

Συλλογή 402

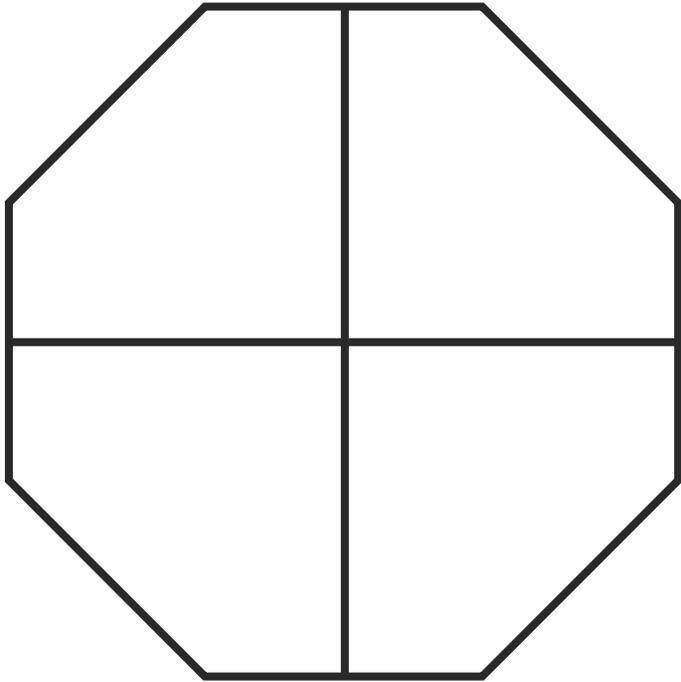
Συλλογή

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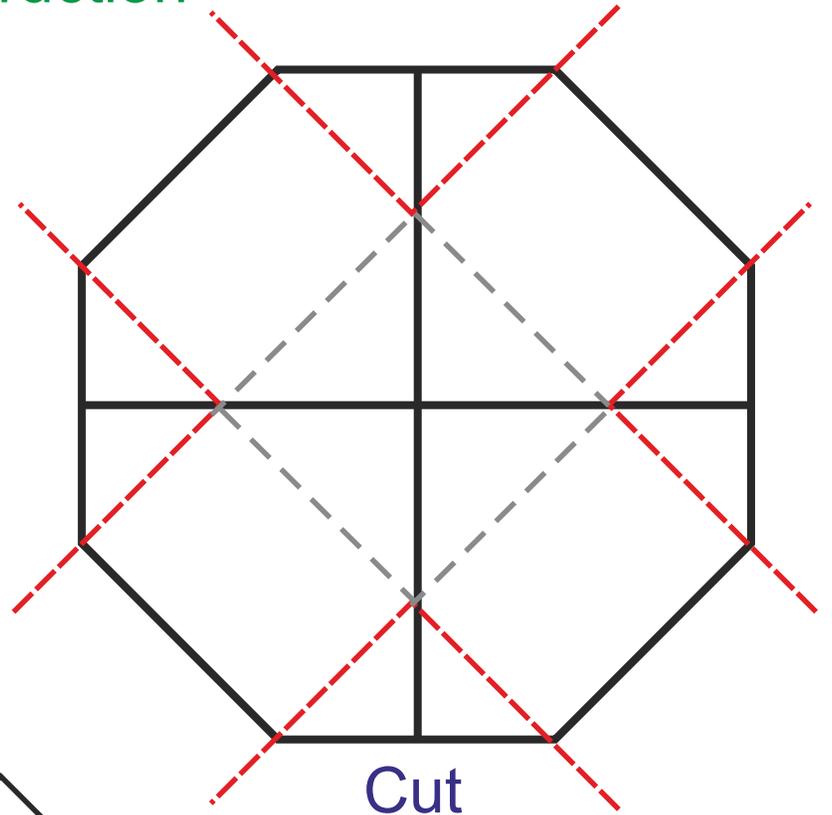
Atlanta  
2012

Zdravko Zivkovic  
Serbia

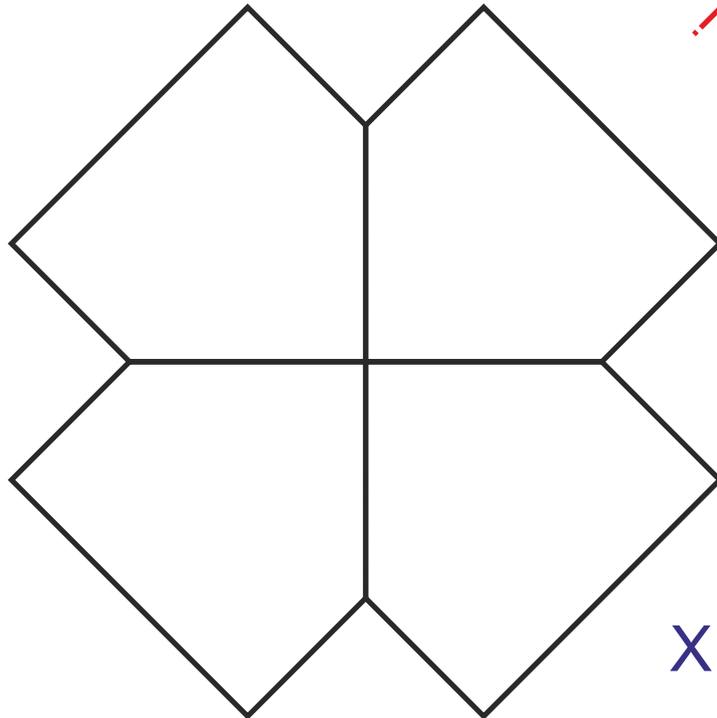
# Step 1: Construction



Octagon

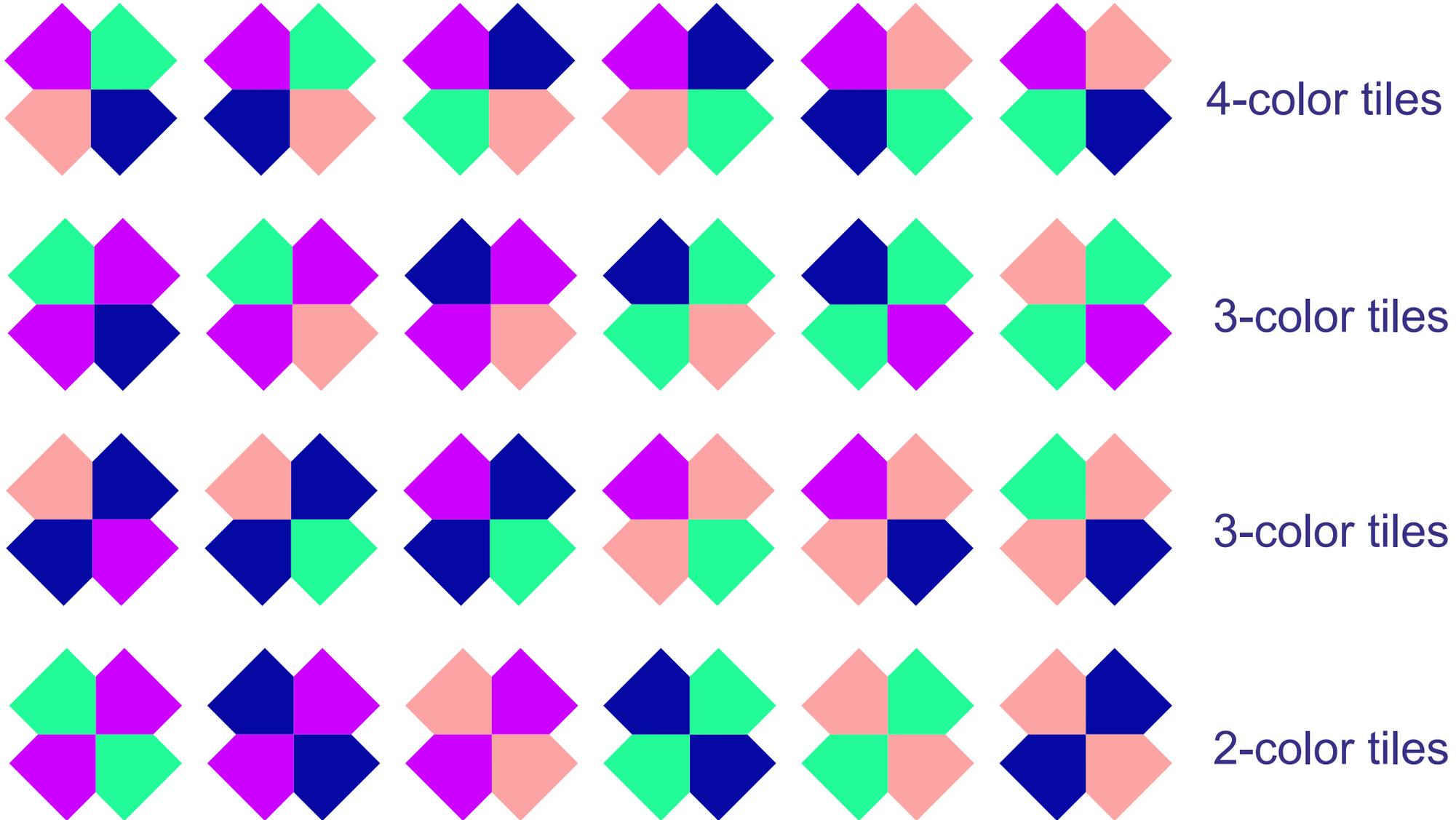


Cut

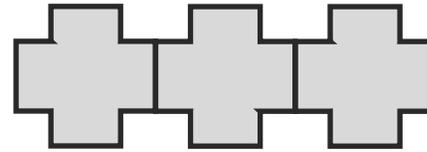
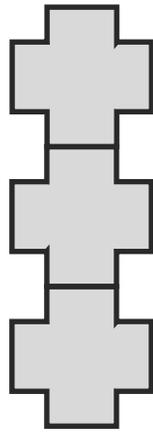
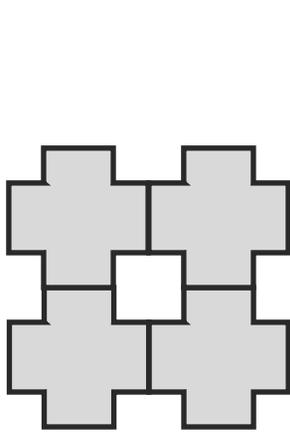


x

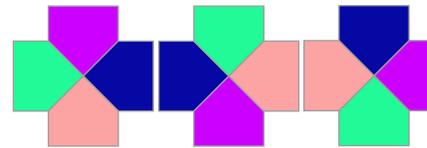
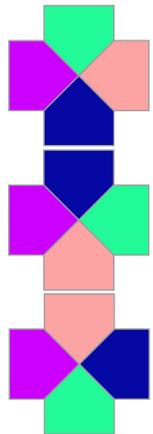
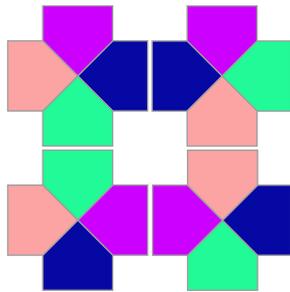
## Step 2: 24 four-color tiles set



# Step 3: End-to-end matching



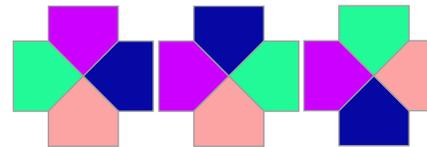
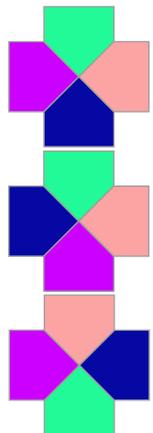
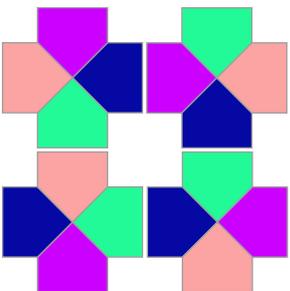
A



