

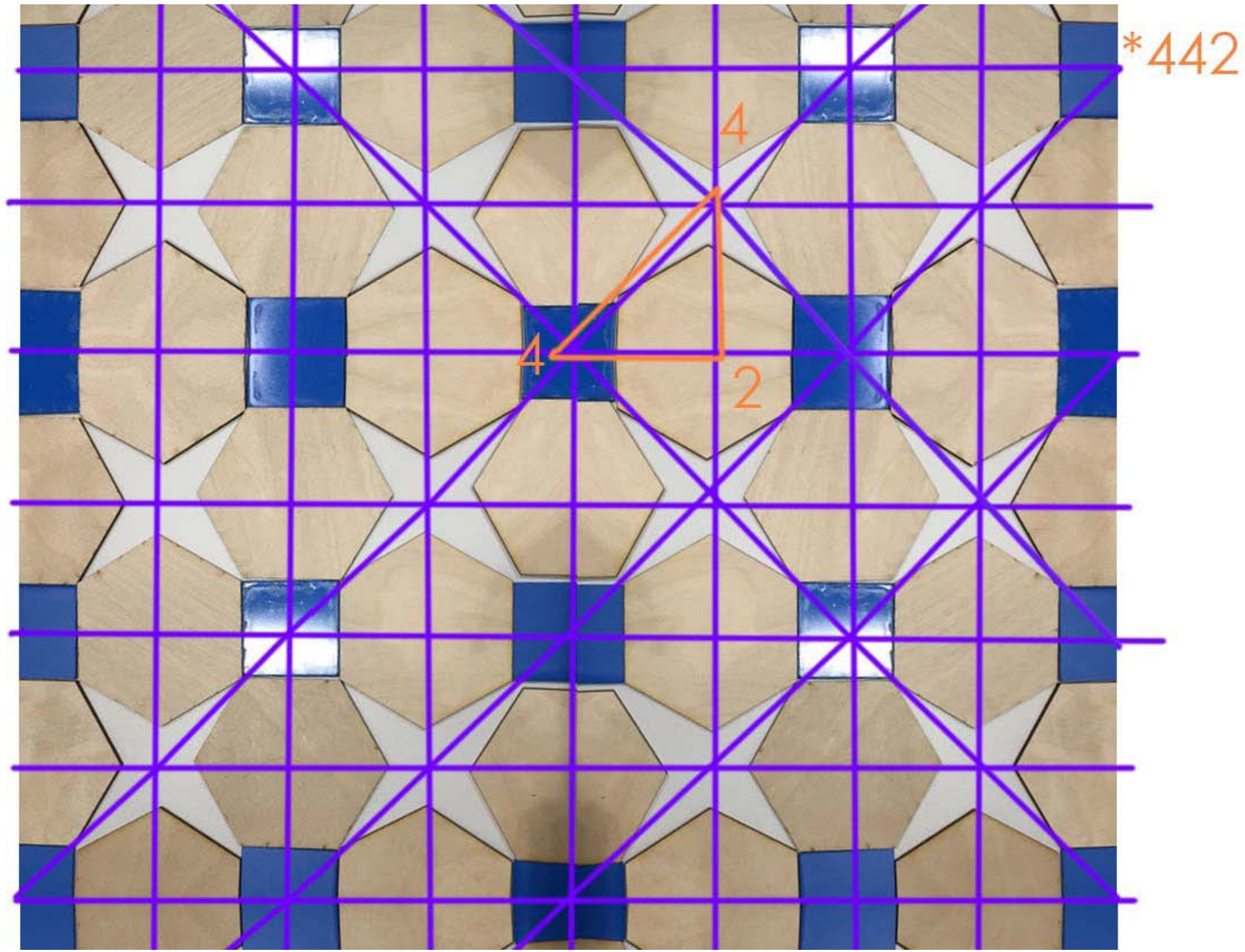
For the classification of regular planar tilings, see

