

**ICGG 2010**

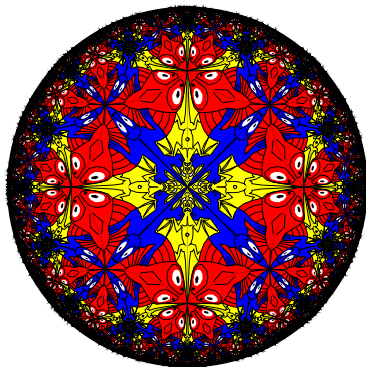
**A Family of “Three Element” M.C. Escher Patterns**

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# Outline

- ▶ A brief history of “Three Element” patterns
- ▶ A review of hyperbolic geometry
- ▶ Repeating patterns
- ▶ Regular tessellations
- ▶ Families of patterns
- ▶ The family of Escher’s *Circle Limit I* patterns
- ▶ The family of “Three Element” patterns
- ▶ Future work

## History

- ▶ In 1952 Escher created his Regular Division Drawing Number 85, consisting of fish, lizards, and bats.
- ▶ Shortly after that he drew that pattern on a rhombic dodecahedron.
- ▶ In 1963 Escher and C.V.S. Roosevelt commissioned the netsuke artist Masatoshi to carve the “three element” pattern on an ivory sphere.
- ▶ In 1977 Doris Schattschneider and Wallace Walker had the pattern printed on the net for a regular octahedron in their book *M.C. Escher Kaleidocycles*.
- ▶ In the early 1980's my students and I implemented our first hyperbolic pattern drawing program.
- ▶ Shortly after year 2000, I used a program to draw a “three element” pattern in the hyperbolic plane, the only one of the three classical geometries Escher did not use for “three element” patterns.

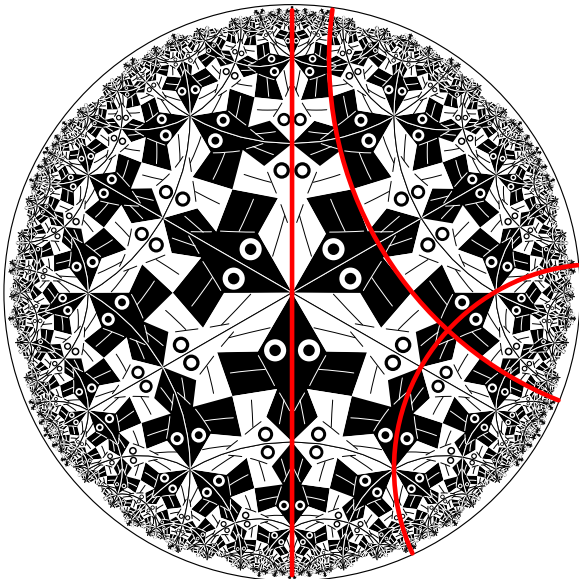
# M.C. Escher's Regular Division Drawing 85 (1952)



## Hyperbolic Geometry

- ▶ In 1901, David Hilbert proved that, unlike the sphere, there was no isometric (distance-preserving) embedding of the hyperbolic plane into ordinary Euclidean 3-space.
- ▶ Thus we must use *models* of hyperbolic geometry in which Euclidean objects have hyperbolic meaning, and which must distort distance.
- ▶ One such model, used by Escher, is the *Poincaré disk model*.
- ▶ The hyperbolic points in this model are represented by interior point of a Euclidean circle — the *bounding circle*.
- ▶ The hyperbolic lines are represented by (internal) circular arcs that are perpendicular to the bounding circle (including diameters as special cases).