Color  
edge-matching

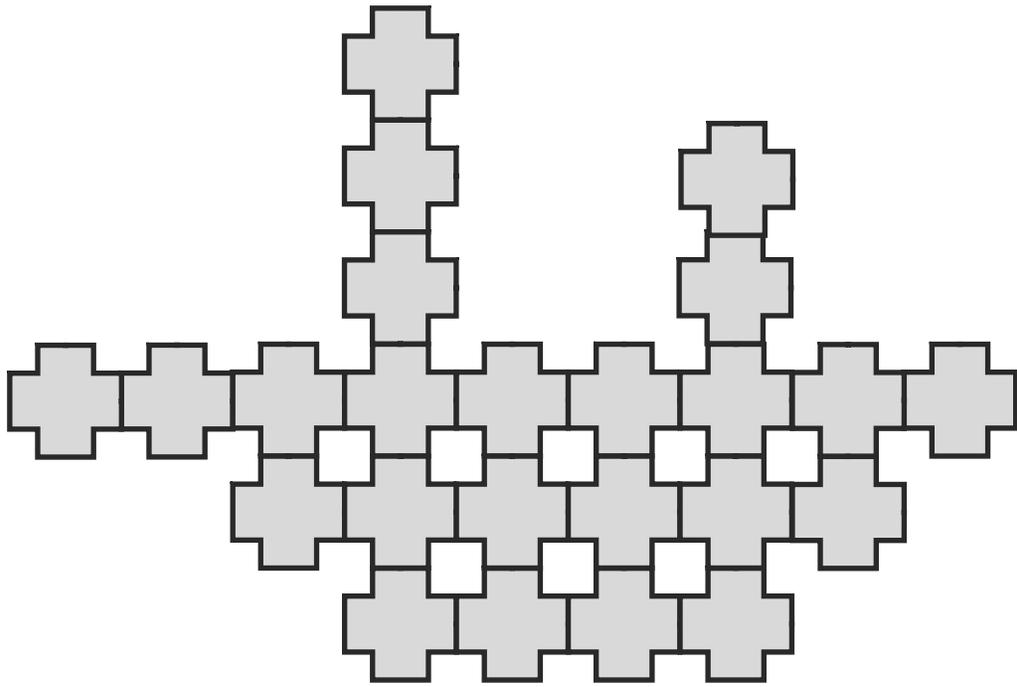
B

Alternative

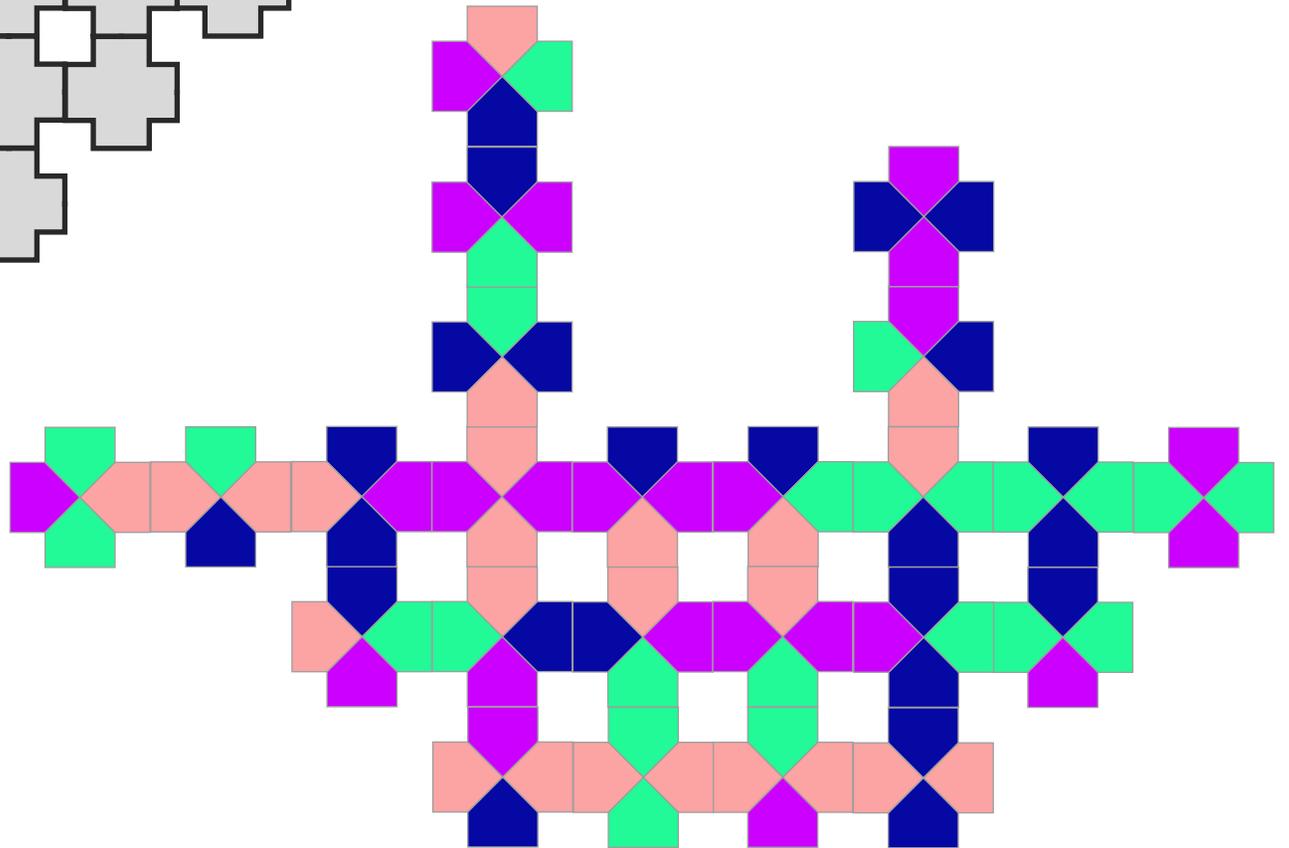


Non-matching

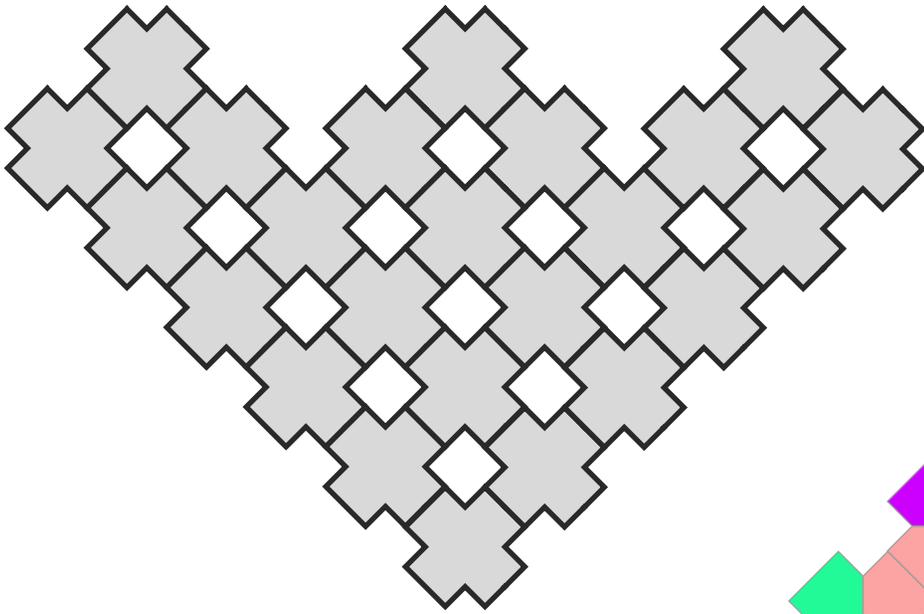
# End-to-end matching: examples



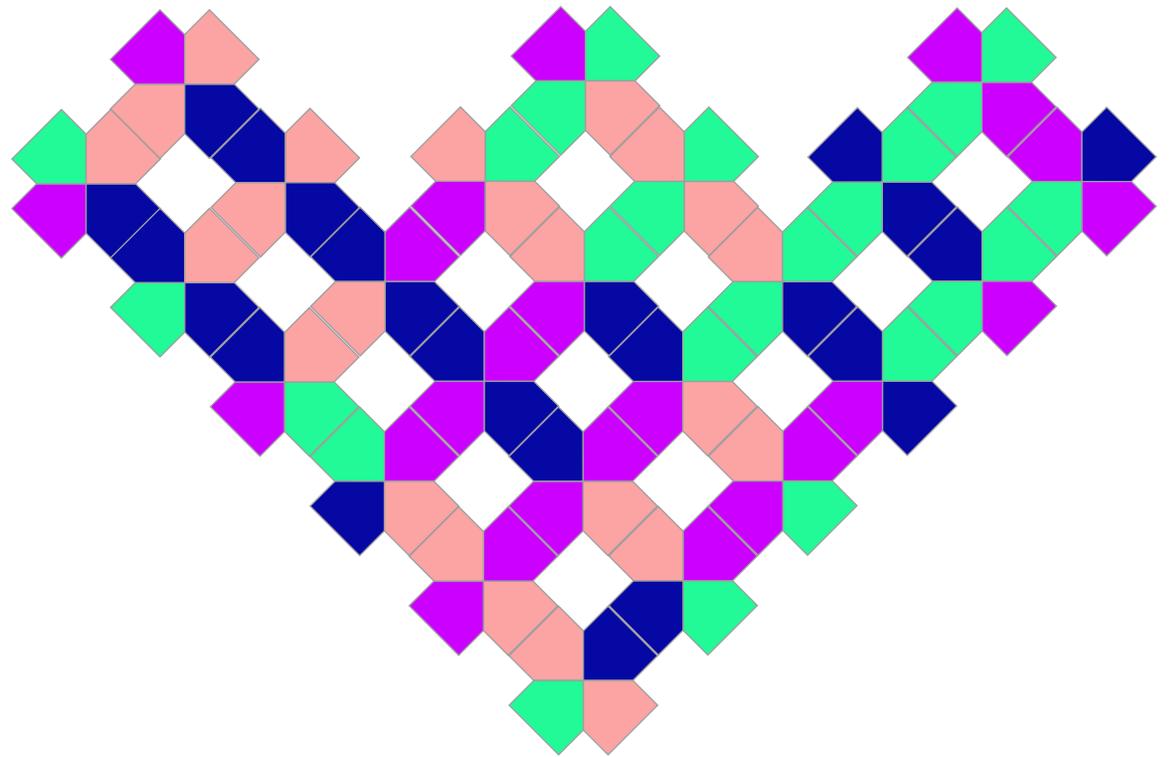
Example 1  
(Ship)



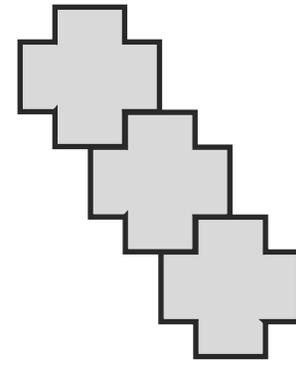
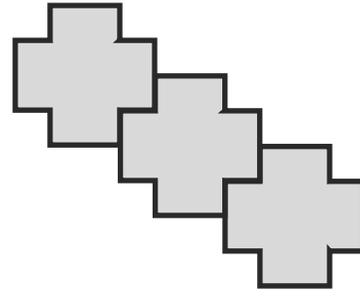
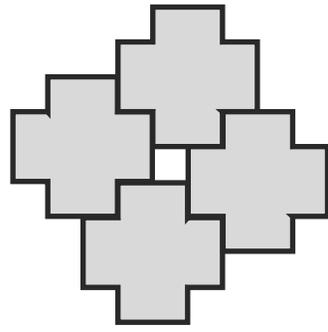
# End-to-end matching: examples



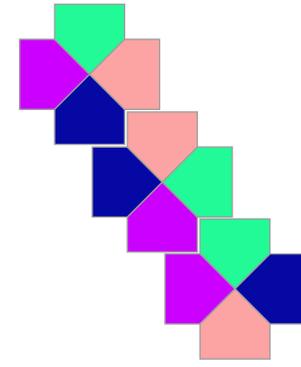
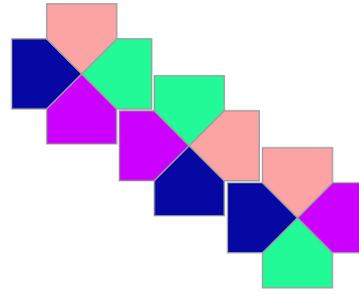
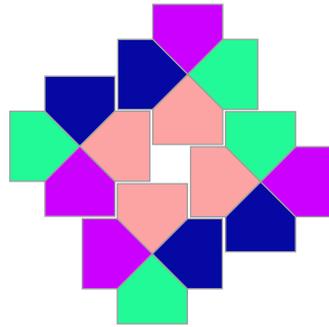
Example 2  
(Heart)



# Step 4: Corner-to-corner matching



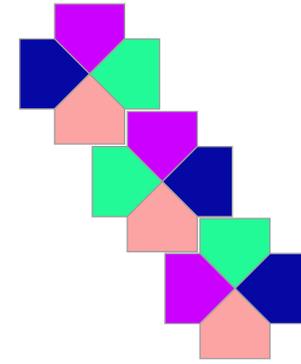
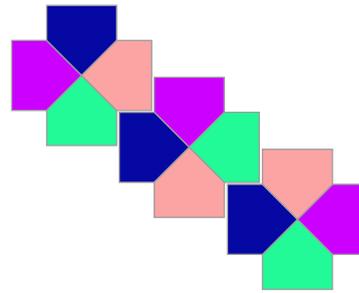
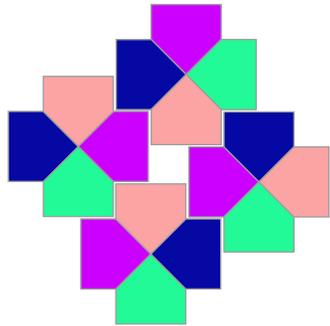
A



Color  
edge-matching

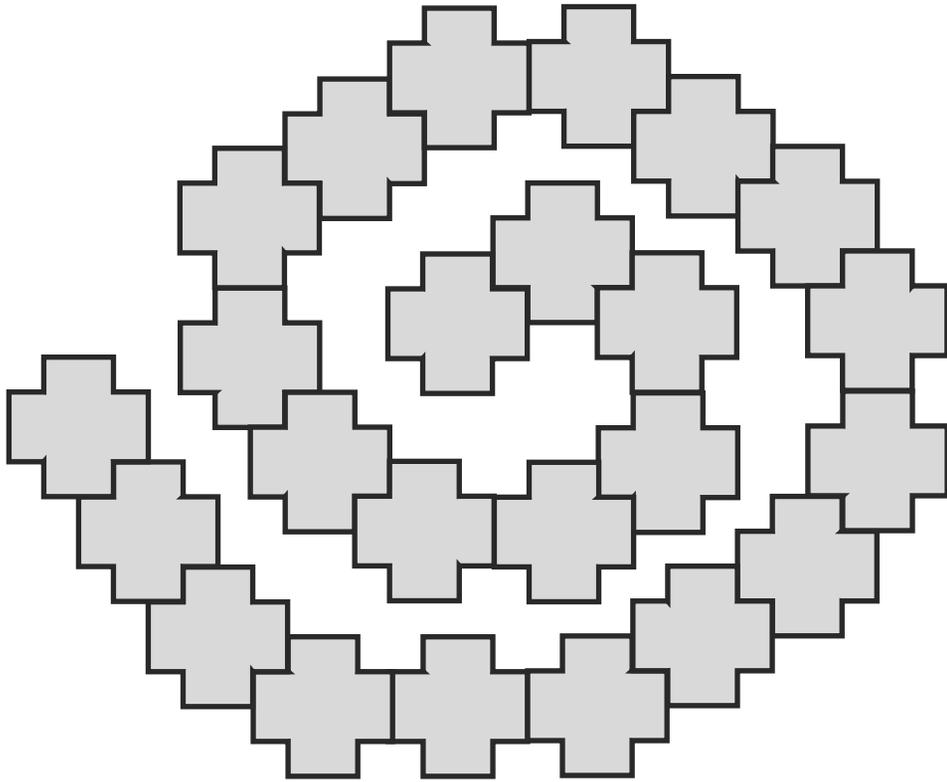
B

Alternative

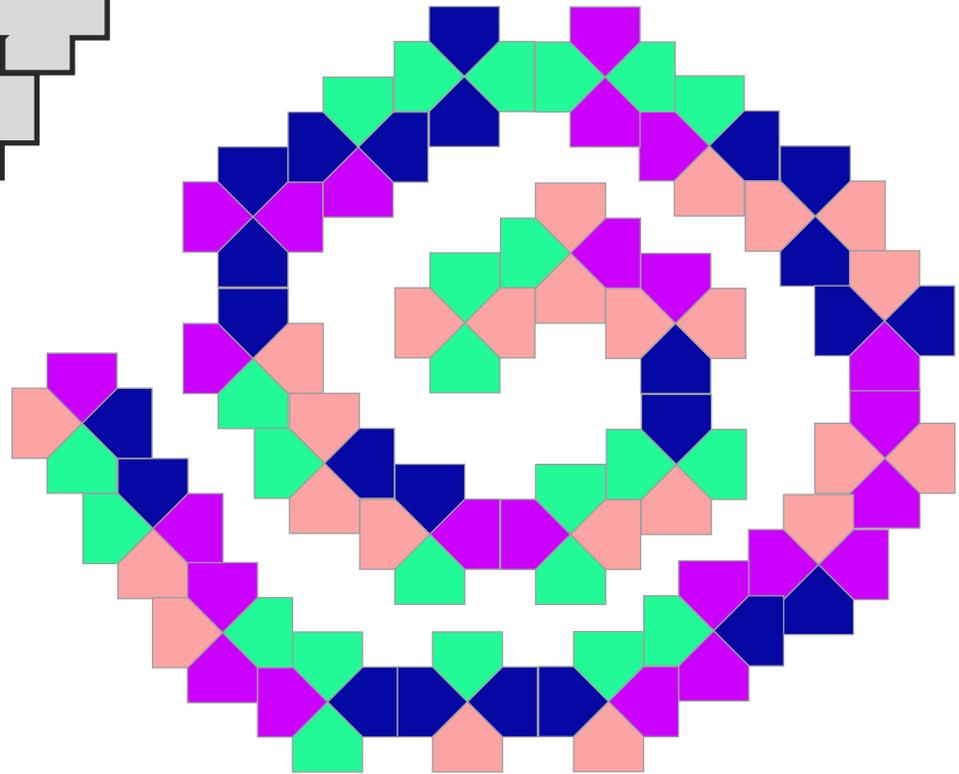


Non-matching

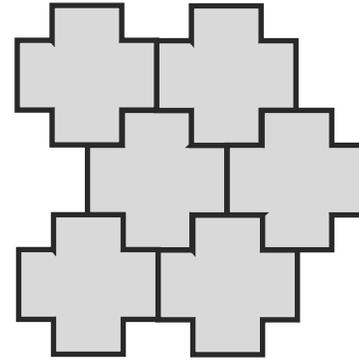
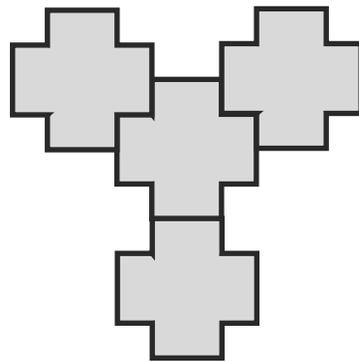
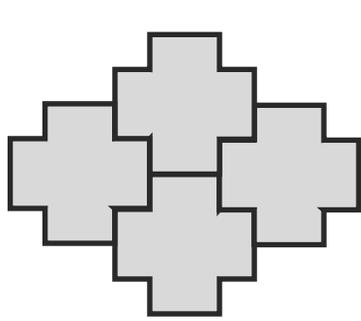
# Corner-to-corner matching: examples



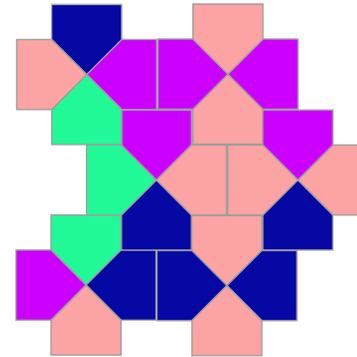
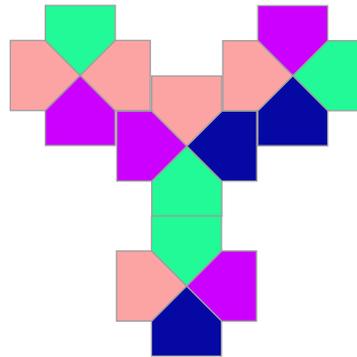
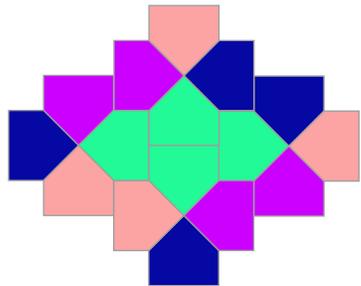
Example 3  
(Spiral)



# Step 5: Mixed matching (end-to-end & corner-to-corner)



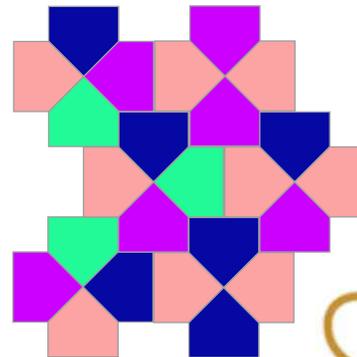
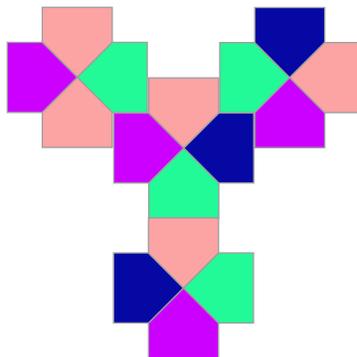
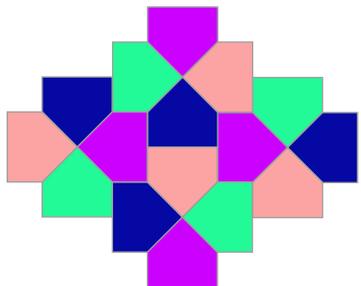
A



