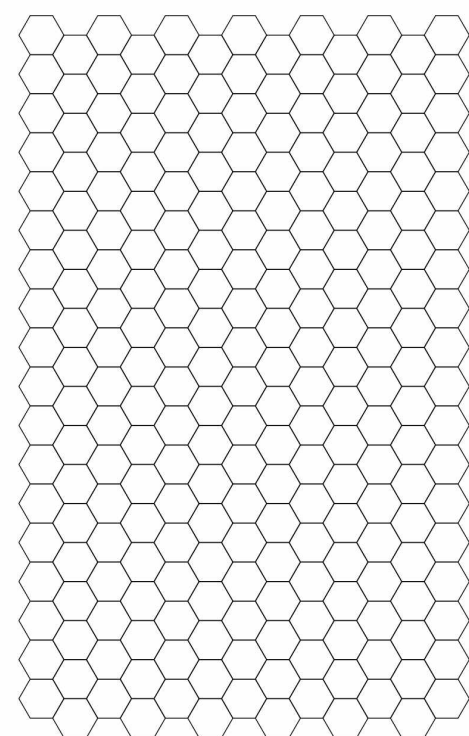
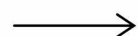


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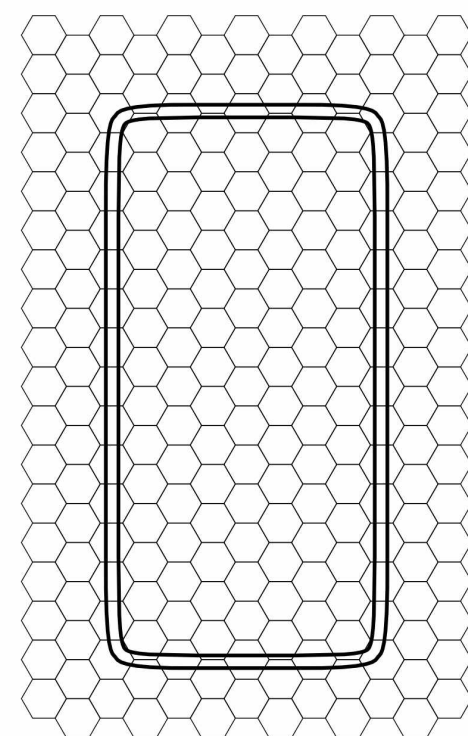
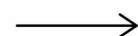
pattern 2d



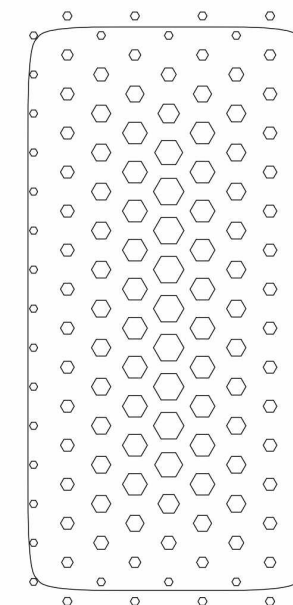
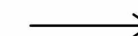
Input: closed curve(s)