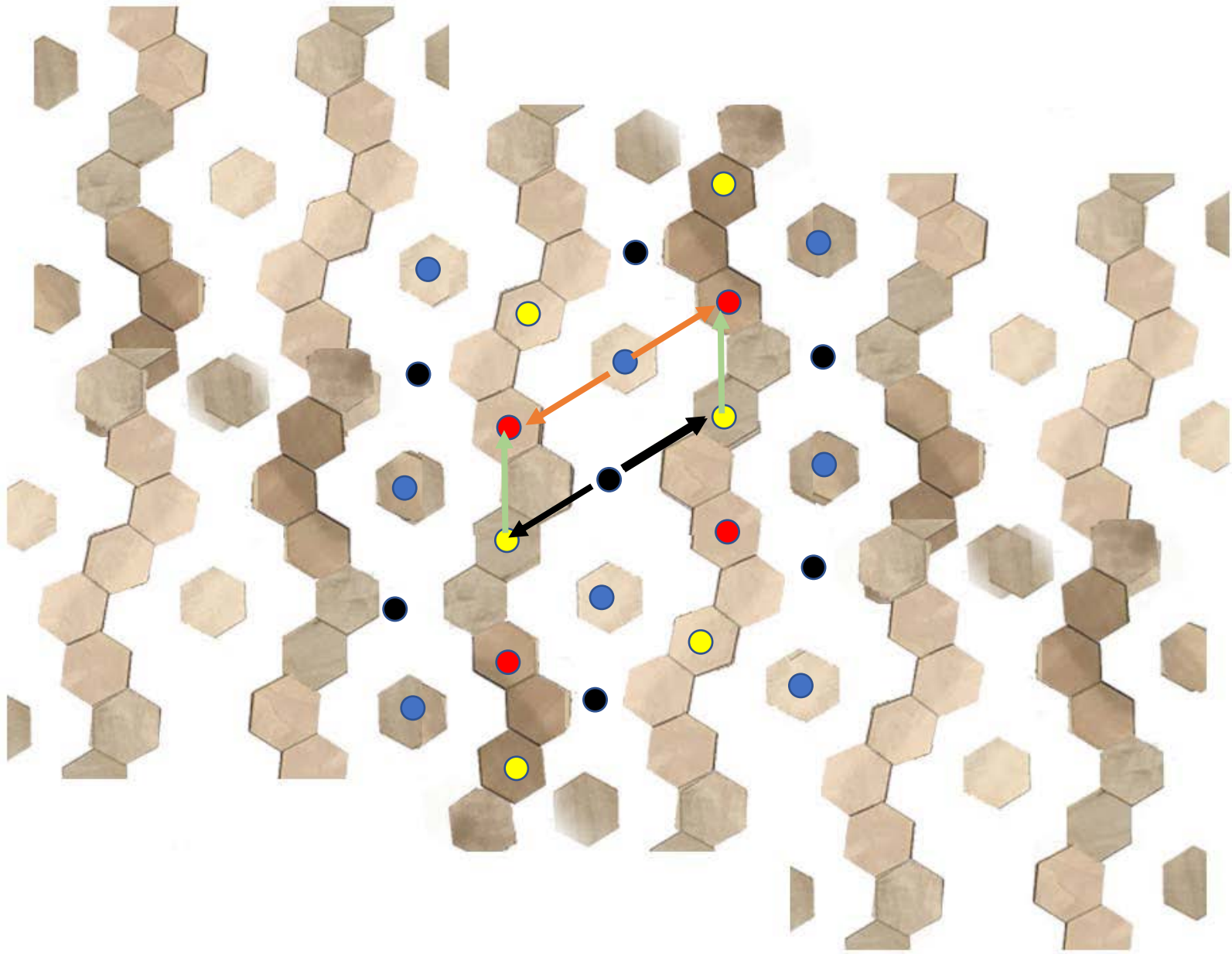
<http://geometrygames.org/>