Color  
edge-matching

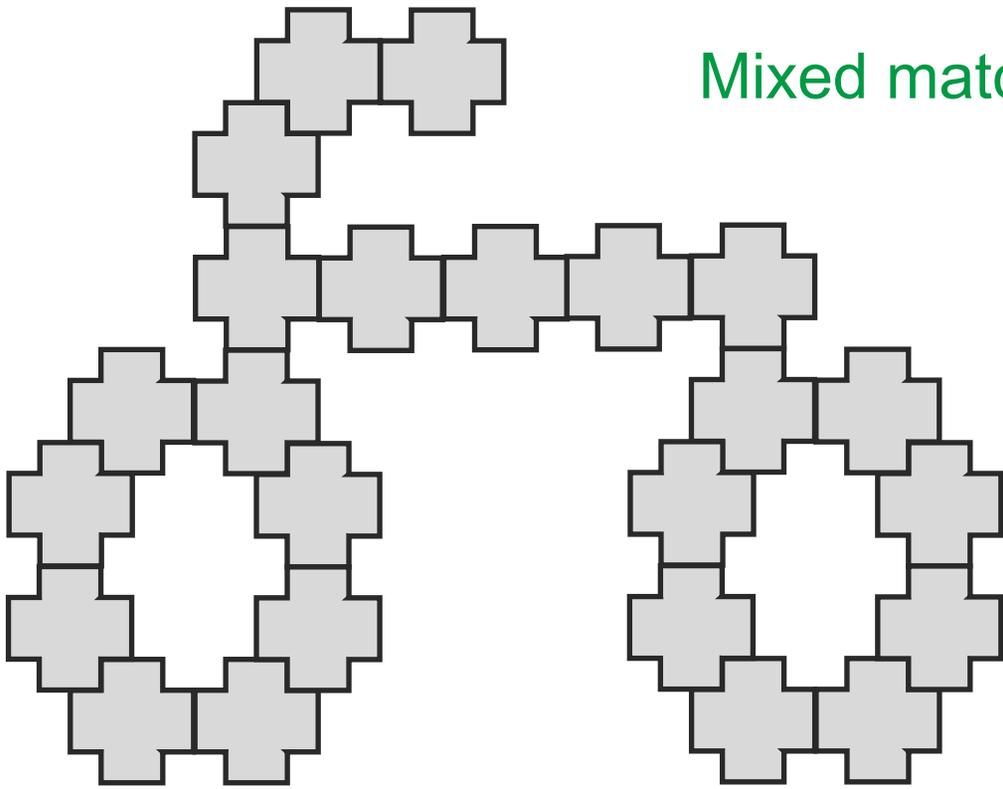
B

Alternative

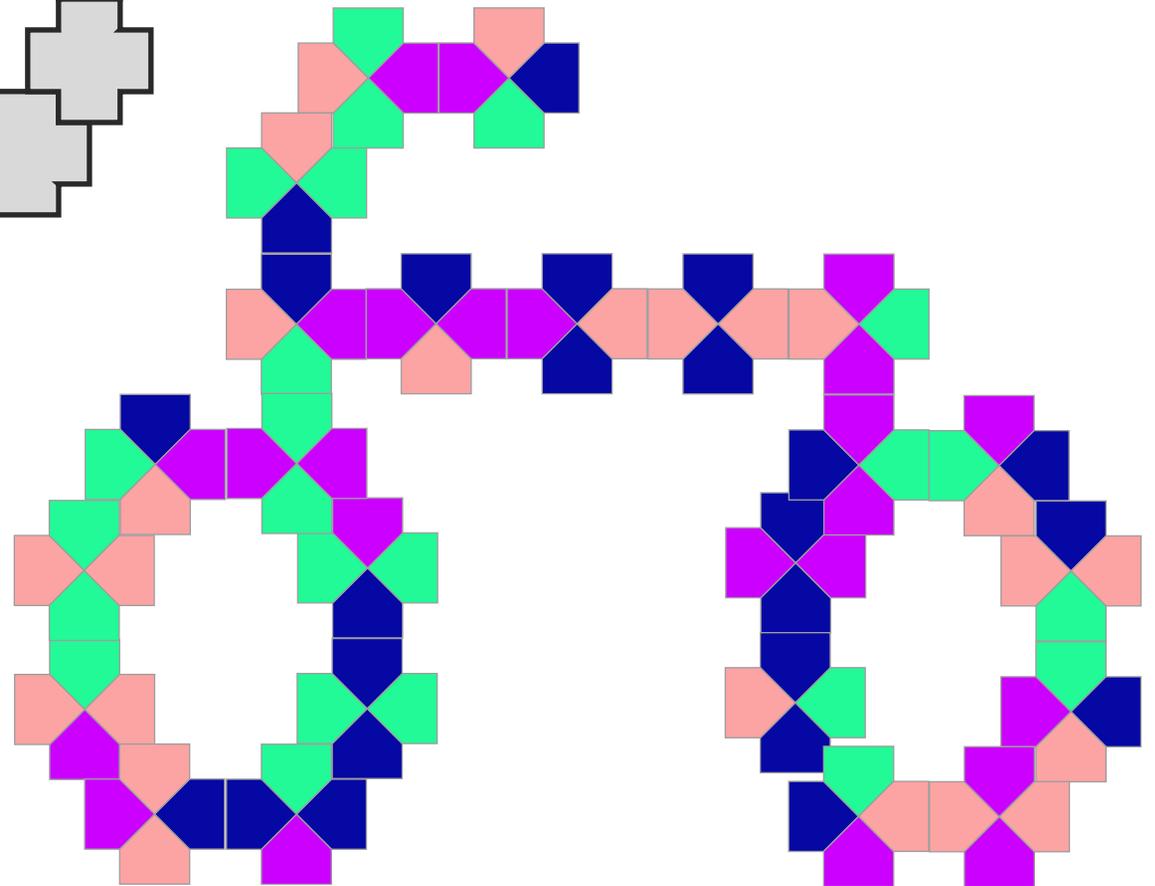


Non-matching

# Mixed matching: examples

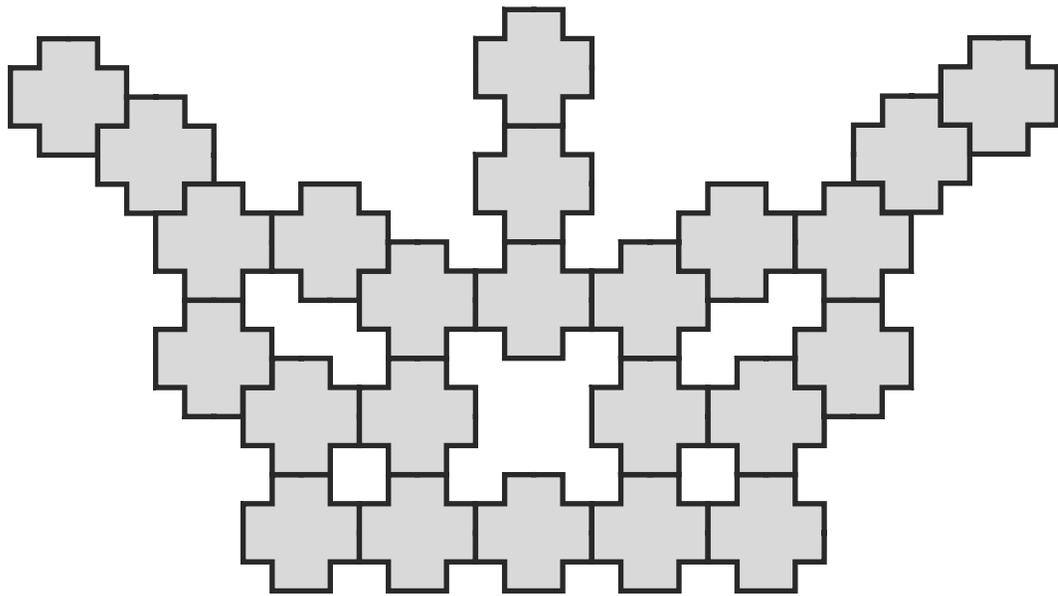


Example 4  
(Easy - Bicycle)

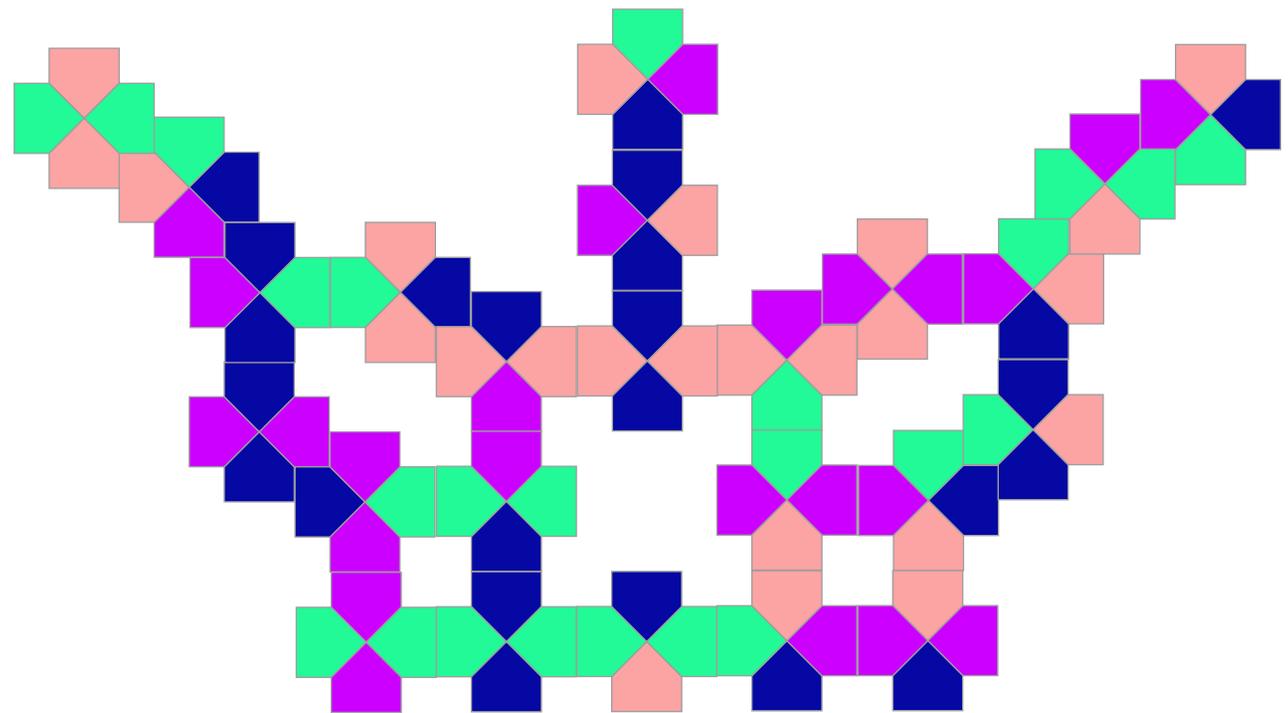


$\Sigma_4 \Sigma_{10}$

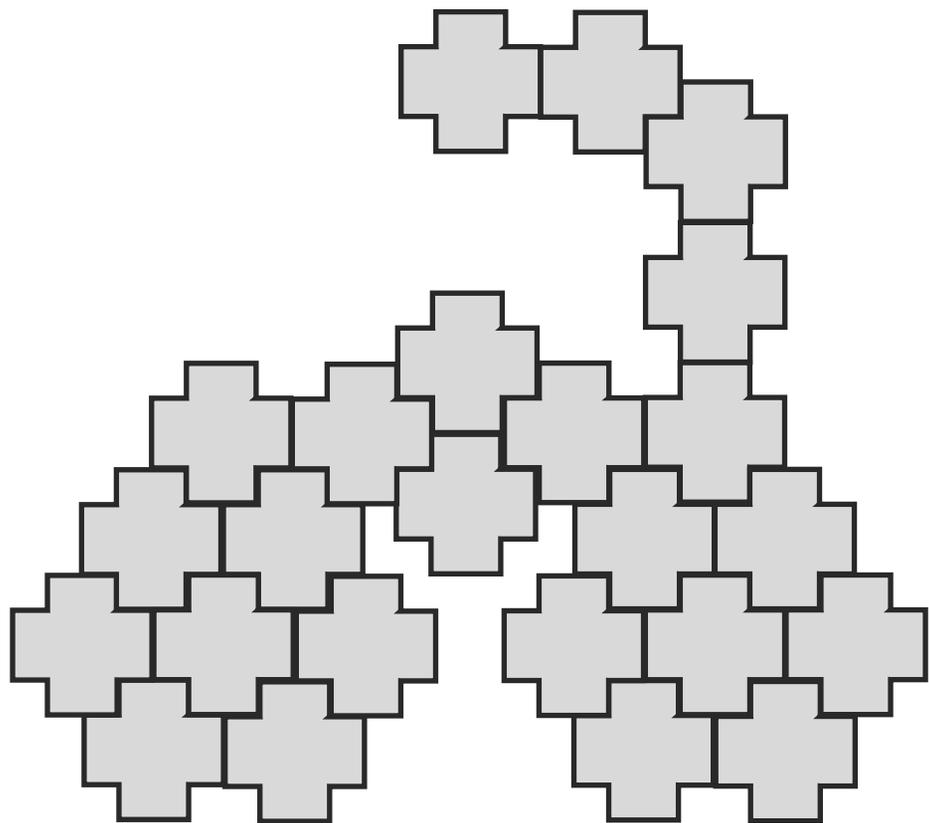
# Mixed matching: examples



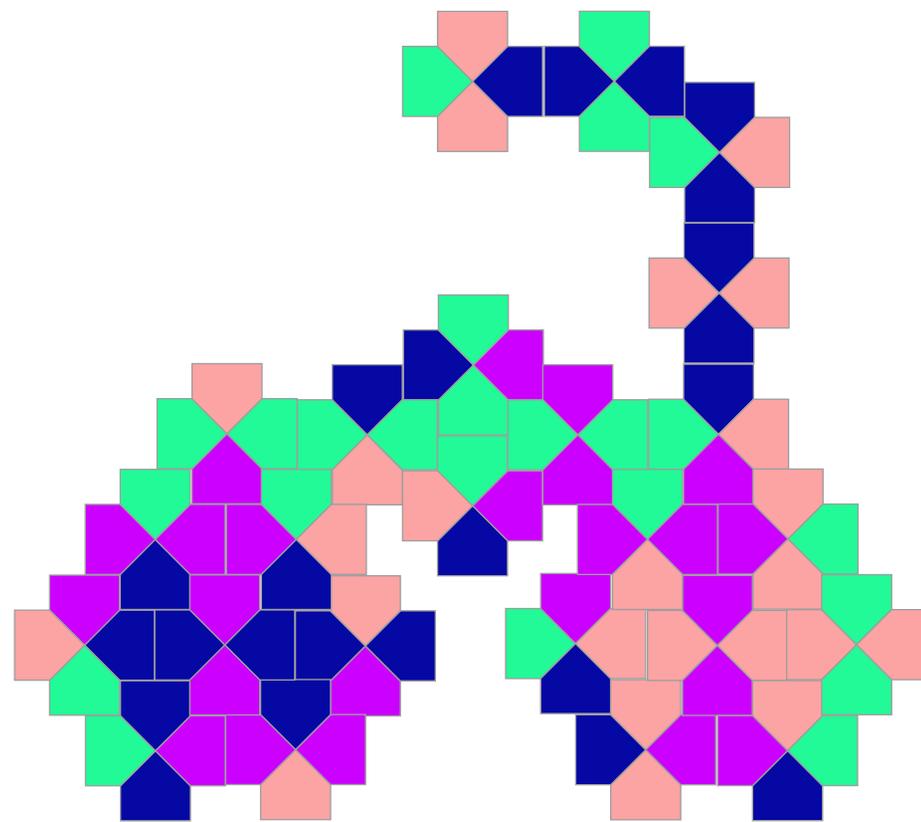
Example 5  
(Easy - Crown)



# Mixed matching: examples

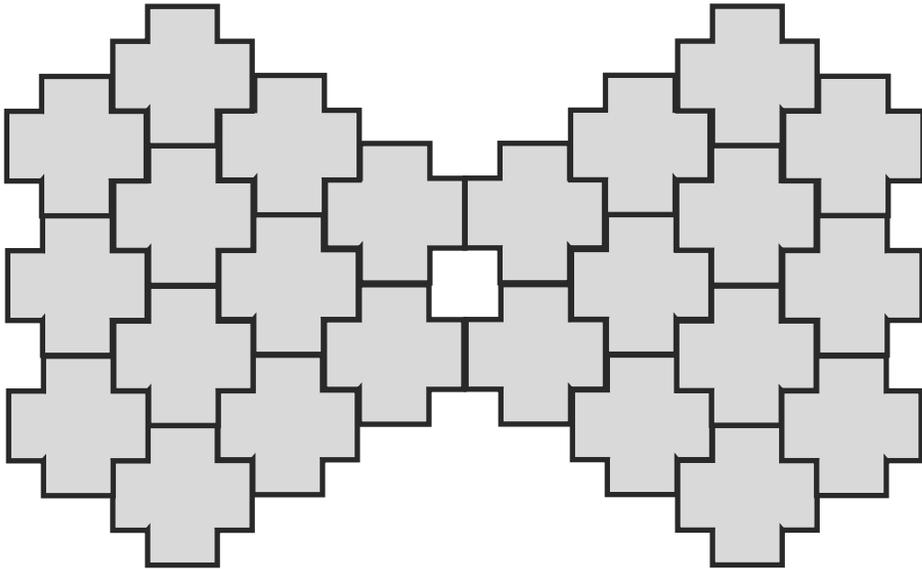


Example 6  
(Medium - Bicycle)