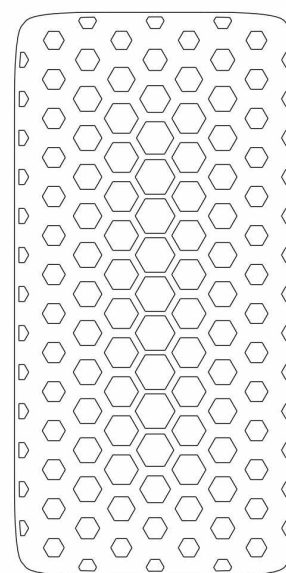
Input: selected grid



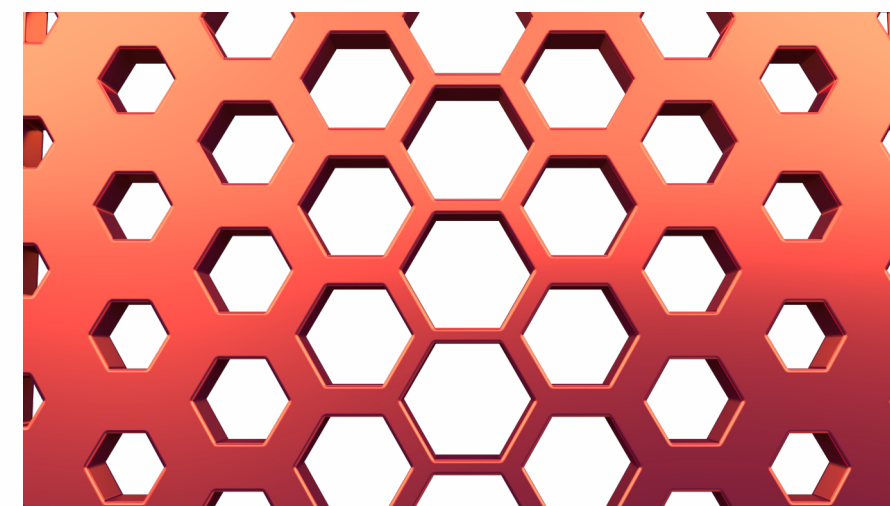
Definition works on 2d curves and intersections of them what allows to detect grid inside, outside and coincident

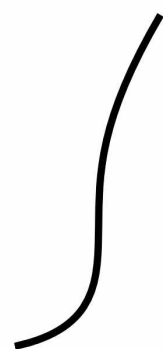


Pattern is scalable by boundary curve

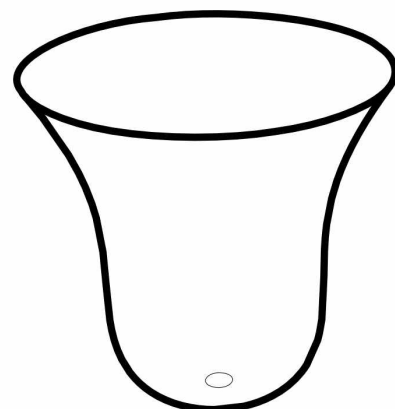
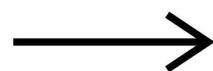