Kaleidopaint by Jeff Weeks

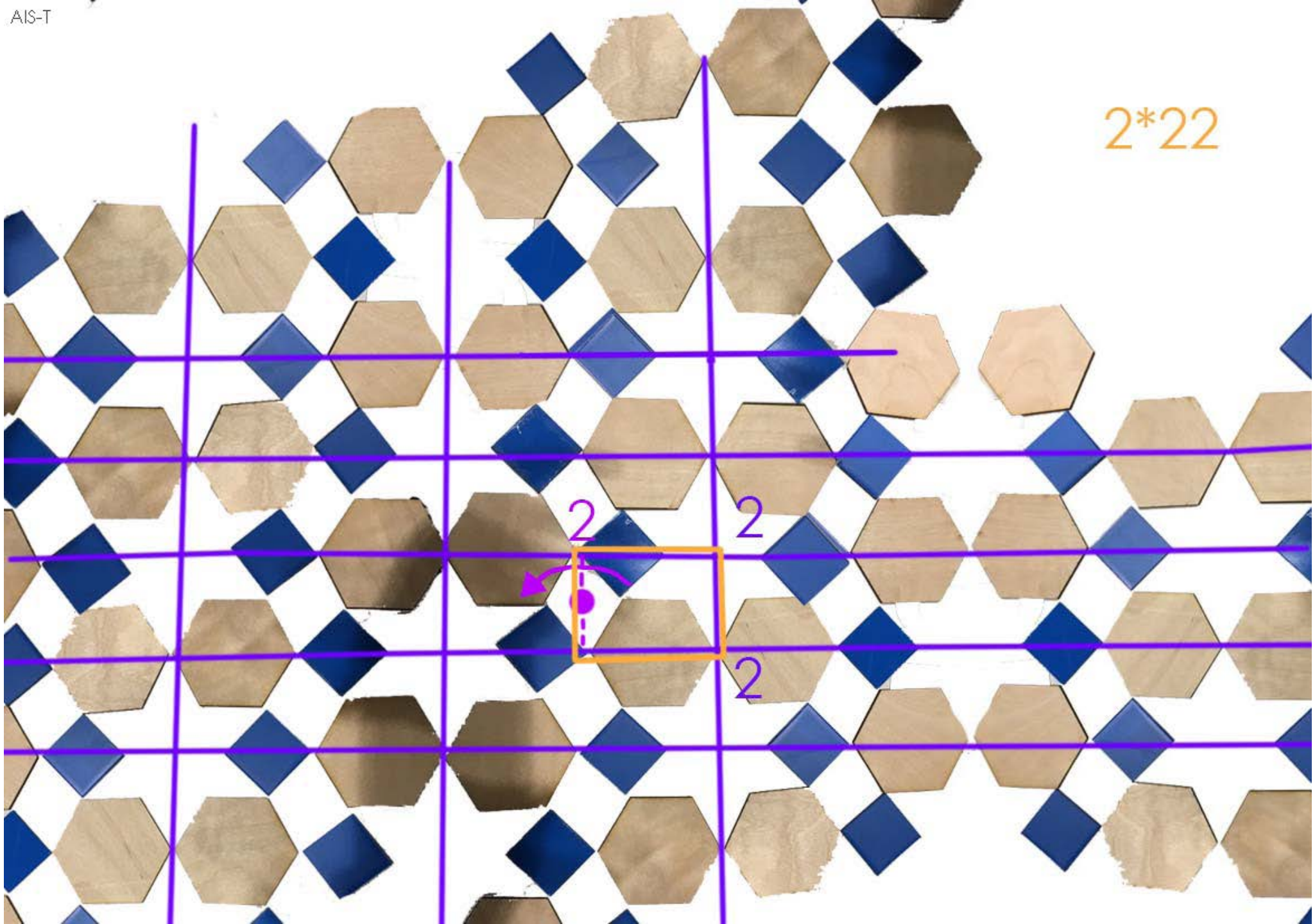
Orbifold notation

AIS-T