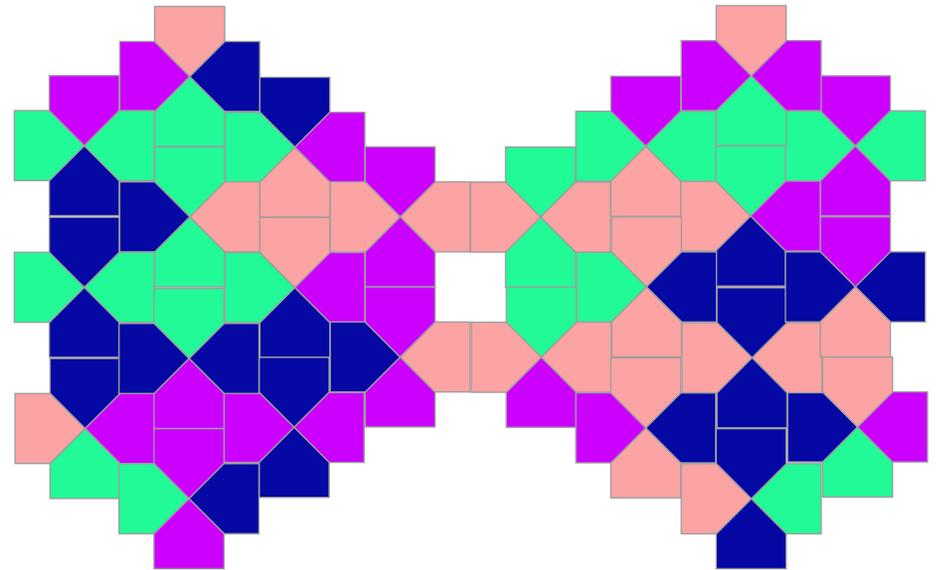


$\Omega 4 \Omega 10$

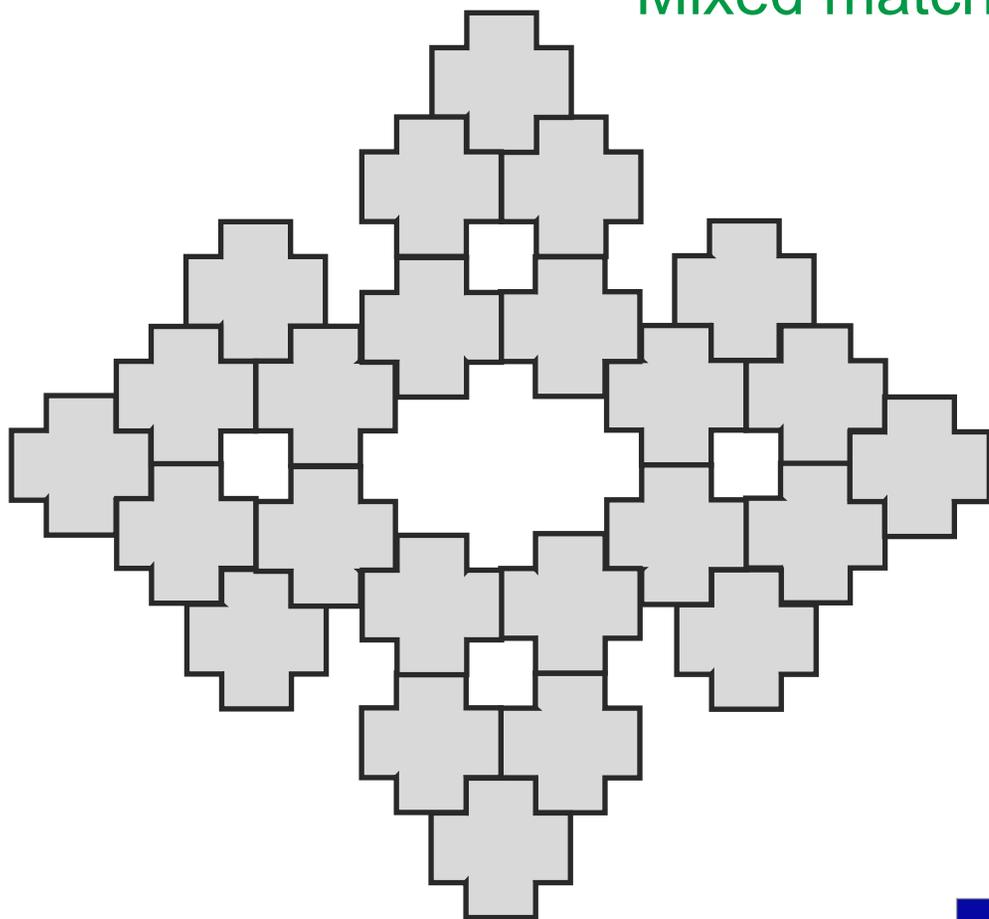
# Mixed matching: examples



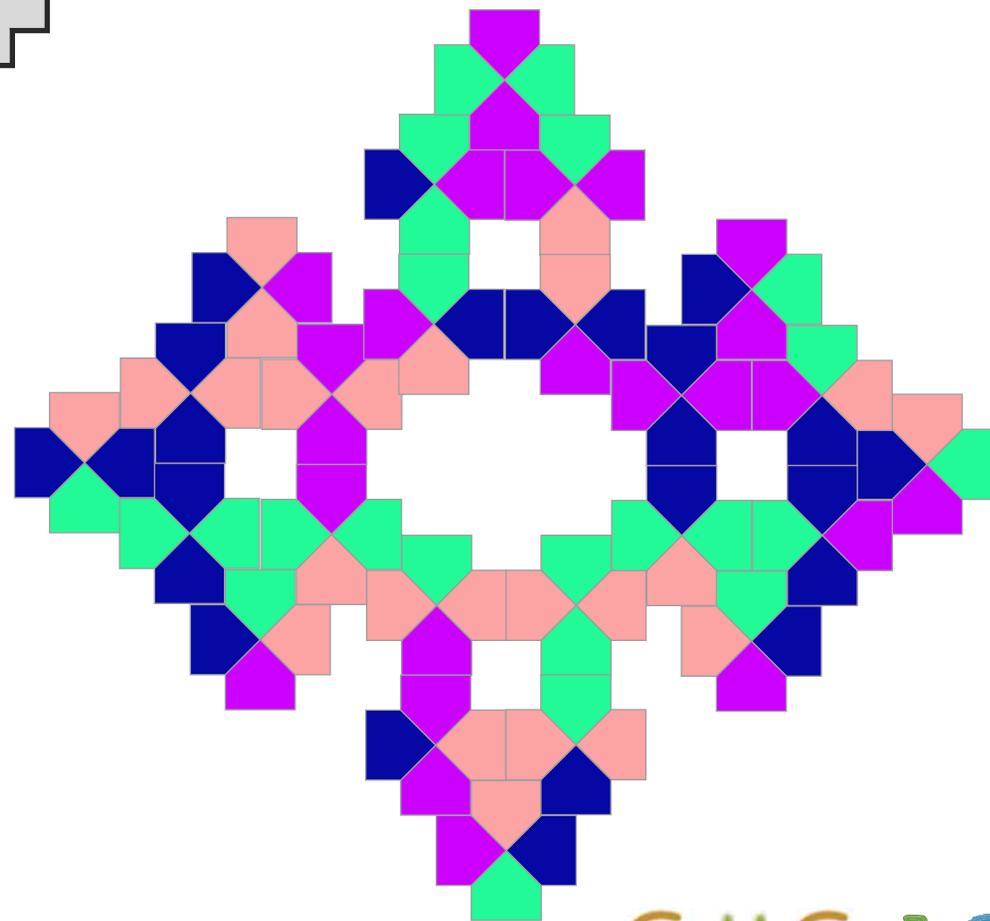
Example 7  
(Medium - Bow-tie)



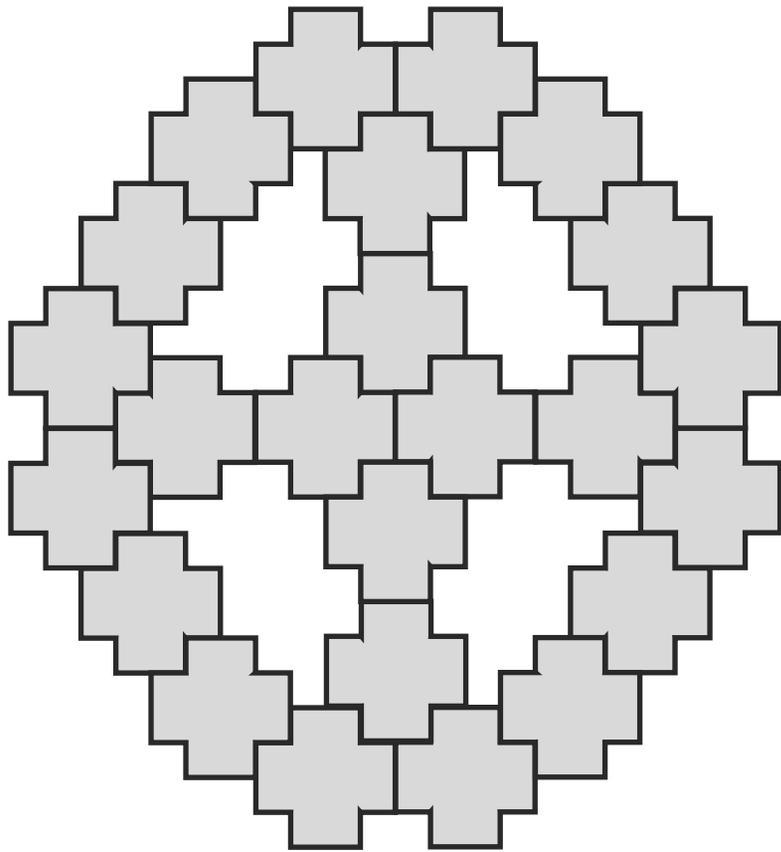
# Mixed matching: examples



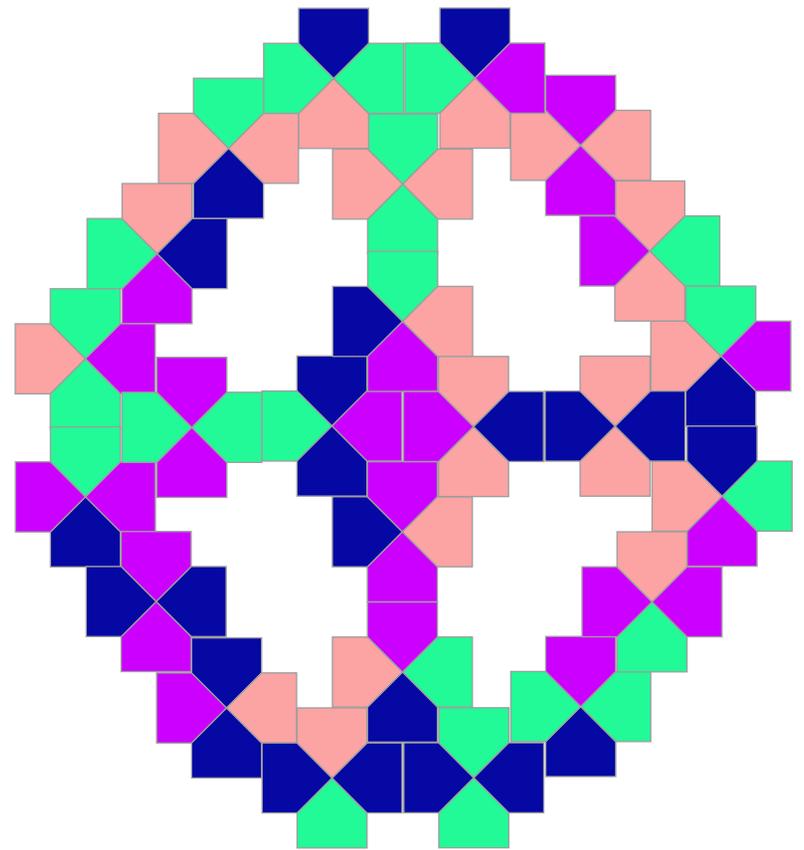
Example 8  
(Medium - Symmetry 1)



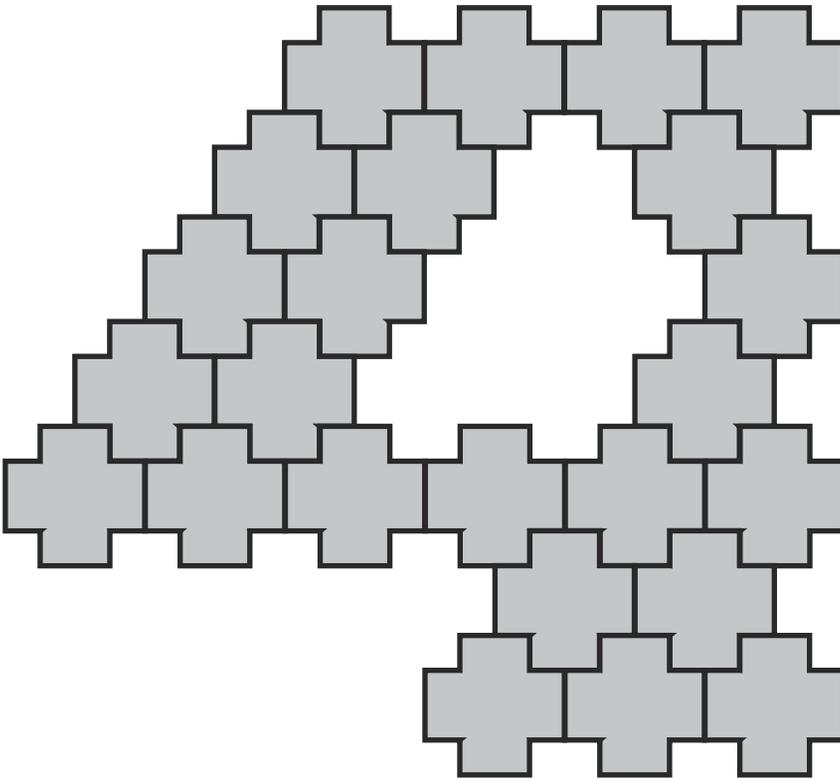
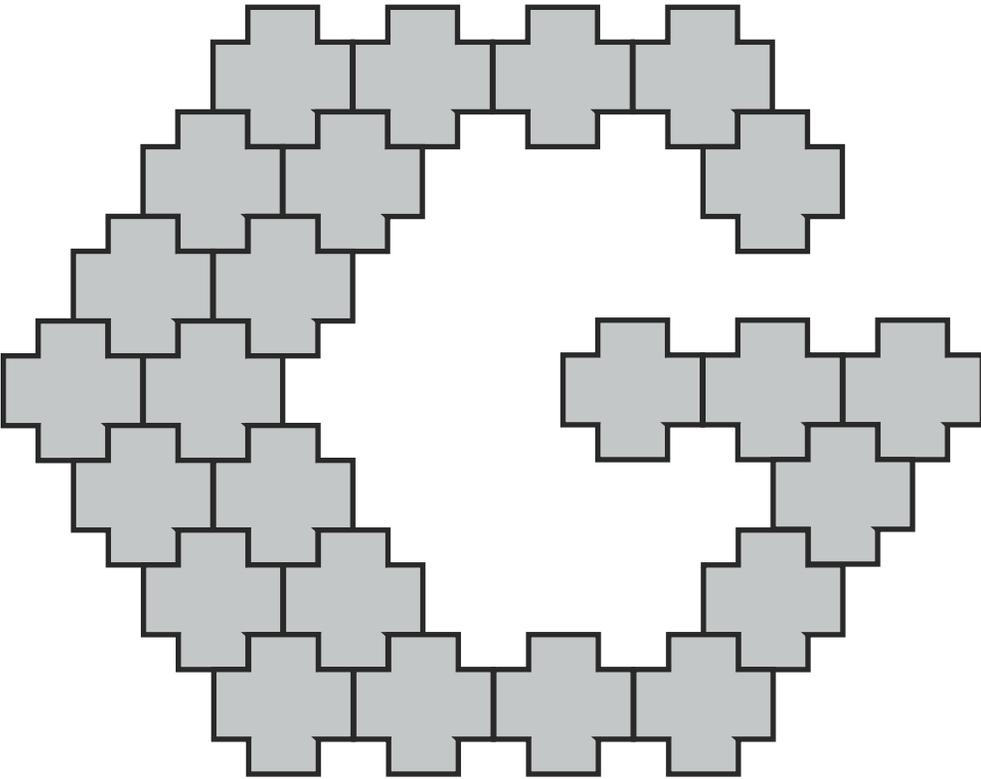
# Mixed matching: examples



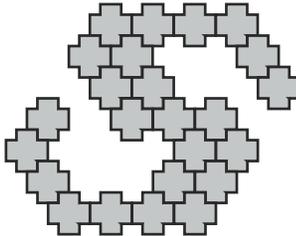
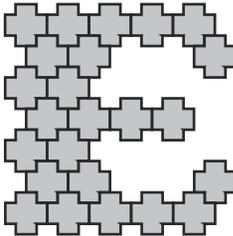
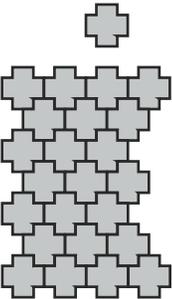
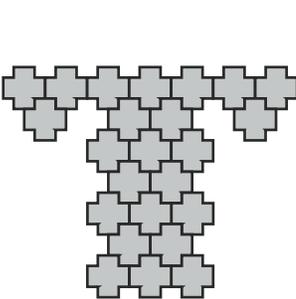
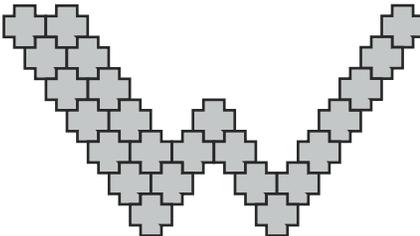
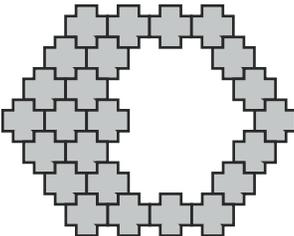
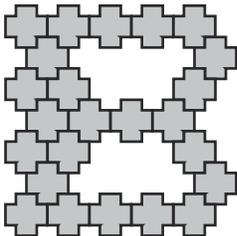
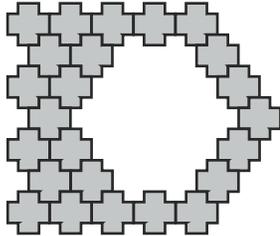
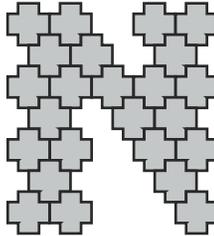
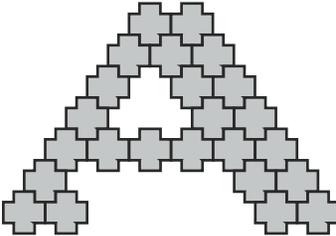
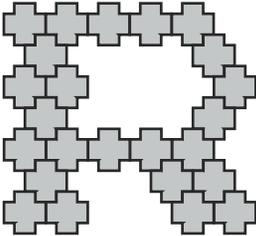
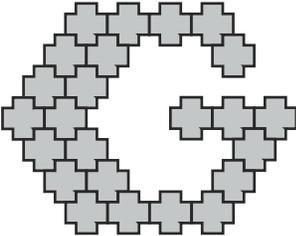
Example 9  
(Medium - Symmetry 2)



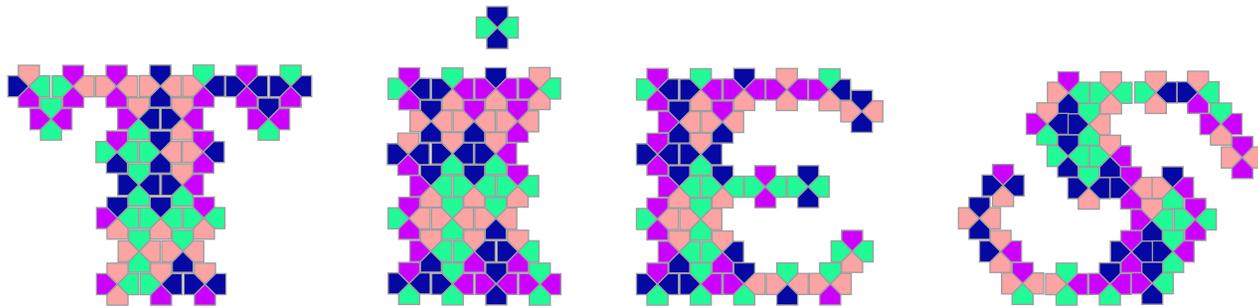
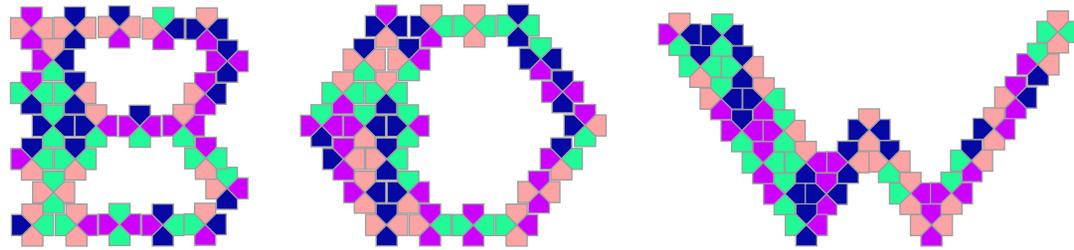
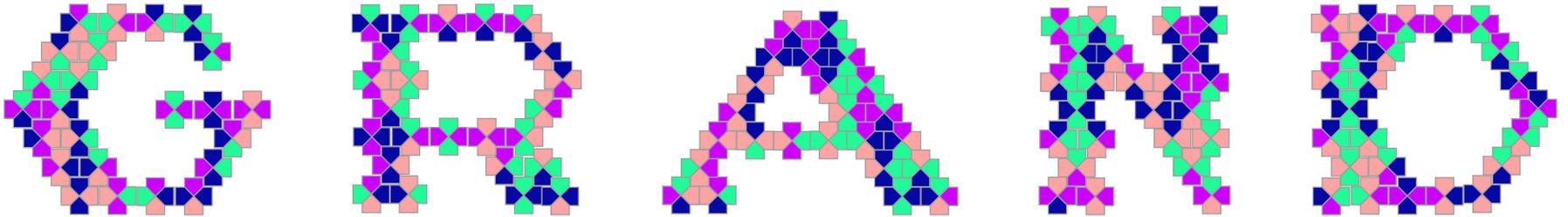
# Step 6: Letters & Digits