Final result of algorithm

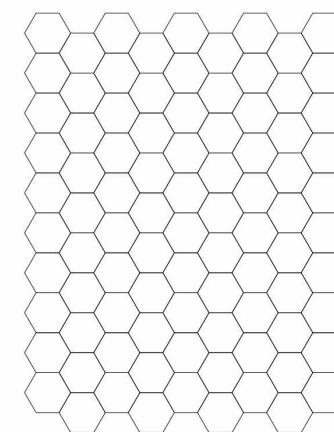




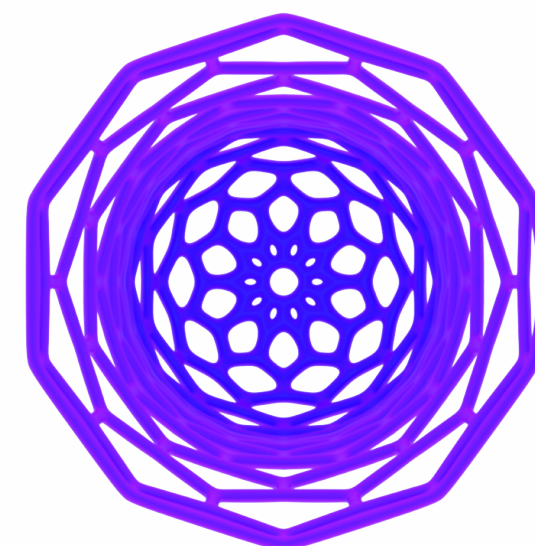
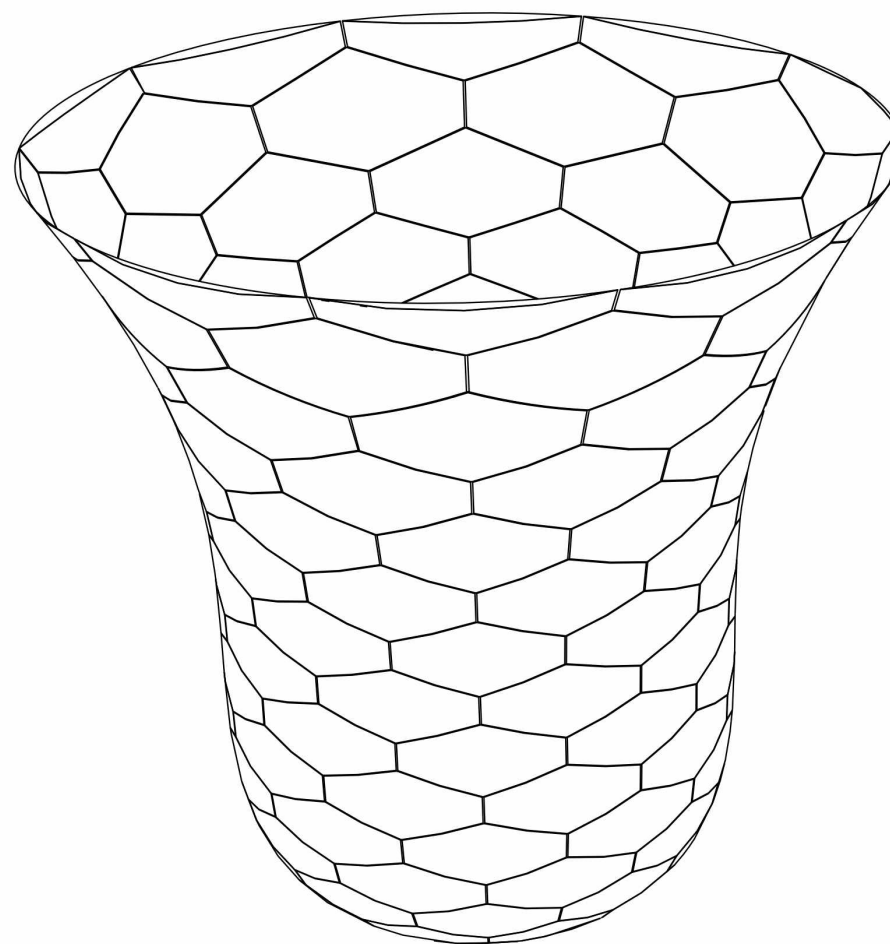
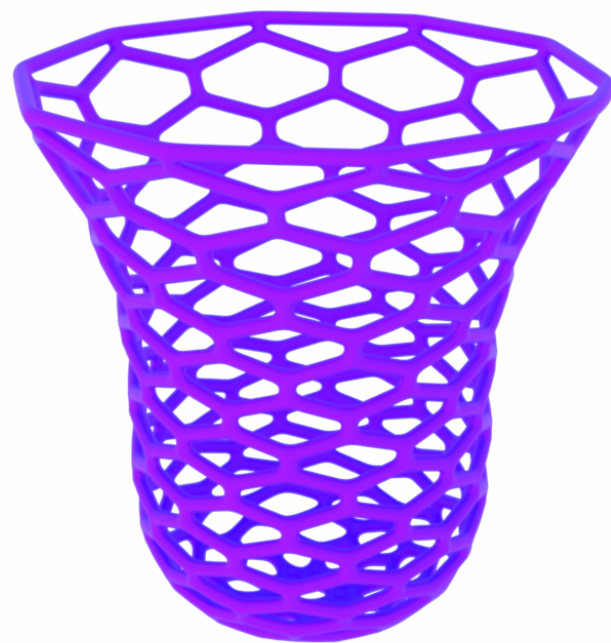
Bezier curve based on 5 points