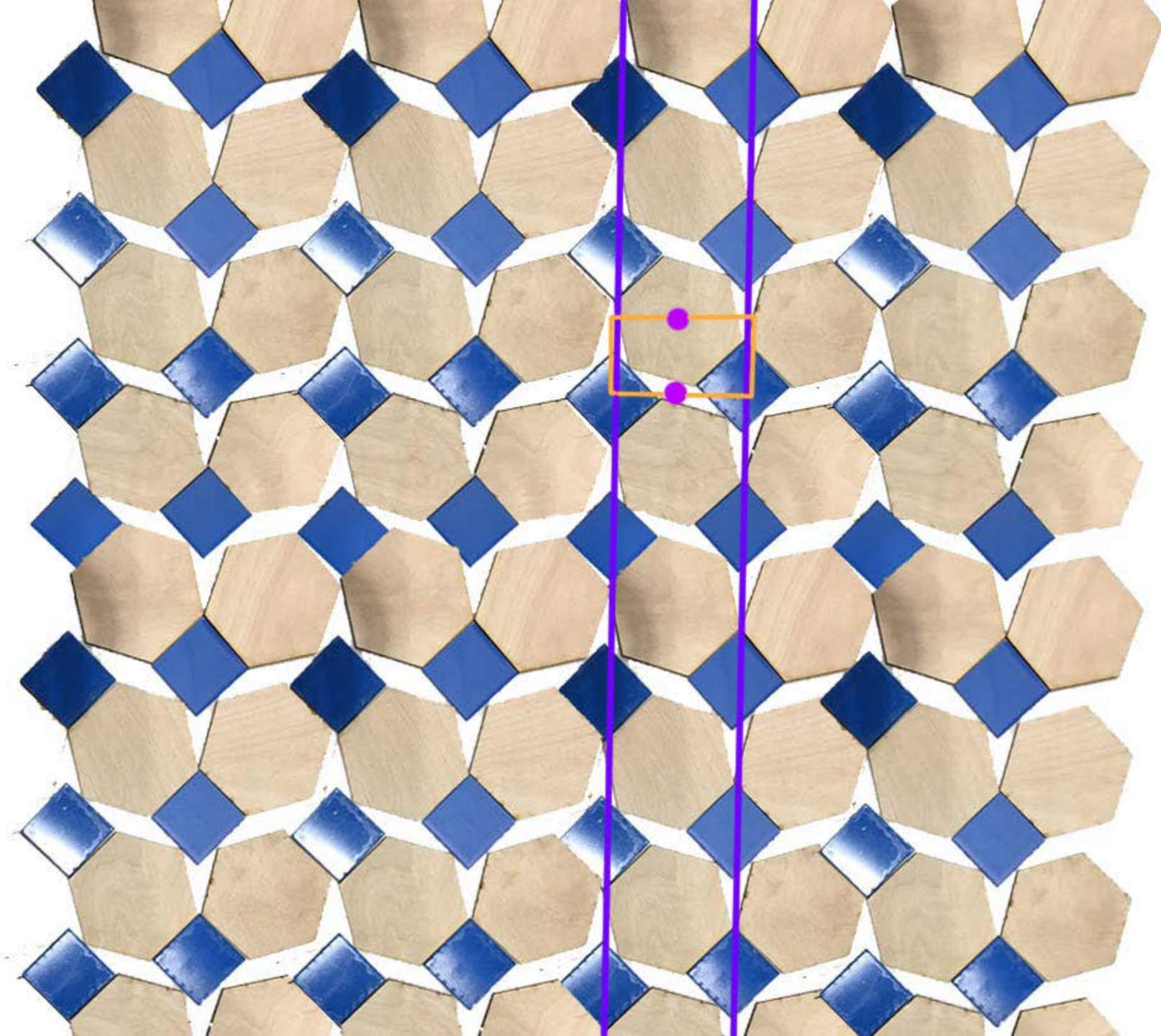
2*22

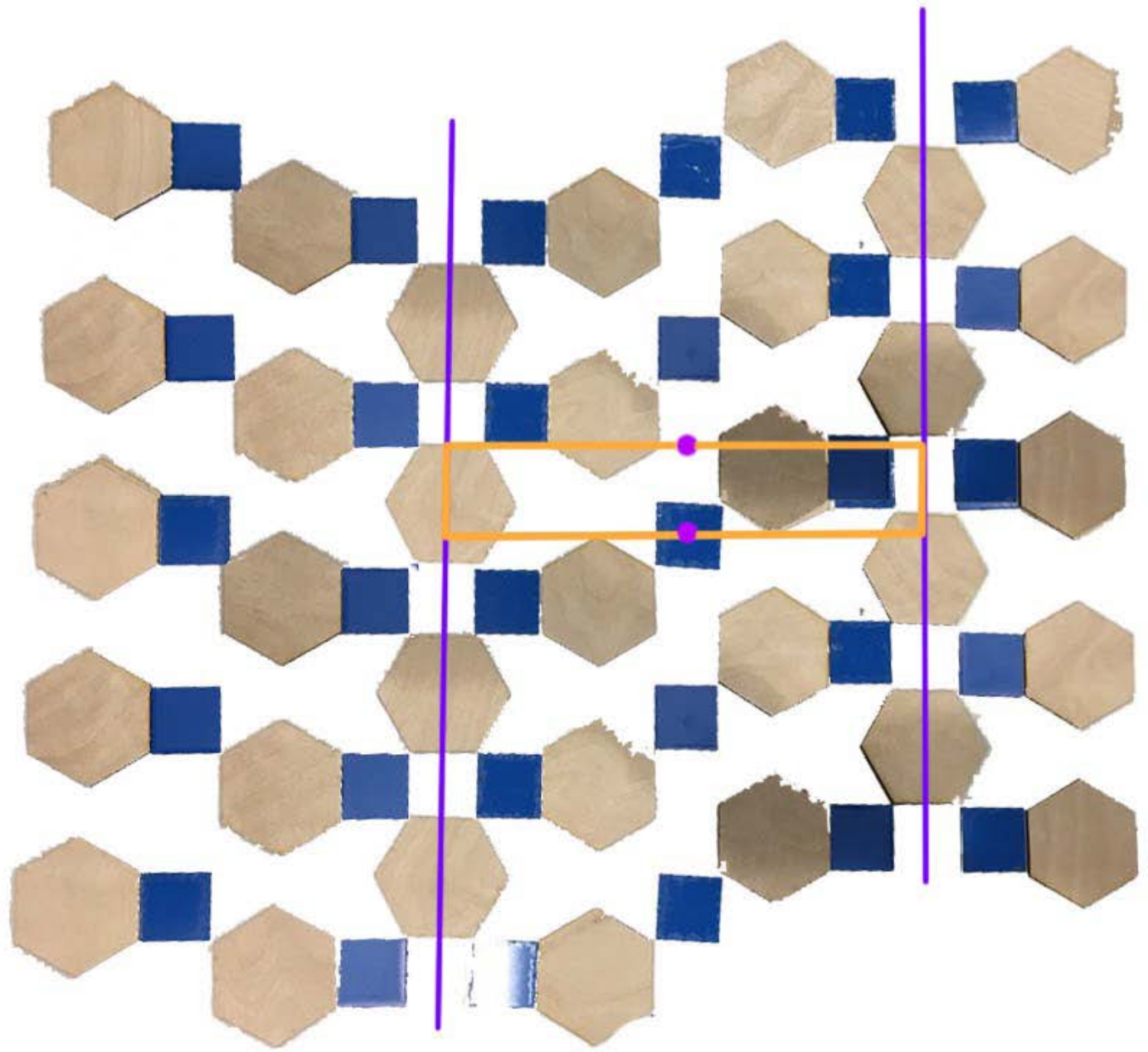