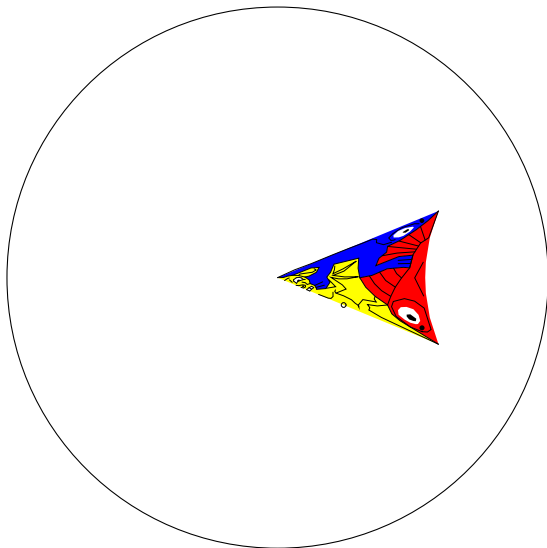
# Escher's Circle Limit I Showing Hyperbolic Lines.



## Repeating Patterns

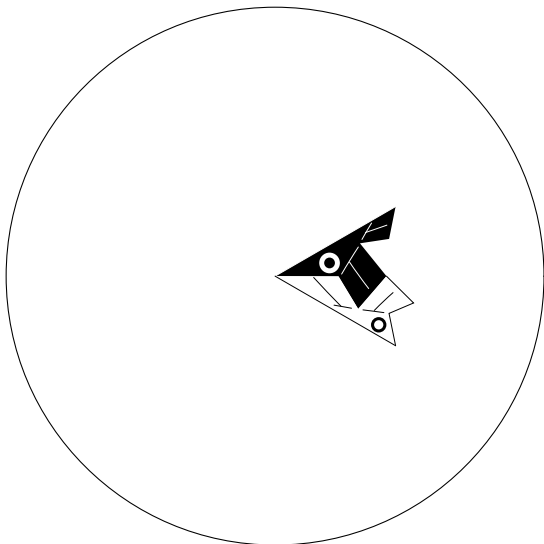
- ▶ A *repeating pattern* in any of the 3 “classical geometries” is composed of congruent copies of a basic subpattern or *motif*.
- ▶ For example half a black fish plus half an adjacent white fish forms a motif for *Circle Limit I*
- ▶ Similarly, a triangle containing half a fish, half a lizard, and half a bat, forms a motif for a “three element” pattern.