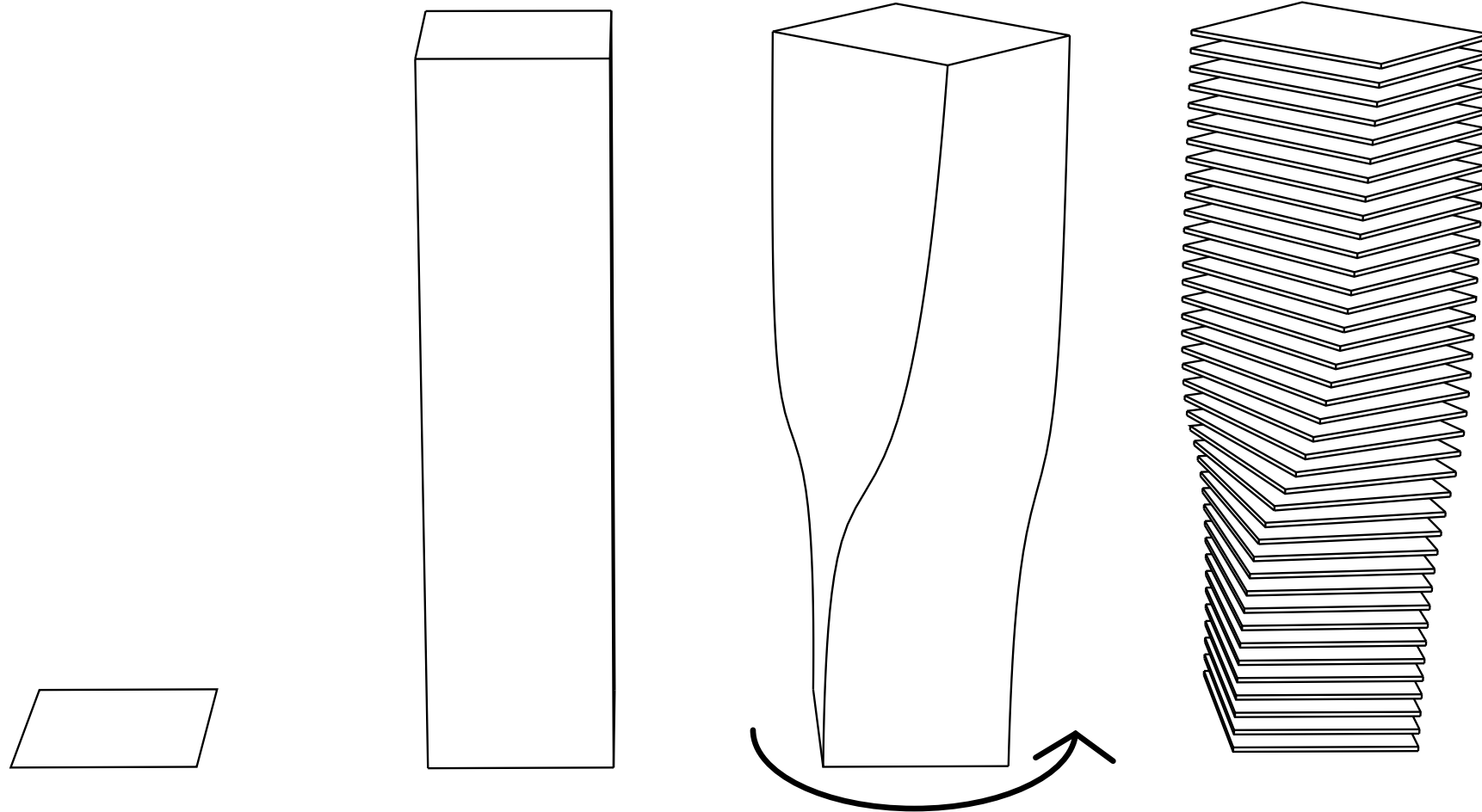


Surface created by revolving the curve around z-axis



Hexagonal grid selected for surface