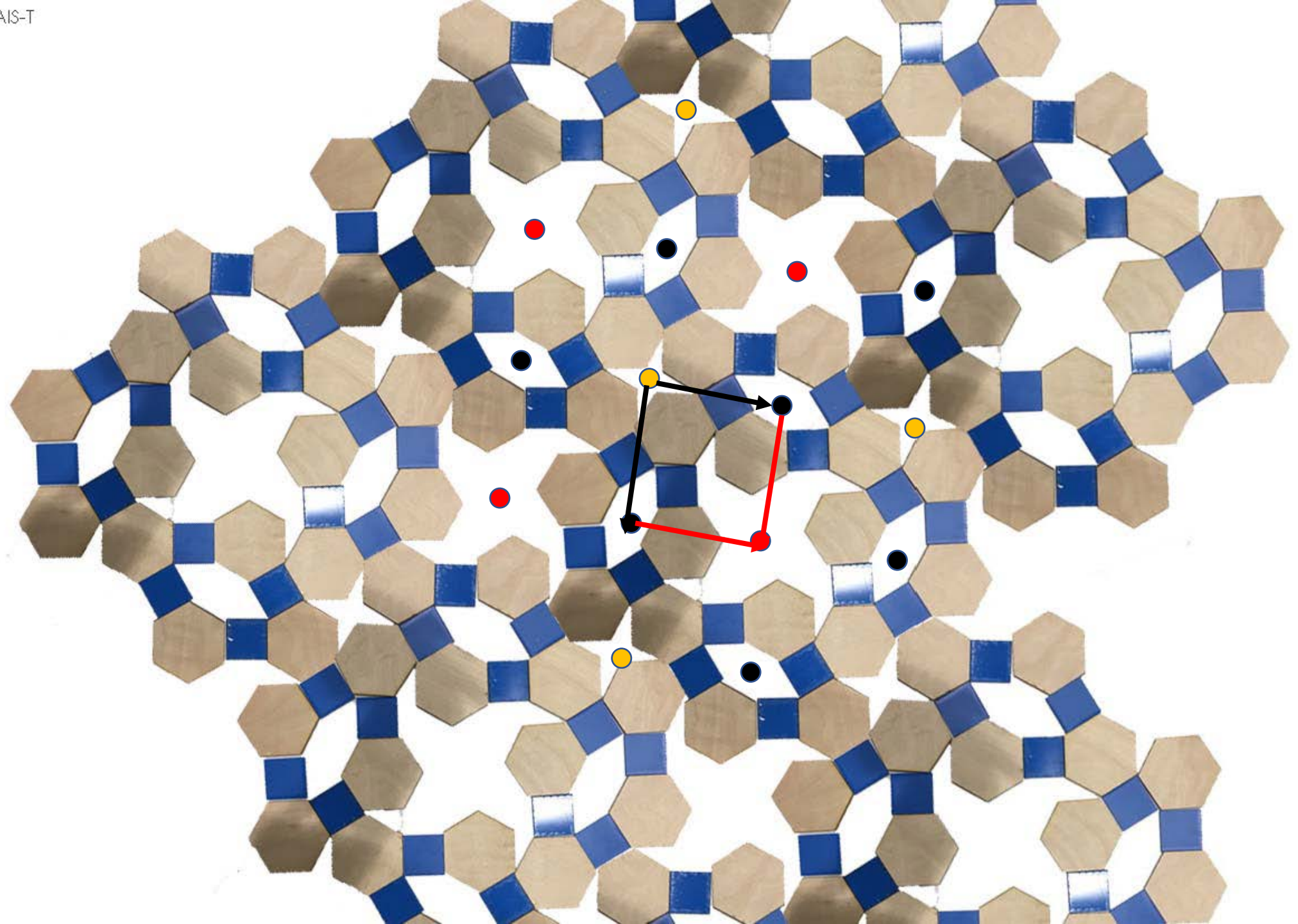
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