# Letters & Digits: examples



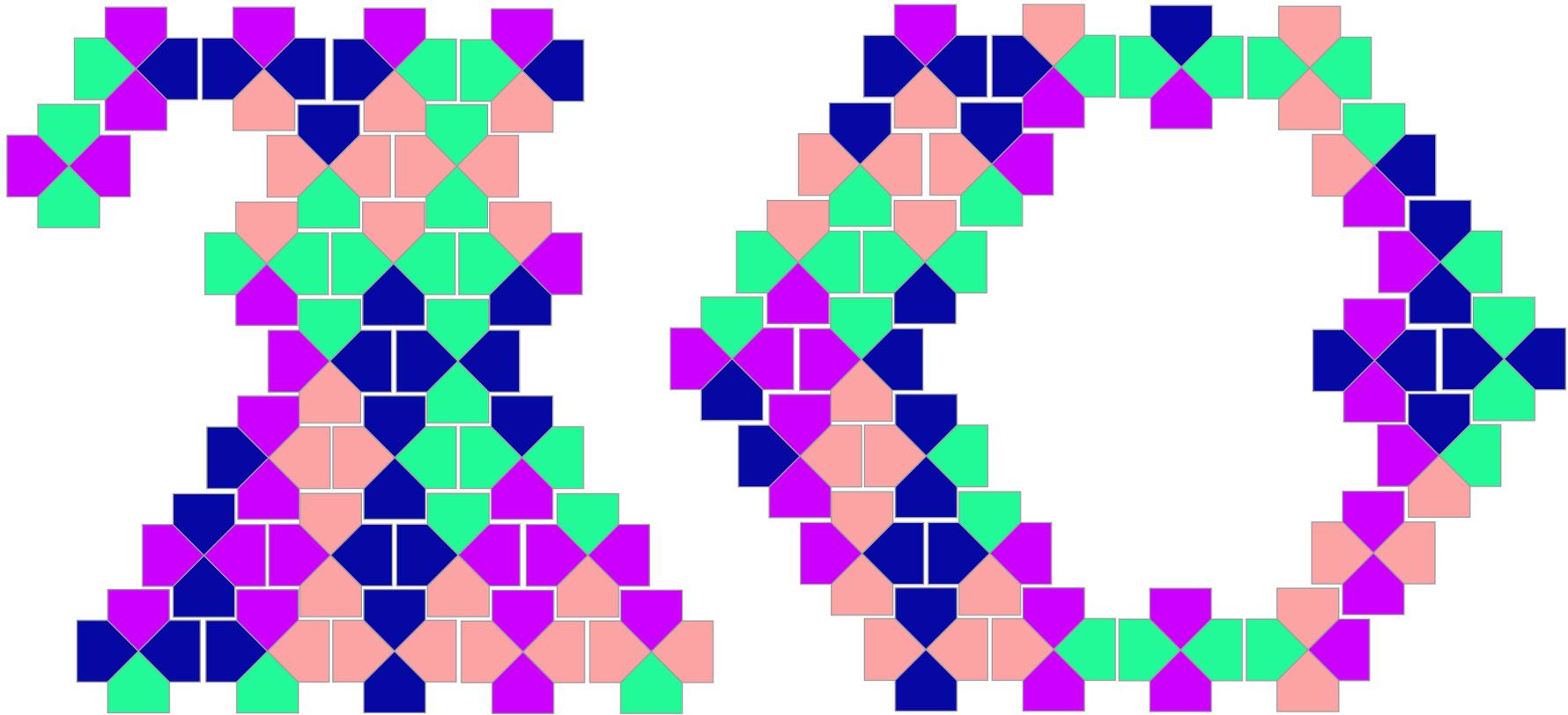
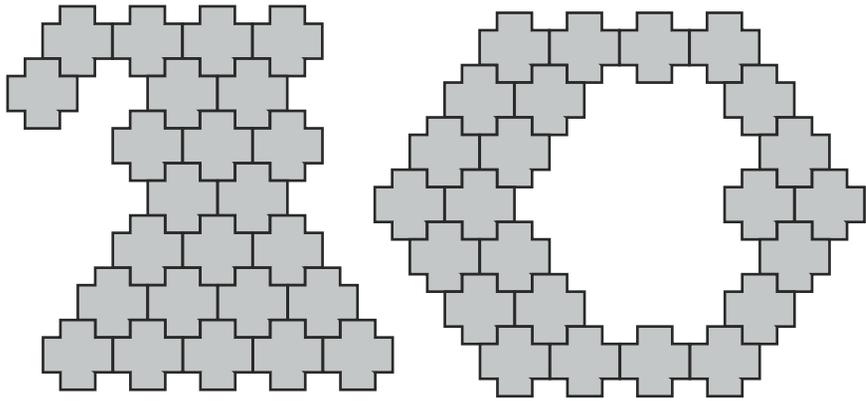
# Letters & Digits: examples



Example 10  
(Medium - Letters)

G4G10

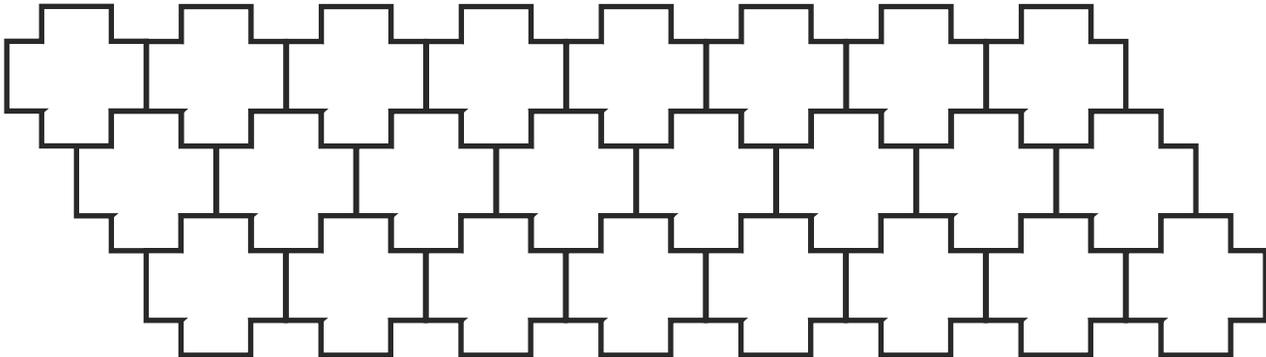
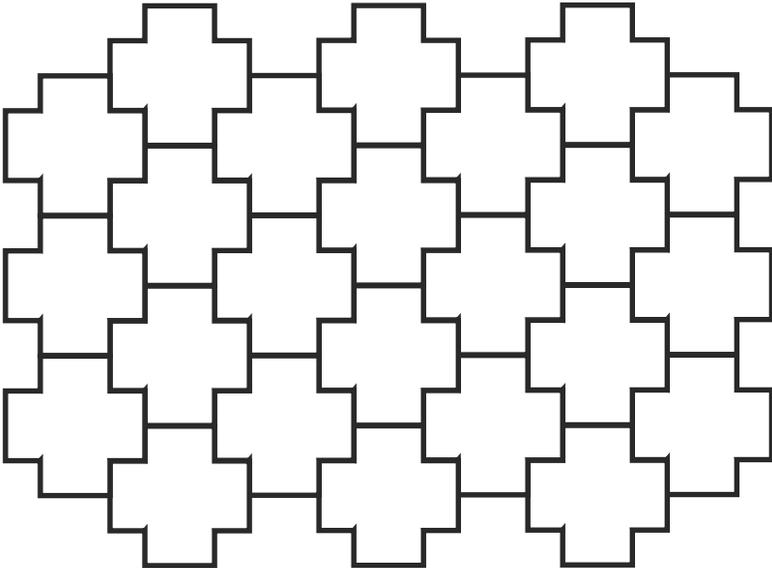
# Letters & Digits: examples



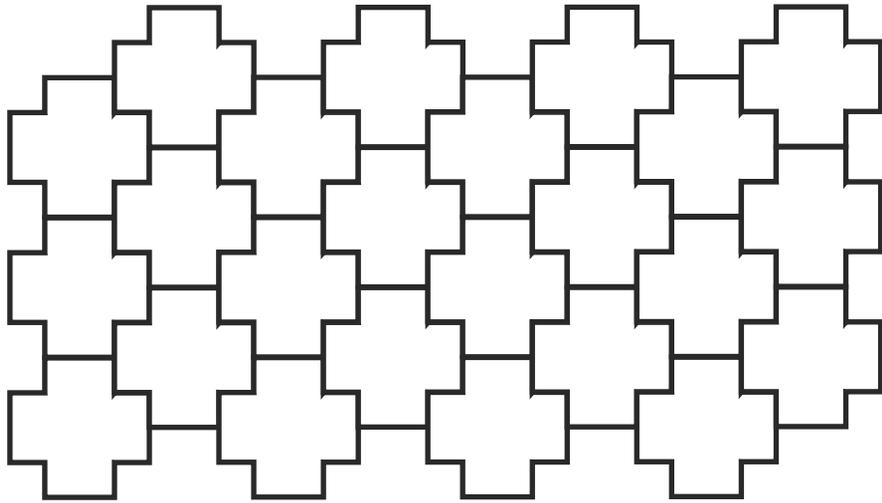
Example 11  
(Medium - Number 10)

Σ4Σ10

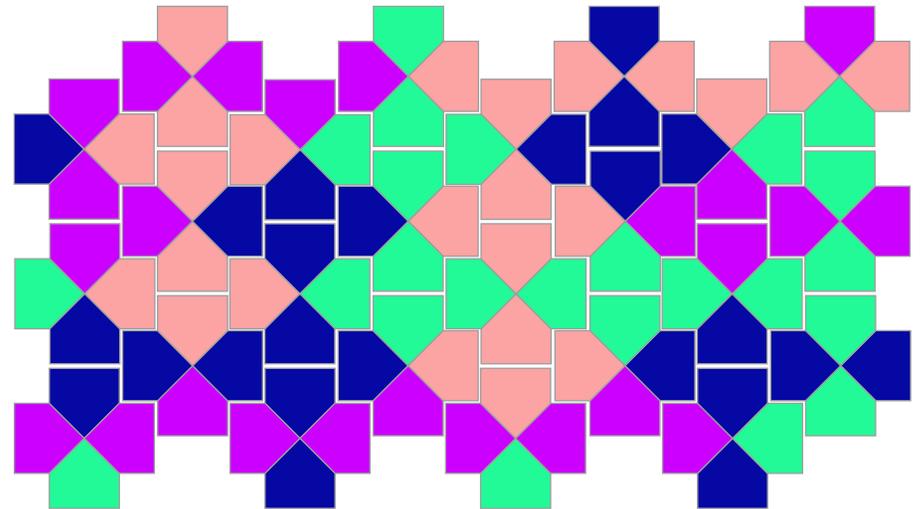
# Step 7: Compact figures



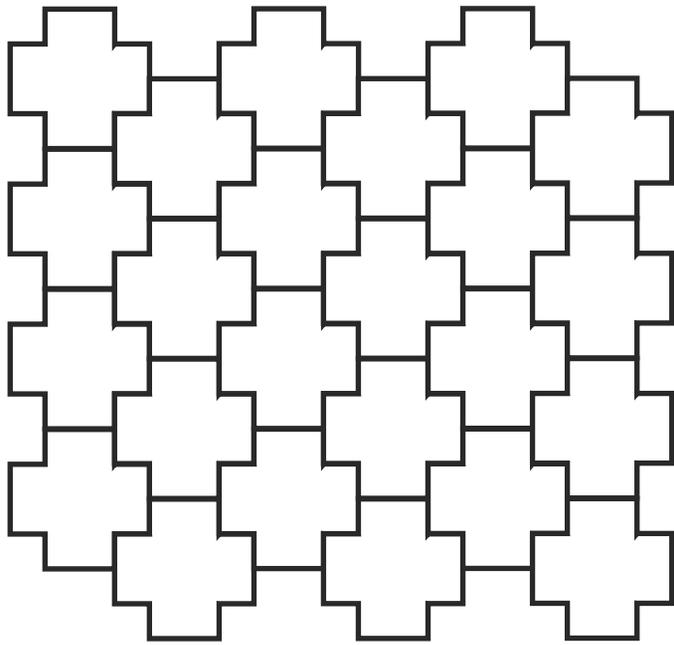
# Compact figures: examples



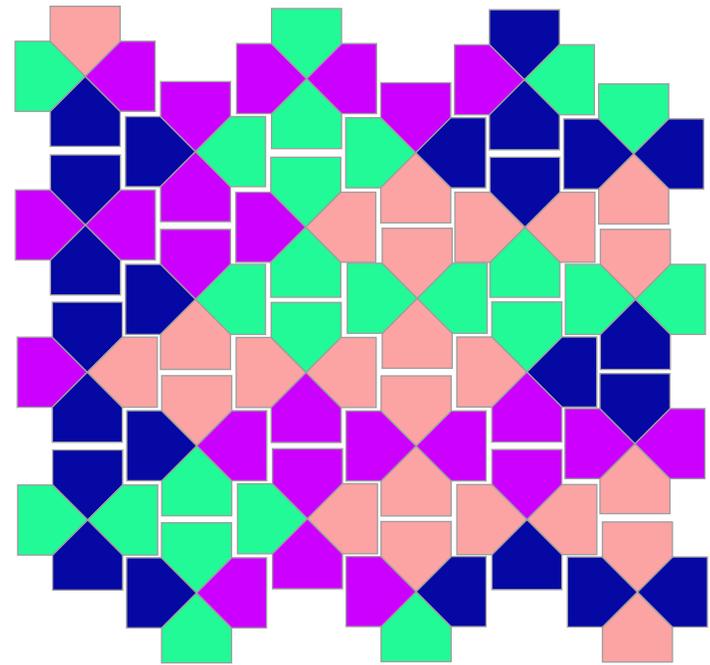
Example 12  
(Challenging figure 3x8)



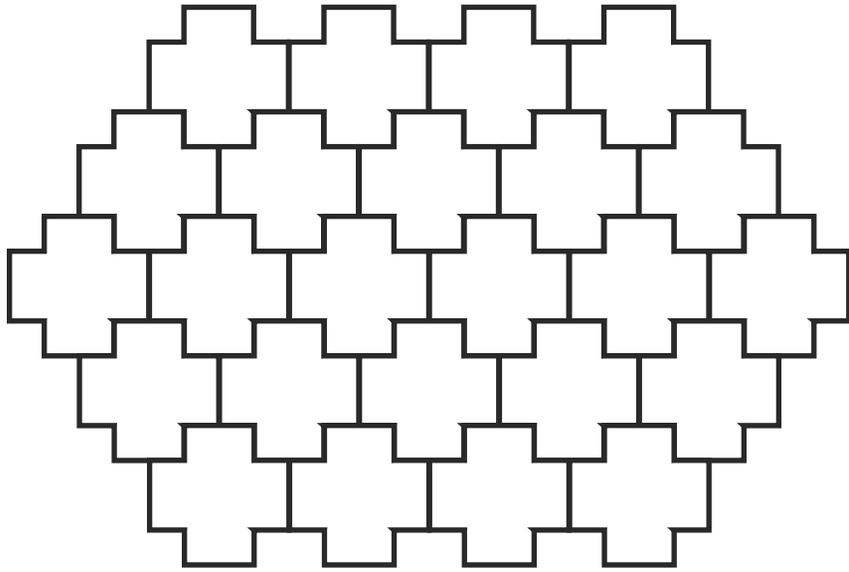
## Compact figures: examples



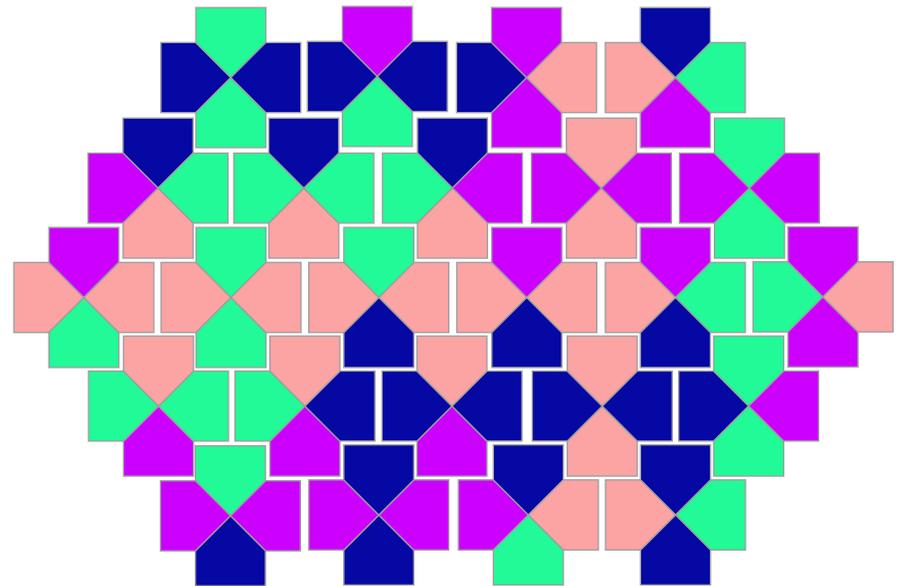
Example 13  
(Challenging figure 4x6)