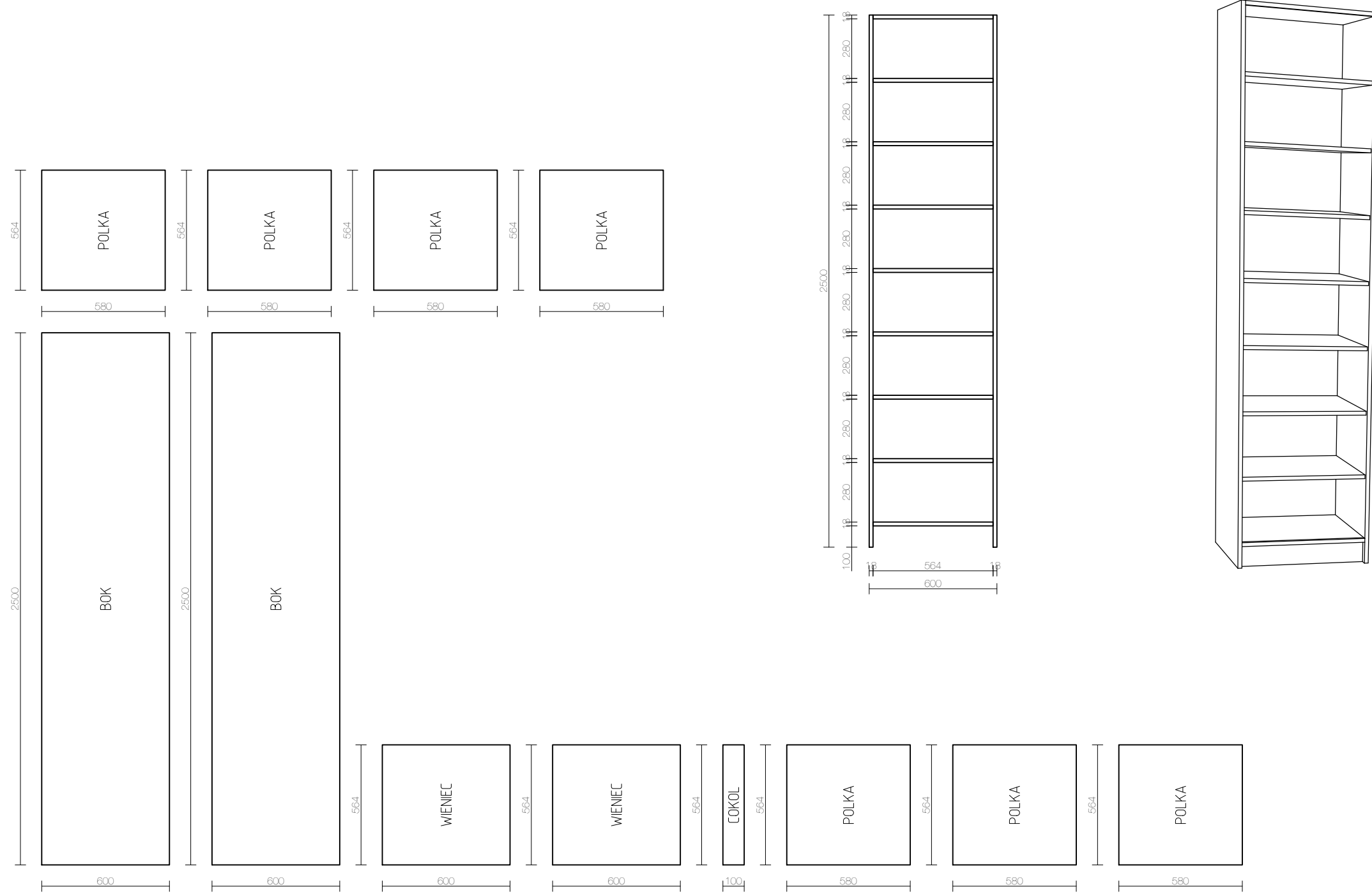


Rectangular base of tower

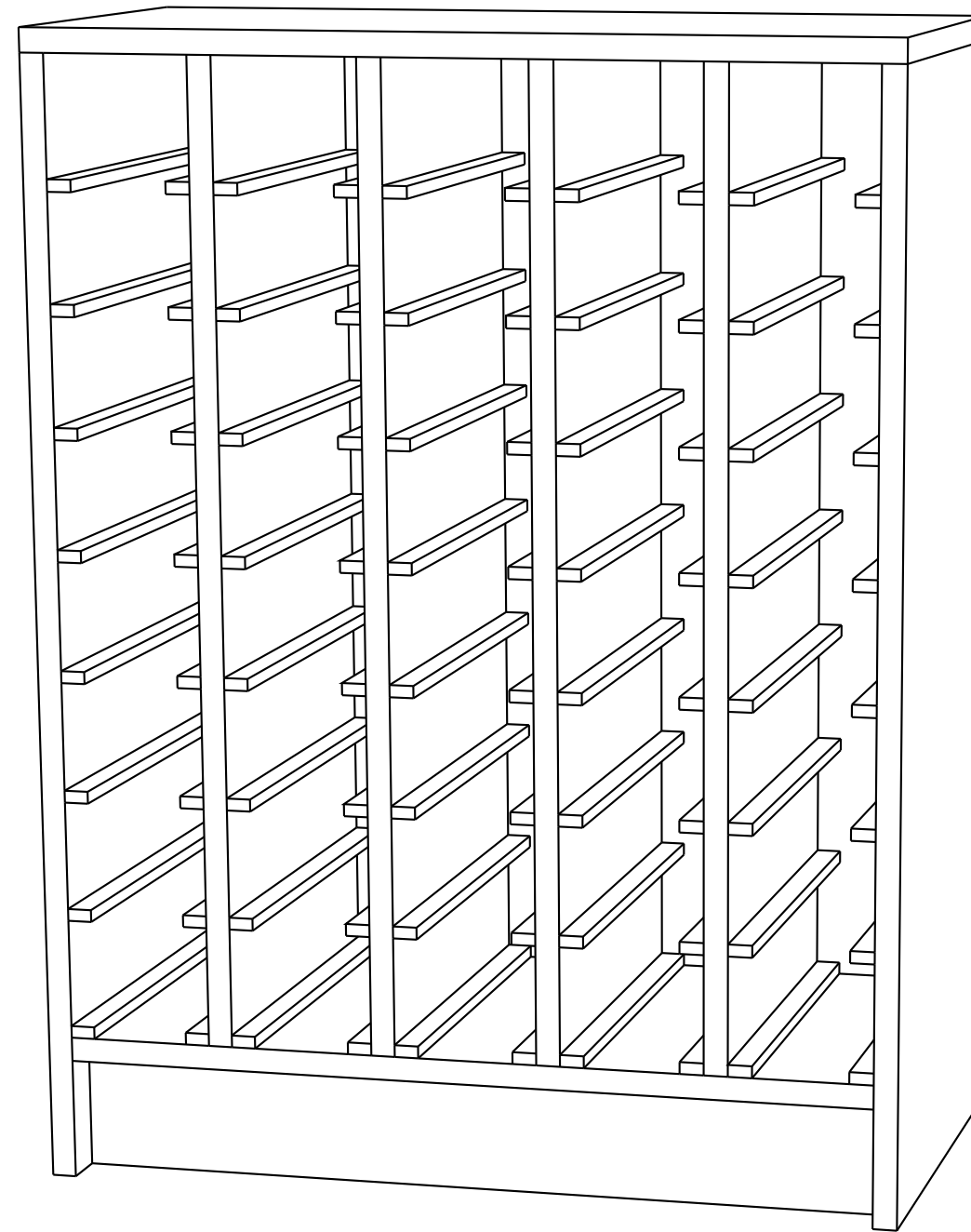