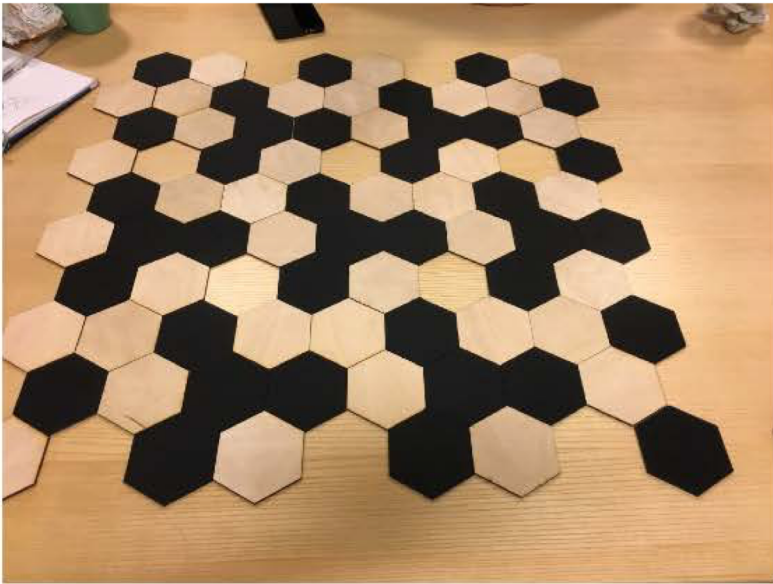
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2