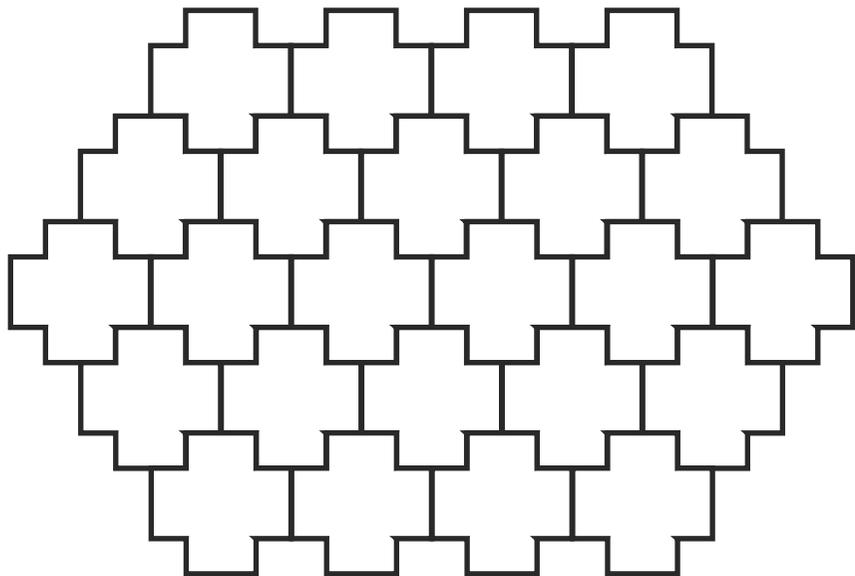
# Compact figures: examples



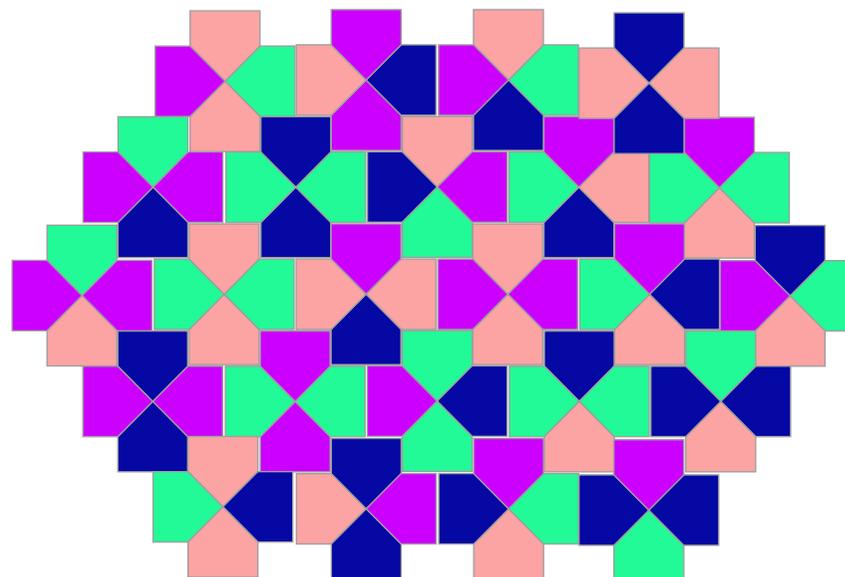
Example 14  
(Challenging figure 4-5-6)



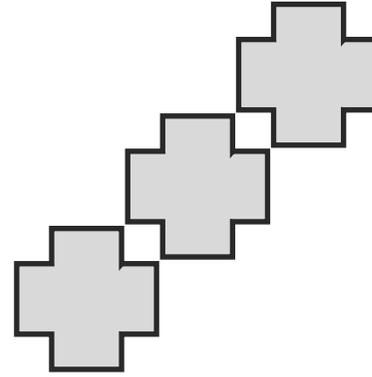
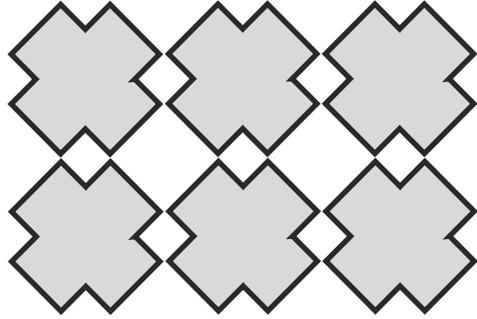
# Compact figures: examples



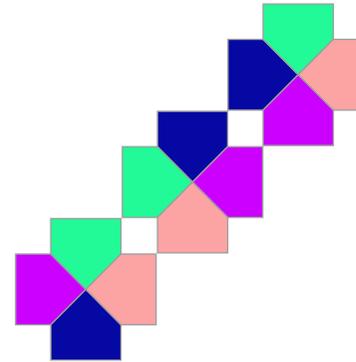
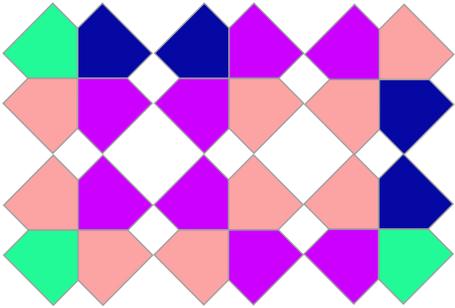
Example 15  
(Challenging figure 4-5-6)  
Non-match



# Step 8: Vertex touch

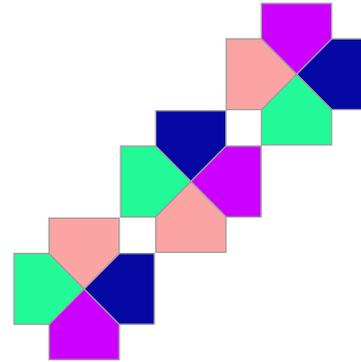
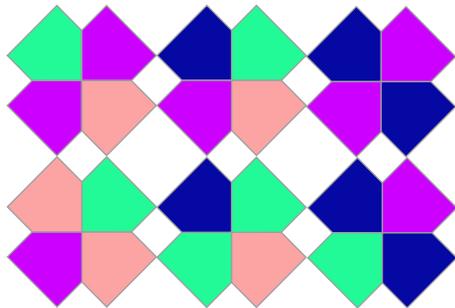


A



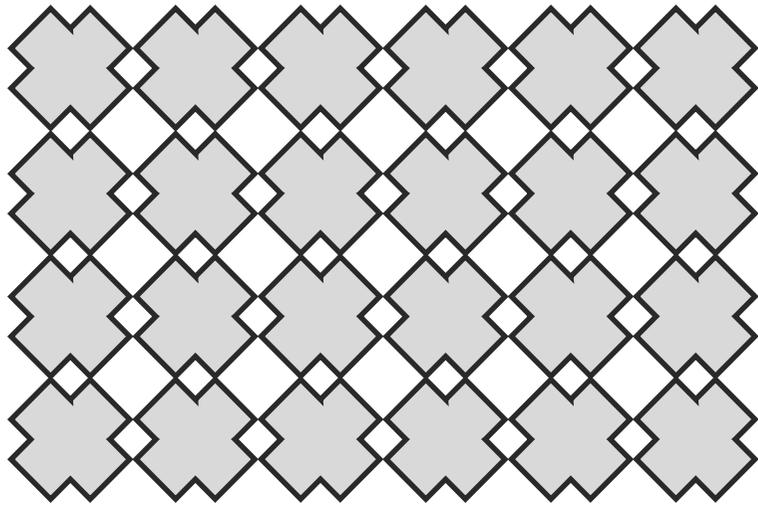
Color  
vertex-touch

B  
Alternative

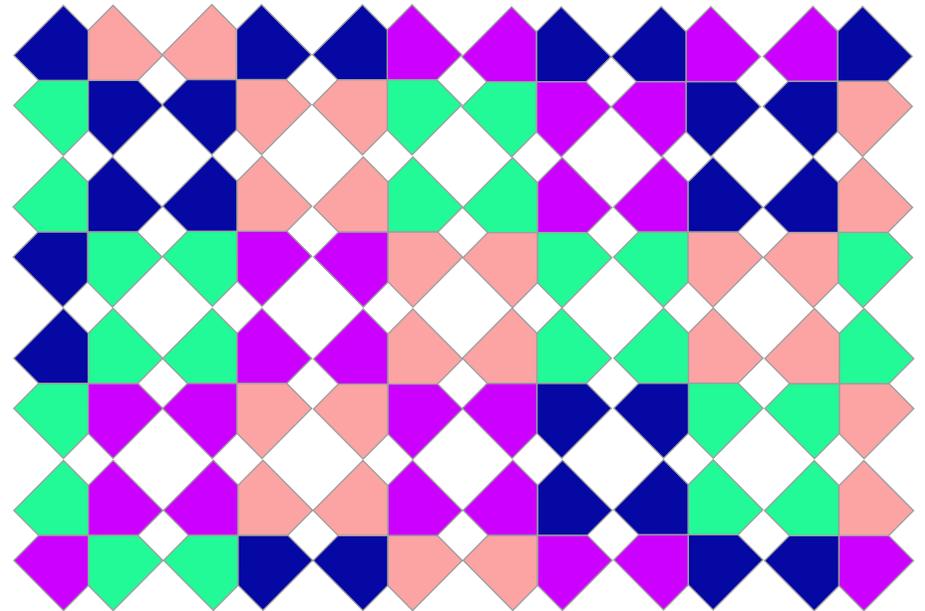


Non-matching

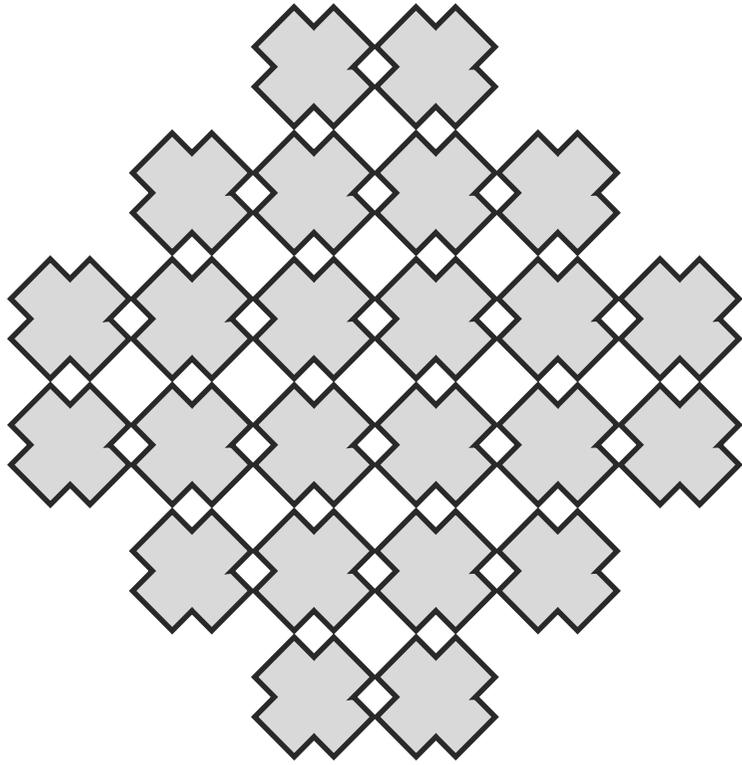
# Vertex touch: examples



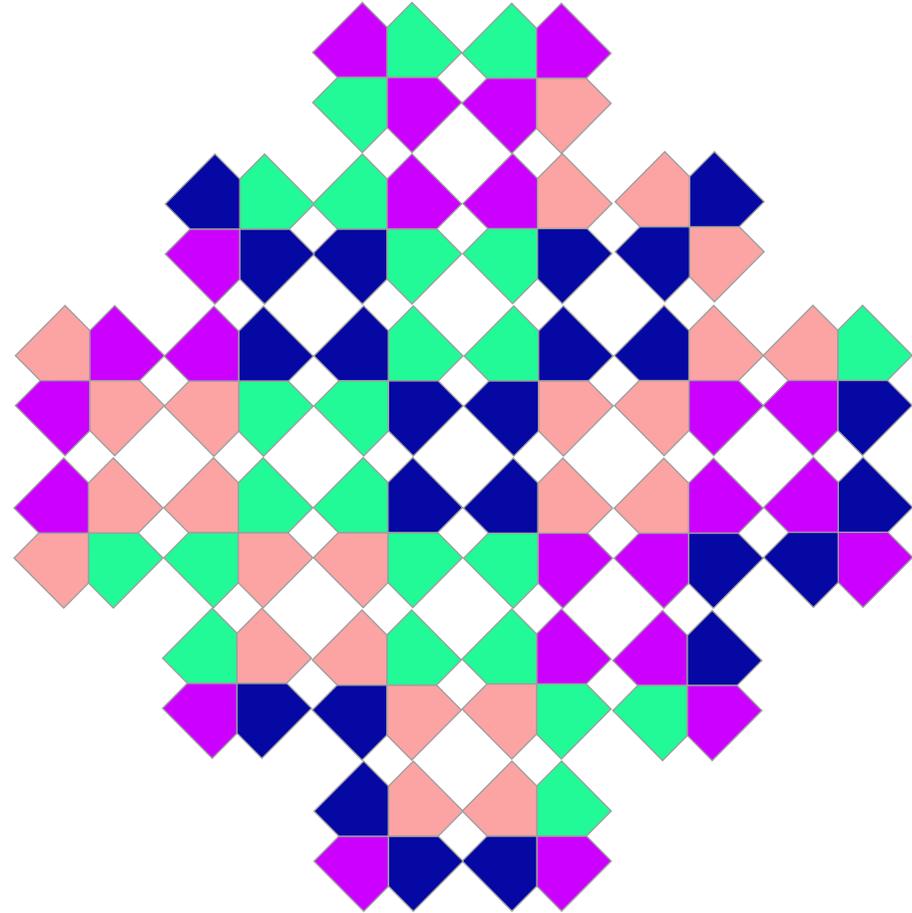
Example 16  
(Vertex figure 1)



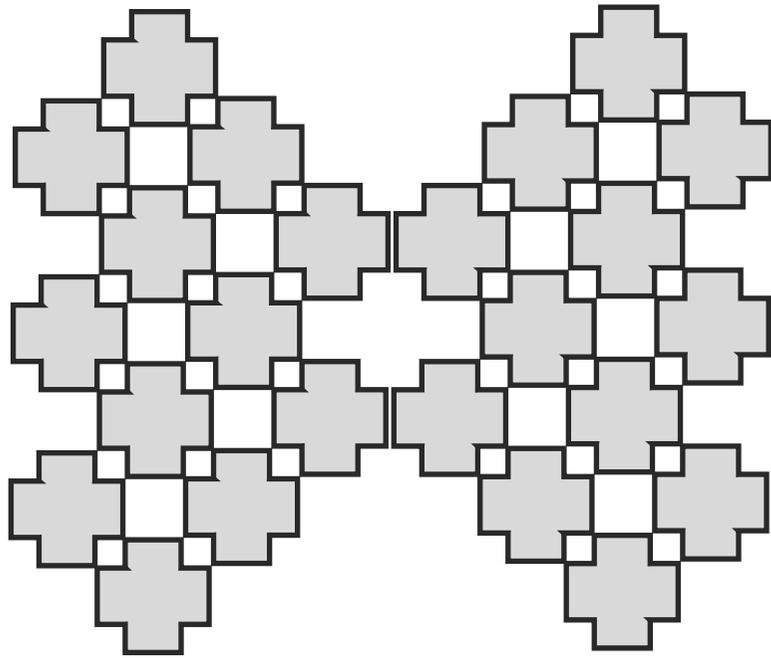
# Vertex touch: examples



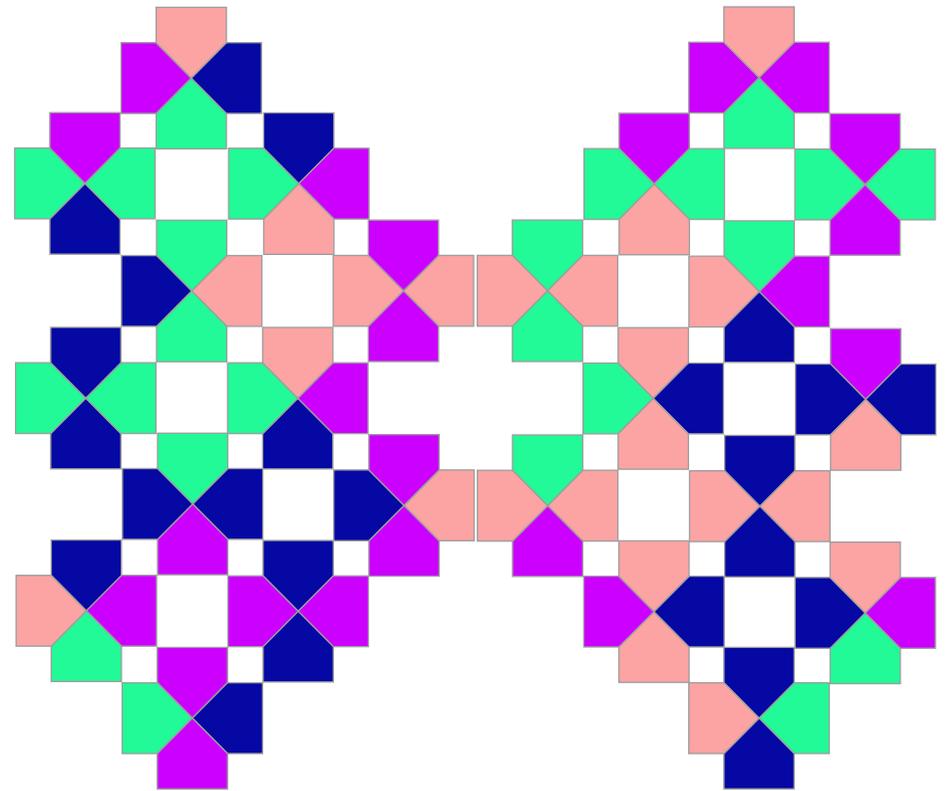
Example 17  
(Vertex figure 2)