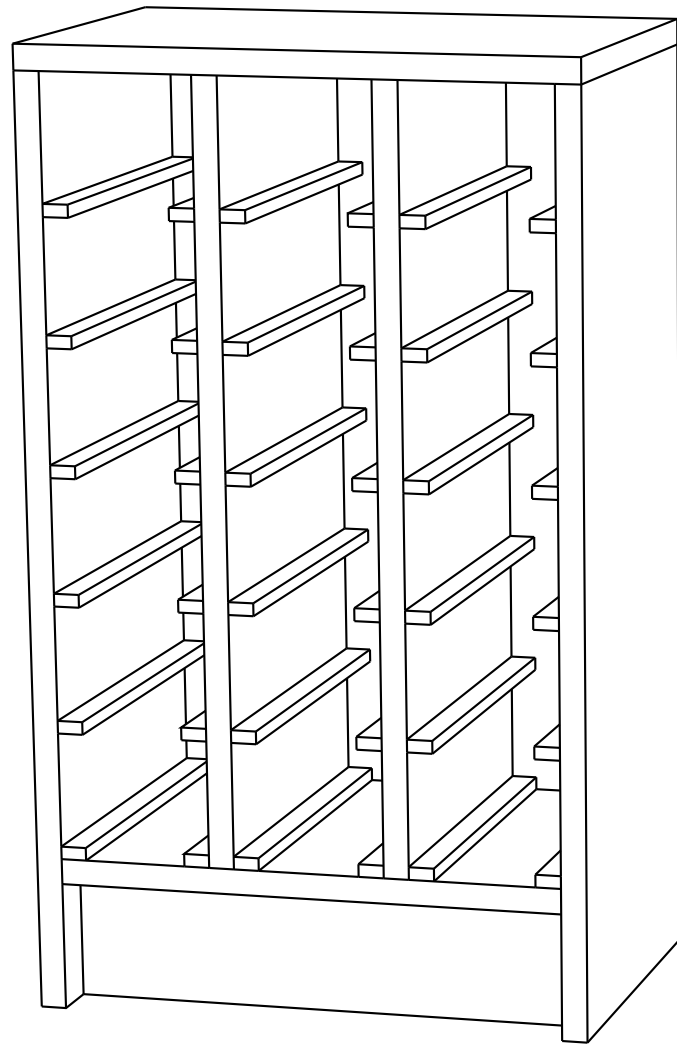
Twisted in Z-axis by Bezier
curve graph

automatic documentation

BOM



wine shelf



plywood wall