## A Motif for the Title Slide Three Element Pattern





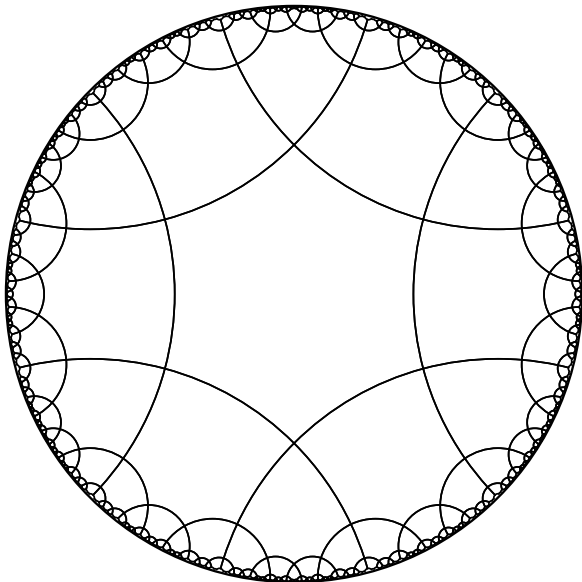
## A Motif for Circle Limit I



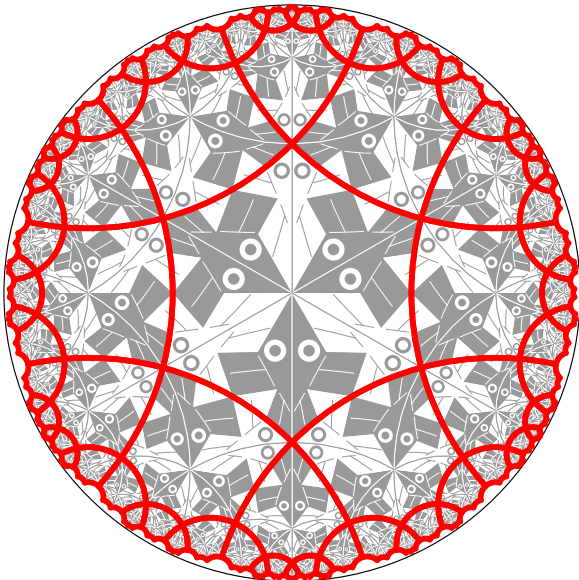
## Regular Tessellations

- ▶ The *regular tessellation*,  $\{p, q\}$ , is an important kind of repeating pattern composed of regular  $p$ -sided polygons meeting  $q$  at a vertex.
- ▶ If  $(p - 2)(q - 2) < 4$ ,  $\{p, q\}$  is a spherical tessellation (assuming  $p > 2$  and  $q > 2$  to avoid special cases).
- ▶ If  $(p - 2)(q - 2) = 4$ ,  $\{p, q\}$  is a Euclidean tessellation.
- ▶ If  $(p - 2)(q - 2) > 4$ ,  $\{p, q\}$  is a hyperbolic tessellation. The next slide shows the  $\{6, 4\}$  tessellation.
- ▶ Escher based his 4 “Circle Limit” patterns, and many of his spherical and Euclidean patterns on regular tessellations.









The  $\{6, 4\}$  Tessellation.





# The $\{6, 4\}$ Tessellation Underlying Circle Limit I



## A Table of the Regular Tessellations

$q$	$p=3$	$p=4$	$p=5$	$p=6$	$p=7$	$p=8$	$\dots$
$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$	
8	*	*	*	*	*	*	$\dots$
7	*	*	*	*	*	*	$\dots$
6		*	*	*	*	*	$\dots$
5		*	*	*	*	*	$\dots$
4			*	*	*	*	$\dots$
3					*	*	$\dots$

 - Euclidean tessellations  
 - spherical tessellations  
 \* - hyperbolic tessellations

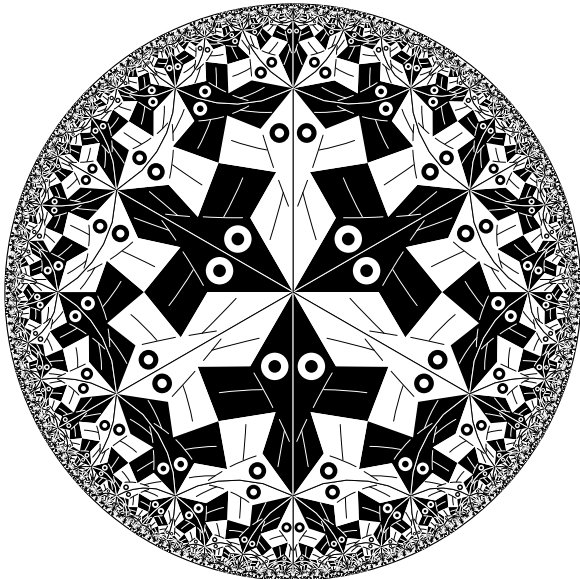
## Families of Patterns

- ▶ If a pattern is based on an underlying  $\{p, q\}$  tessellation, we can conceive of other patterns with the same motif (actually slightly distorted) based on a different tessellation  $\{p', q'\}$ .
- ▶ This observation leads us to consider an whole *family* of such patterns indexed by  $p$  and  $q$ .