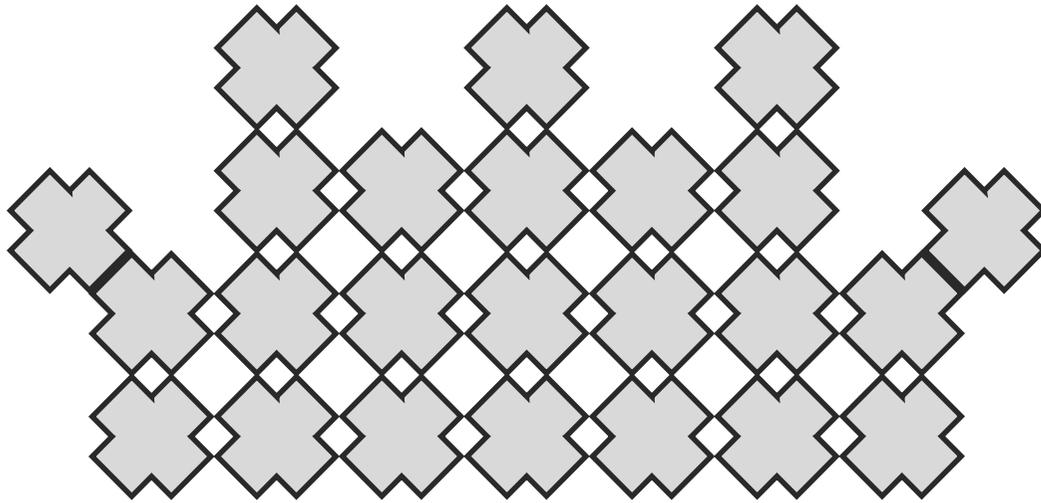
# Vertex touch: examples



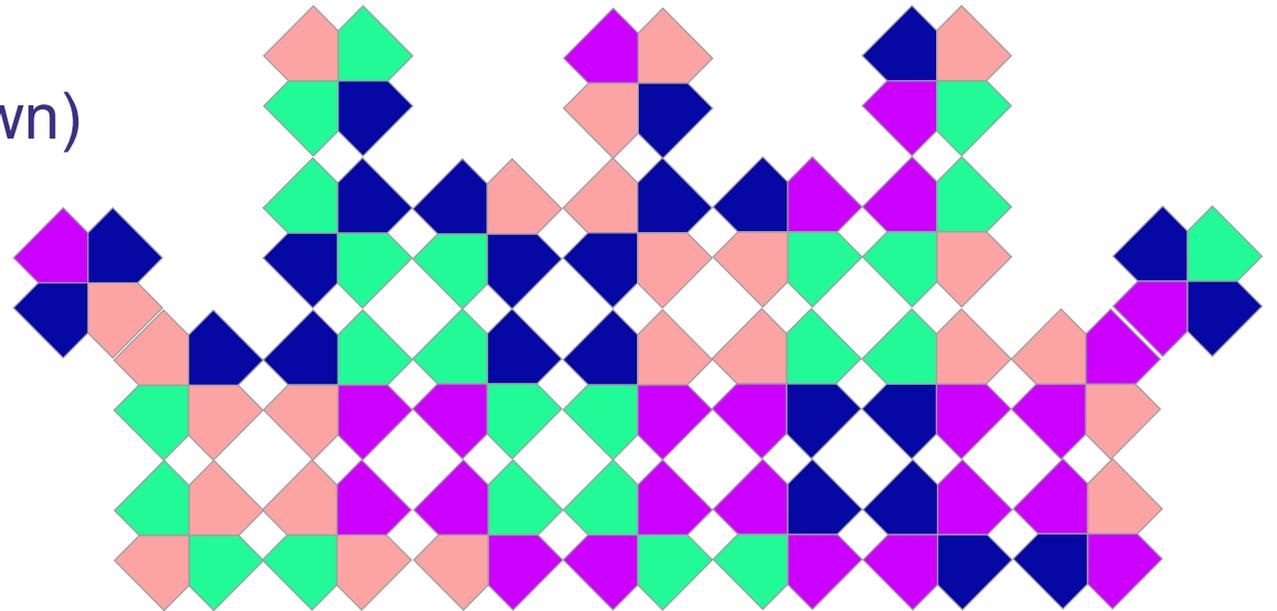
Example 18  
(Vertex figure 3)



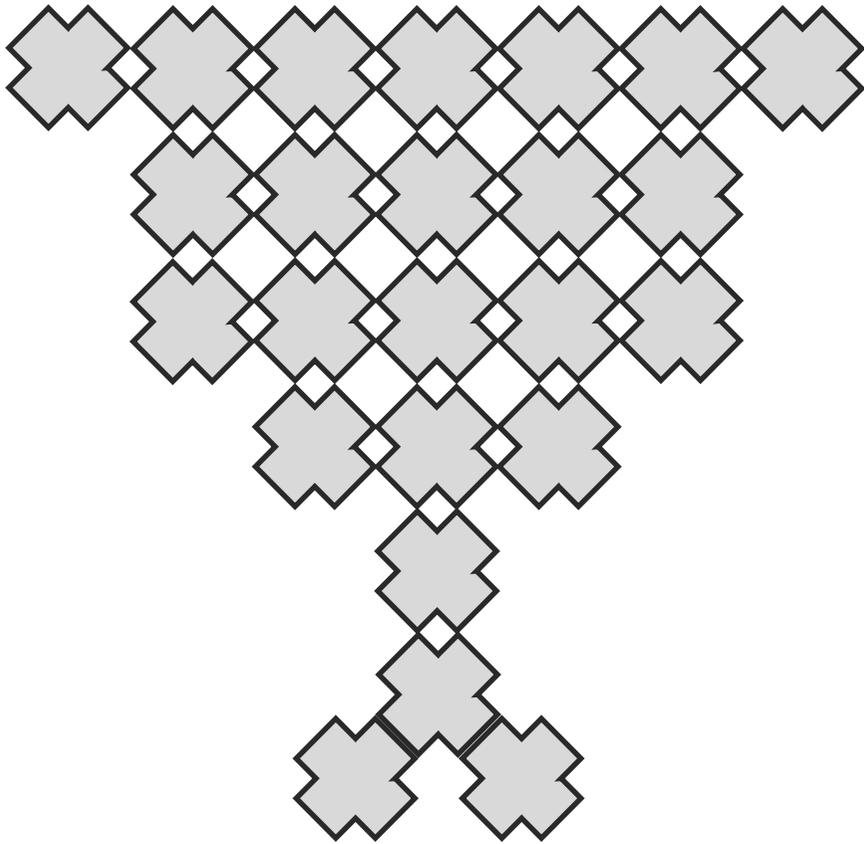
# Vertex touch: examples



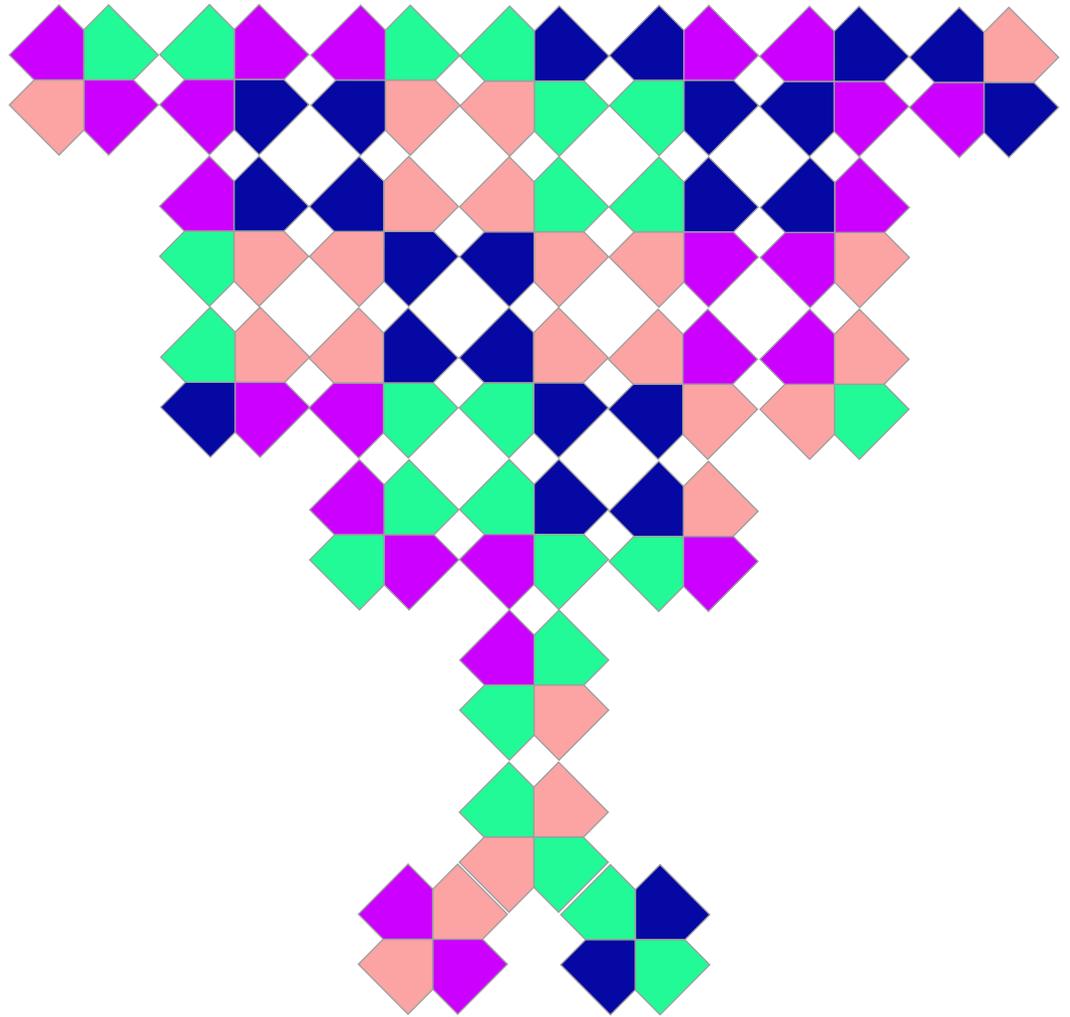
Example 19  
(Vertex figure: Crown)



# Vertex touch: examples

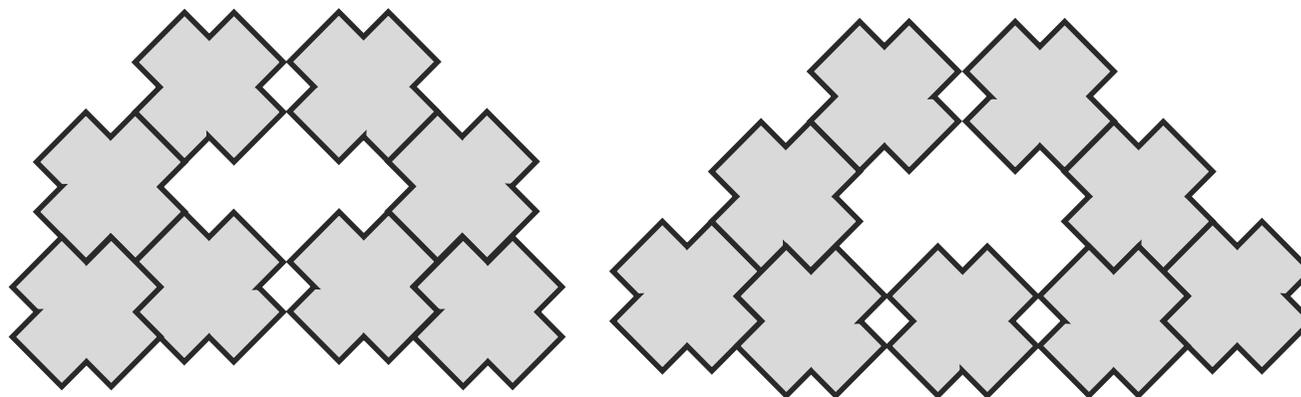


Example 20  
(Vertex figure: Glass)

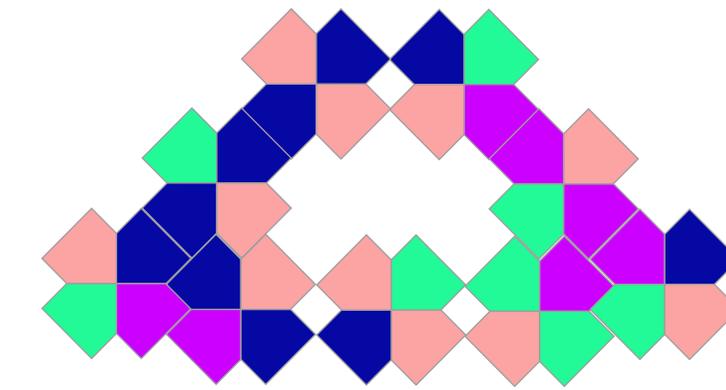
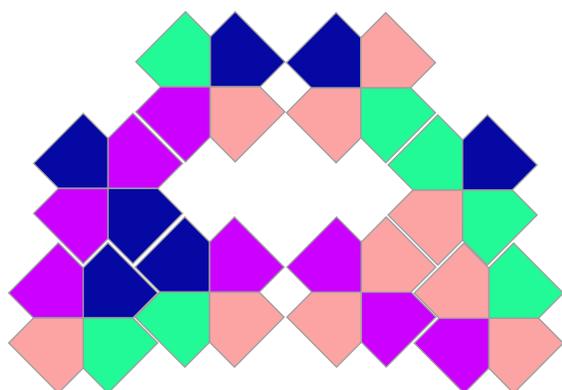


$\Sigma 4 \Sigma 10$

# Step 9: Hybrid contacts



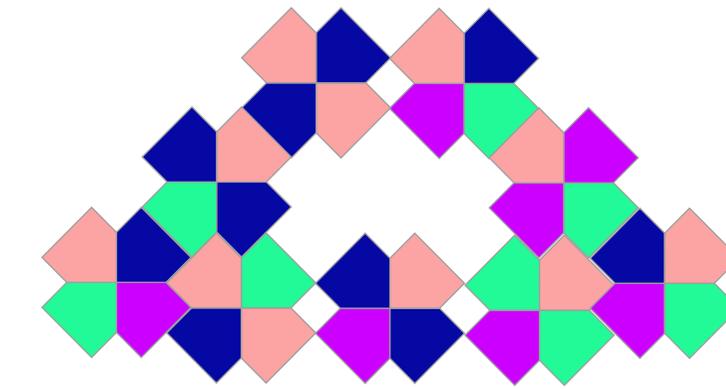
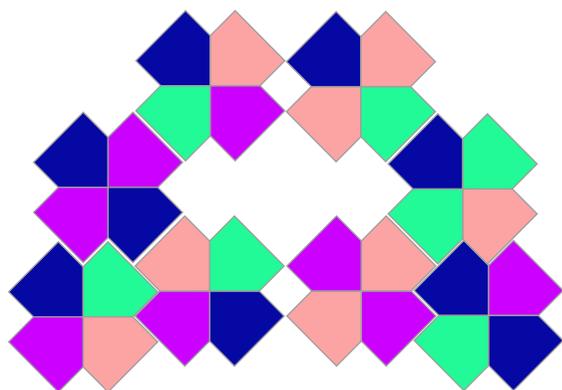
A



Color  
edge-matching

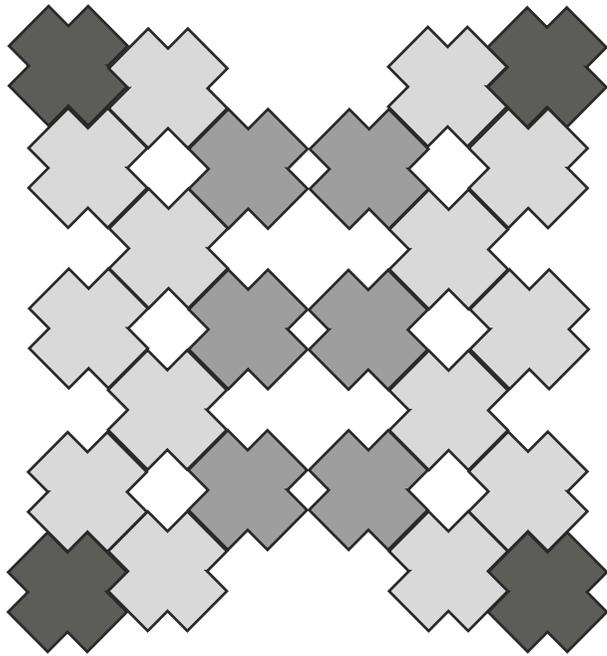
B

Alternative

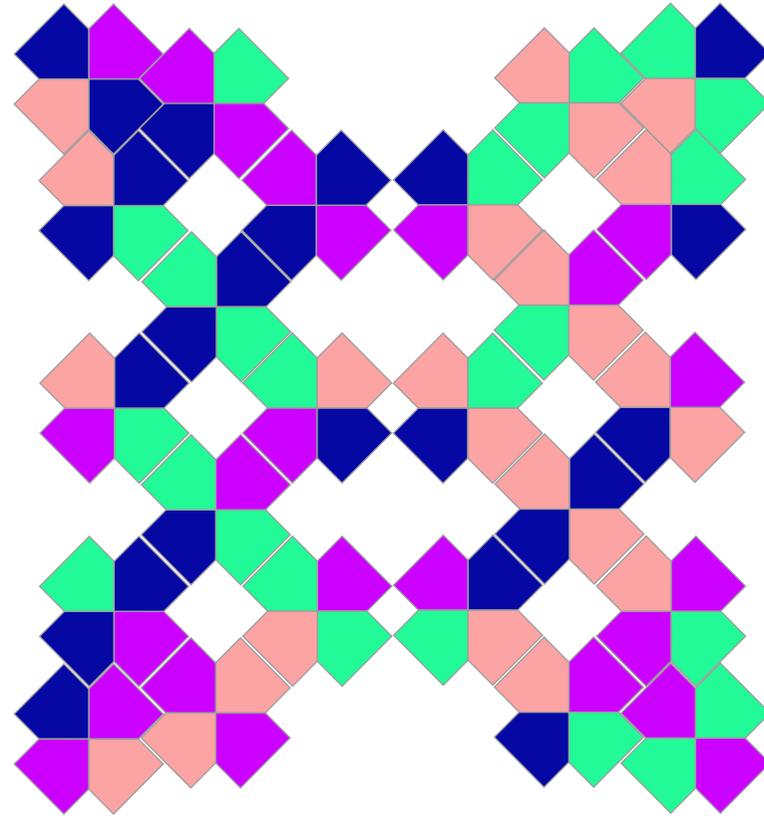


Non-matching

# Hybrid contacts: examples

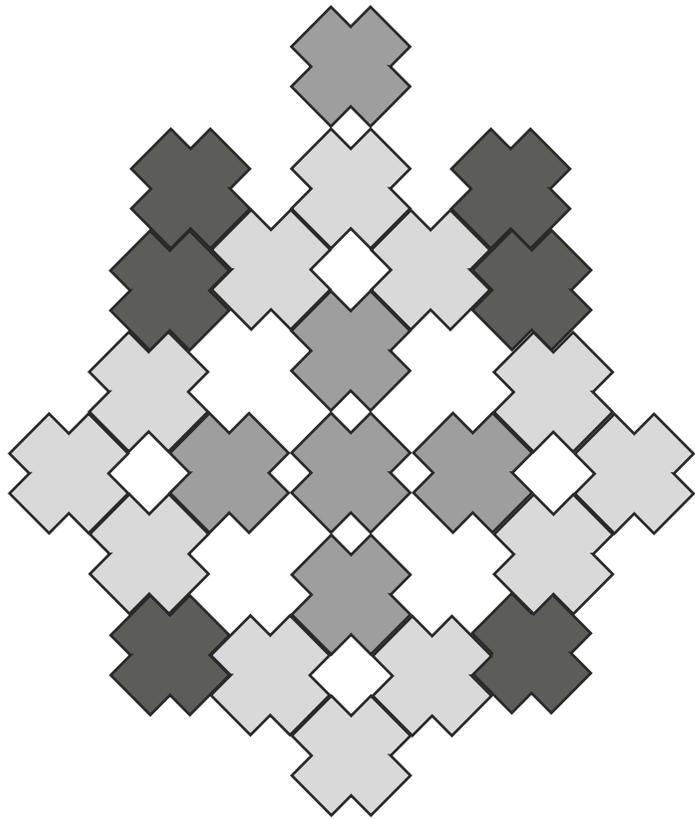


Example 21  
(Combined figure 1)



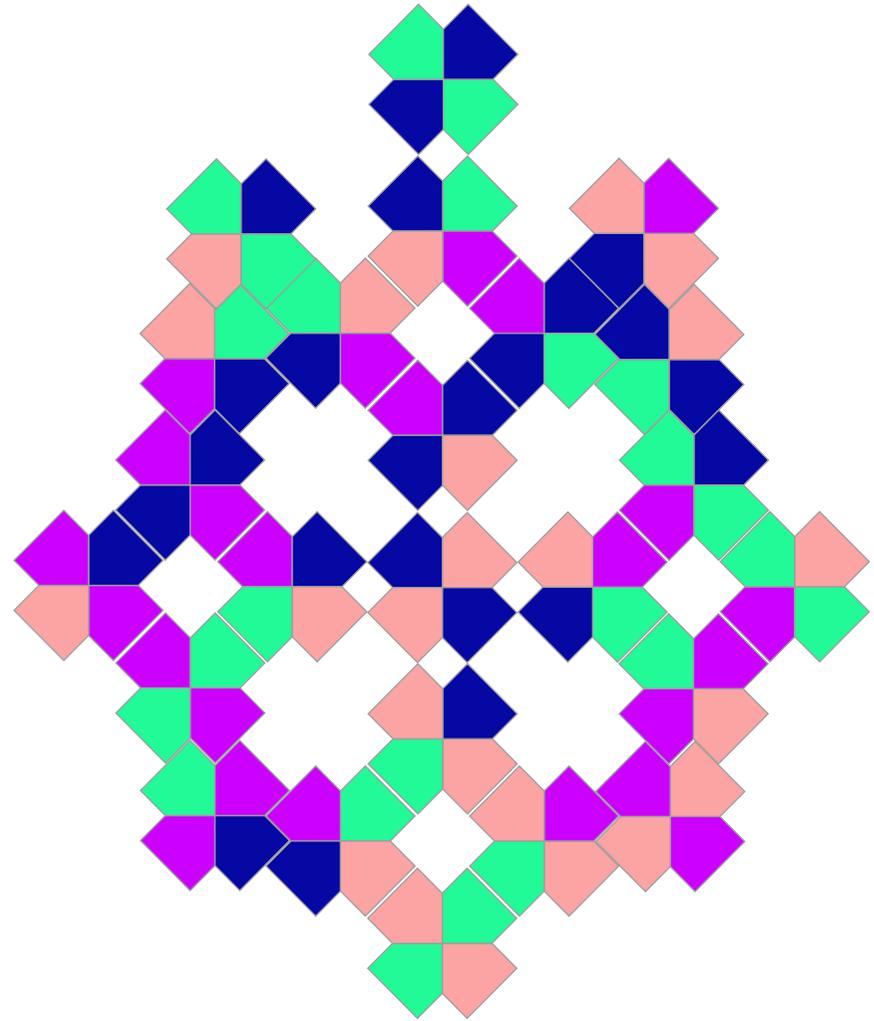
-  End-to-end
-  Vertex
-  Corner-to-corner

# Hybrid contacts: examples

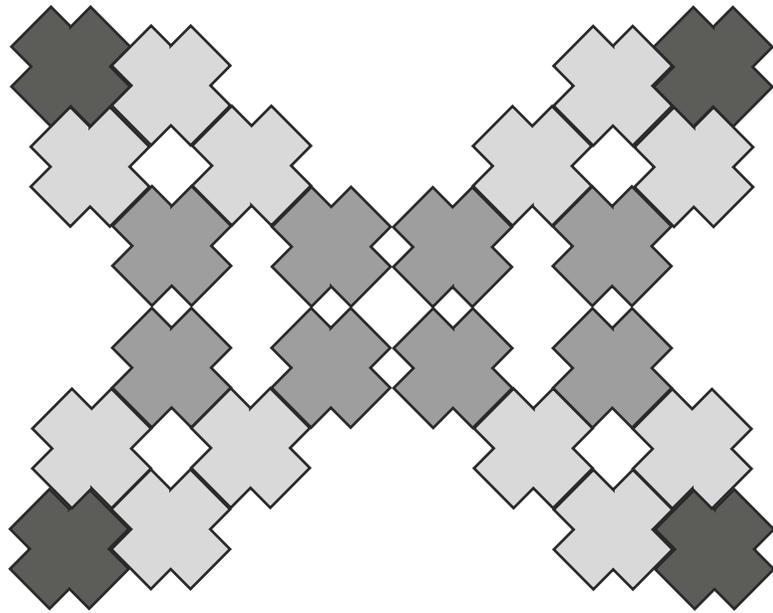


Example 22  
(Combined figure 2)

-  End-to-end
-  Vertex
-  Corner-to-corner

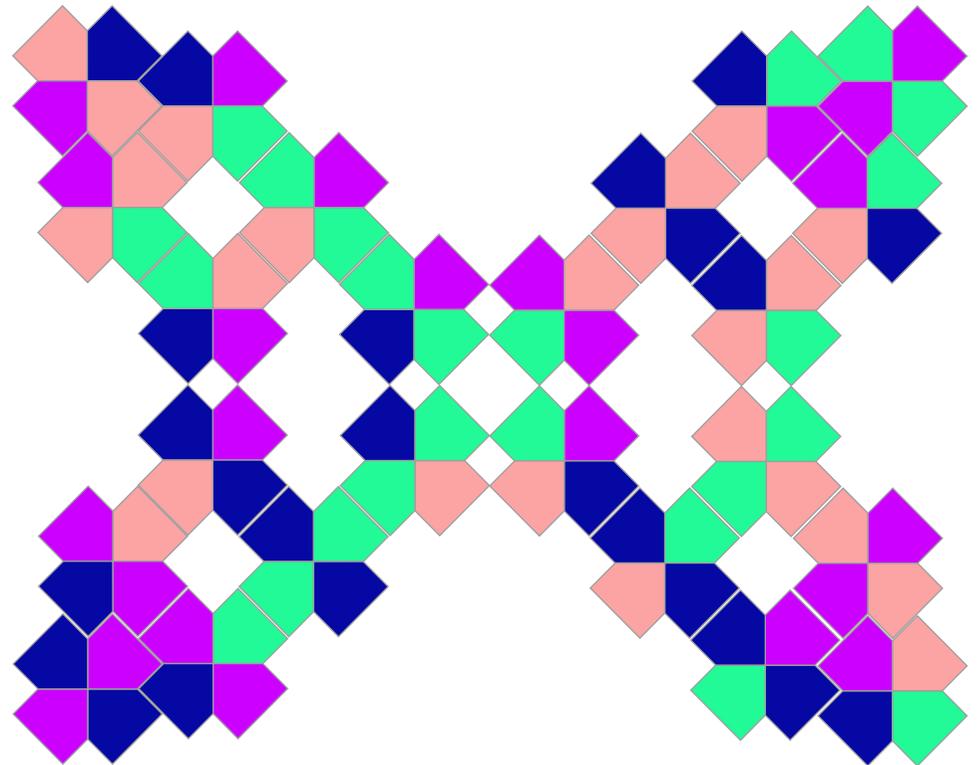


# Hybrid contacts: examples

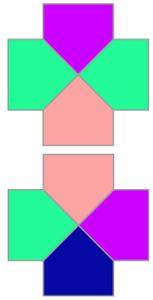


Example 23  
(Combined figure 3)

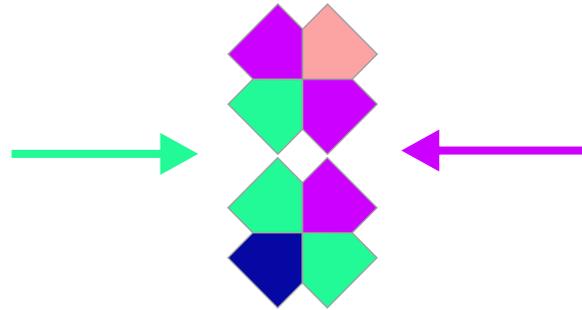
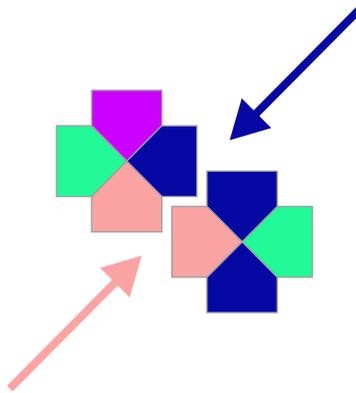
-  End-to-end
-  Vertex
-  Corner-to-corner



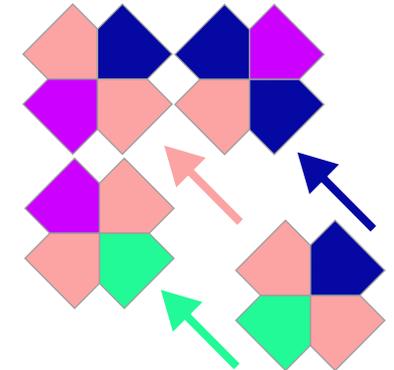
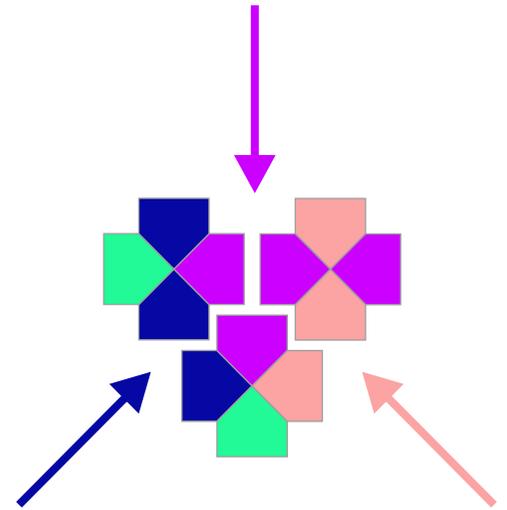
Step 10: Review  
(color matching ways)



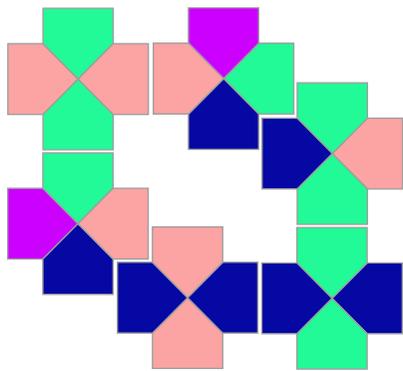
Single



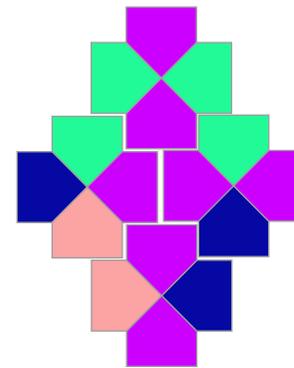
Double



Triple

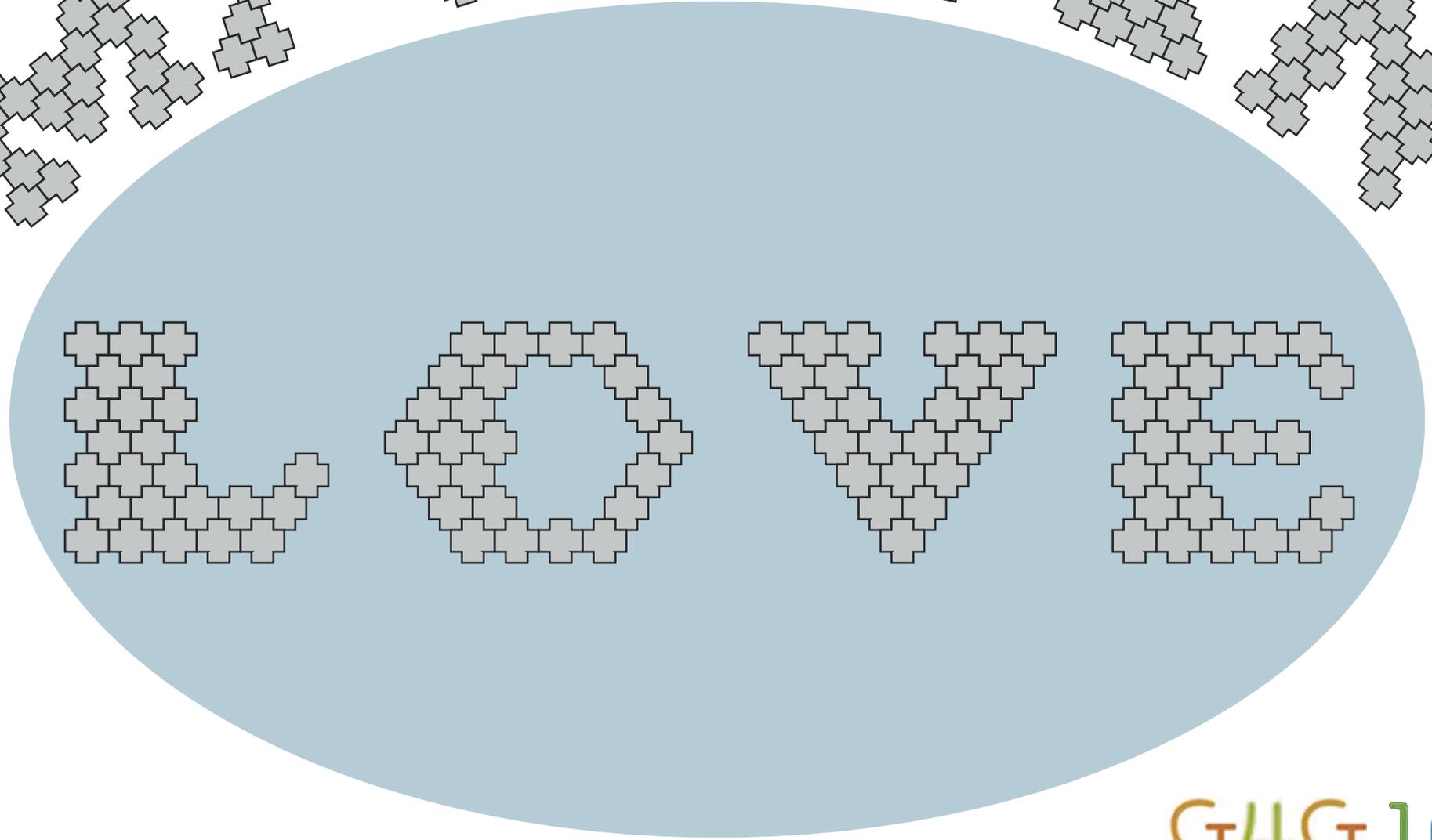


Lattice



Closed

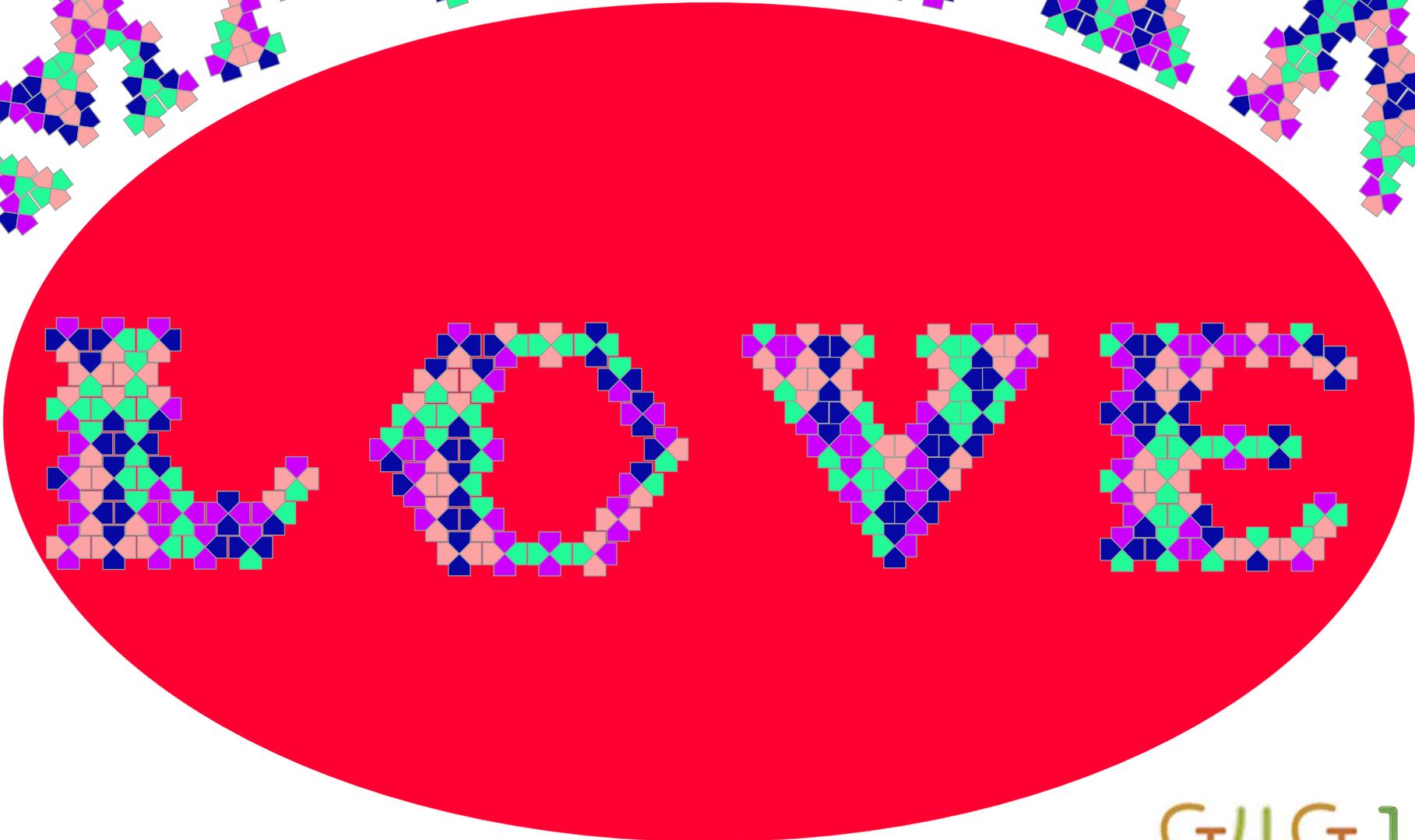
WORLD



WORLD

G4G10

WARRIOR



GI4GI10