## The *Circle Limit I* Family of Patterns

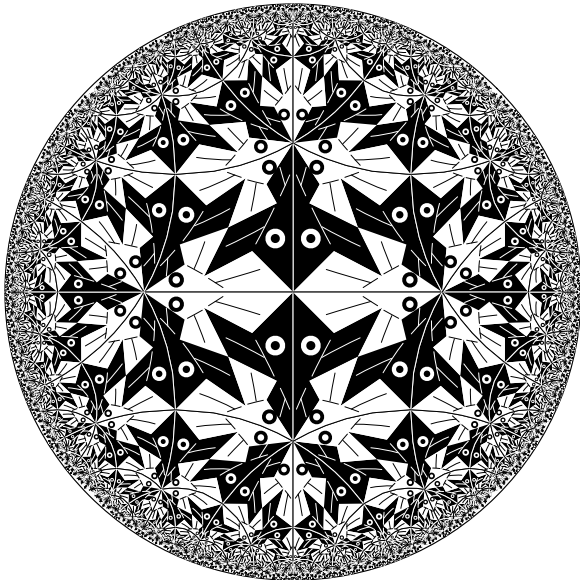
- ▶ For a *Circle Limit I* pattern based on a  $\{p, q\}$  tessellation, both  $p$  and  $q$  must be even, since the backbone lines are axes of reflection symmetry.
- ▶ For these patterns,  $p/2$  is the number of black fish meeting at their noses and  $q/2$  is the number of white fish that meeting at noses.
- ▶ For this family, we let  $(p/2, q/2)$  denote the pattern based on the  $\{p, q\}$  tessellation.
- ▶ So *Circle Limit I* would be  $(3, 2)$  in this notation.

A (3,3) Circle Limit I Pattern.





**A (2,3) Circle Limit I Pattern.**



## The Family of “Three Element” Patterns

- ▶ In 1952 Escher created his Regular Division Drawing Number 85, consisting of fish, lizards, and bats, which represent the three “elements” water, earth, and air.
- ▶ The patterns of this family depend on three numbers,  $p$ ,  $q$ , and  $r$ , which represent respectively the number of fish, lizards, and bats meeting at their heads. We let  $(p, q, r)$  denote such a pattern.
- ▶ Thus Regular Division Drawing would be denoted  $(3, 3, 3)$ , and the title slide would be  $(4, 4, 4)$ .
- ▶ If  $1/p + 1/q + 1/r > 1$ , the pattern will be spherical.
- ▶ If  $1/p + 1/q + 1/r = 1$ , the pattern will be Euclidean.
- ▶ If  $1/p + 1/q + 1/r < 1$ , the pattern will be hyperbolic.

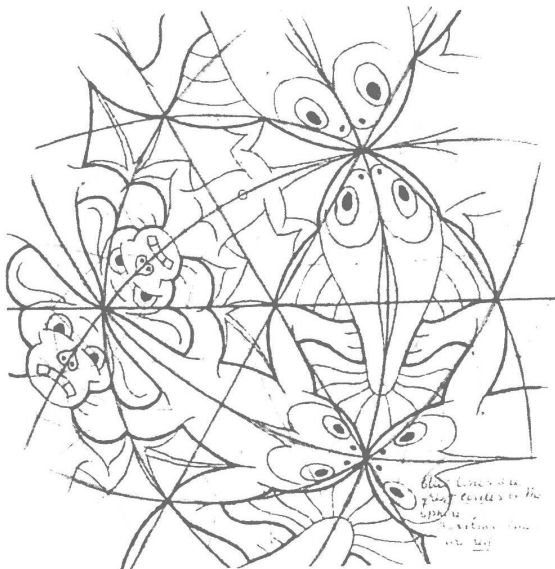
# Escher's Euclidean (3, 3, 3) Regular Division Drawing 85



**A Rhombic Dodecahedron (2, 2, 2) Pattern (1952)**  
**A Spherical (2, 2, 2) Pattern (1963)**



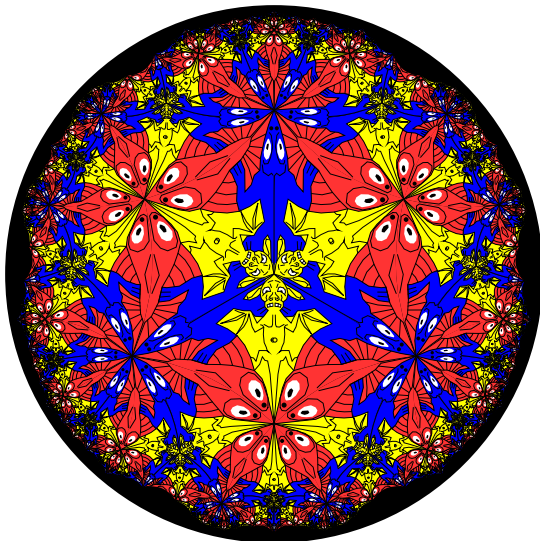
## A Study for the (2,2,2) Ivory Netsuke Carving



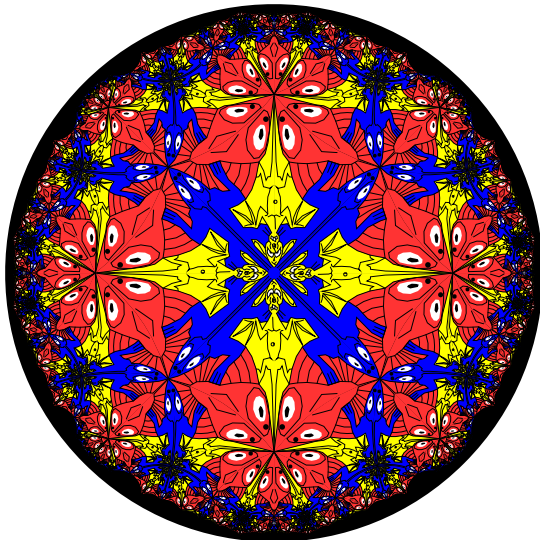
**Masatoshi's Netsuke Carving (1963)**



**A (4, 5, 3) "Three Element" Pattern**

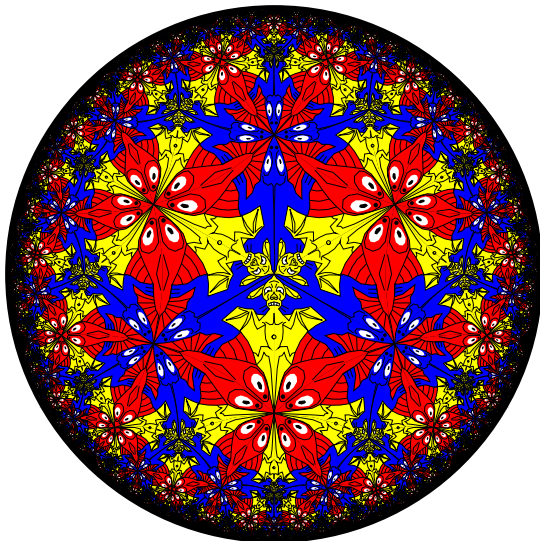


**A (5, 3, 4) “Three Element” Pattern**

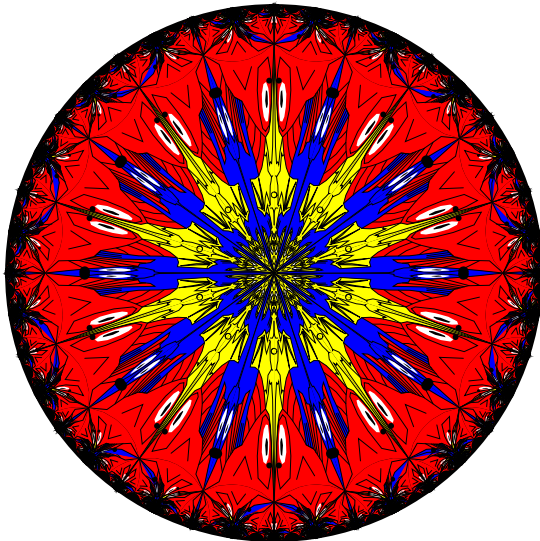




**A (4, 4, 3) “Three Element” Pattern**



**A (4, 4, 10) “Three Element” Pattern**



## Future Work

- ▶ Extend the repeating pattern program so that it can also draw Euclidean and spherical patterns.
- ▶ Investigate other families of patterns by Escher and other artists.
- ▶ Create more patterns!

**Thank you!**

**To all who worked on ICGG 2010**