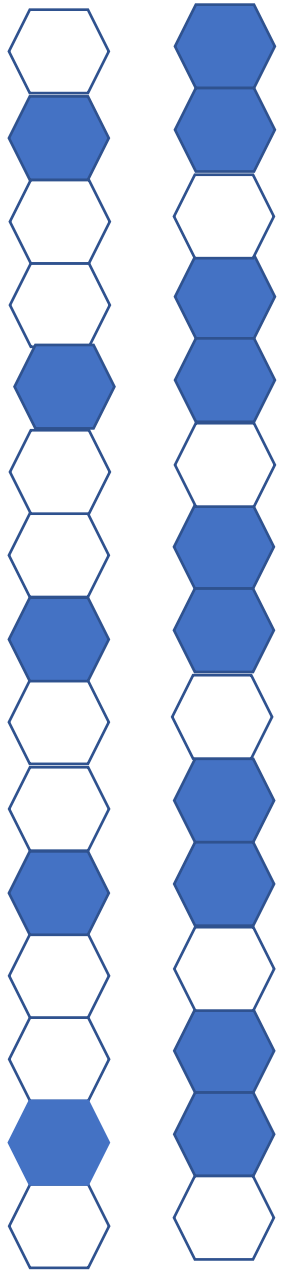
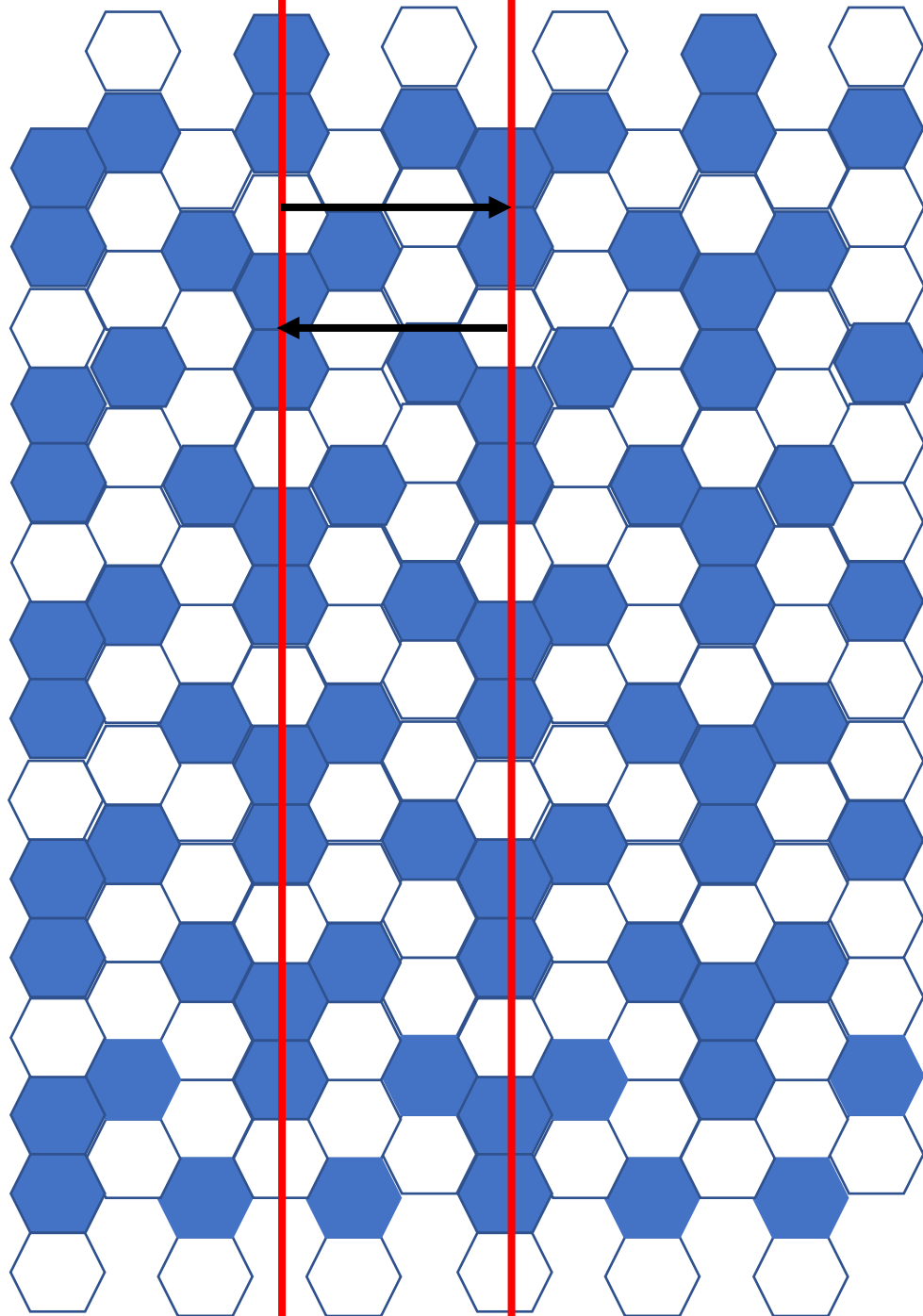


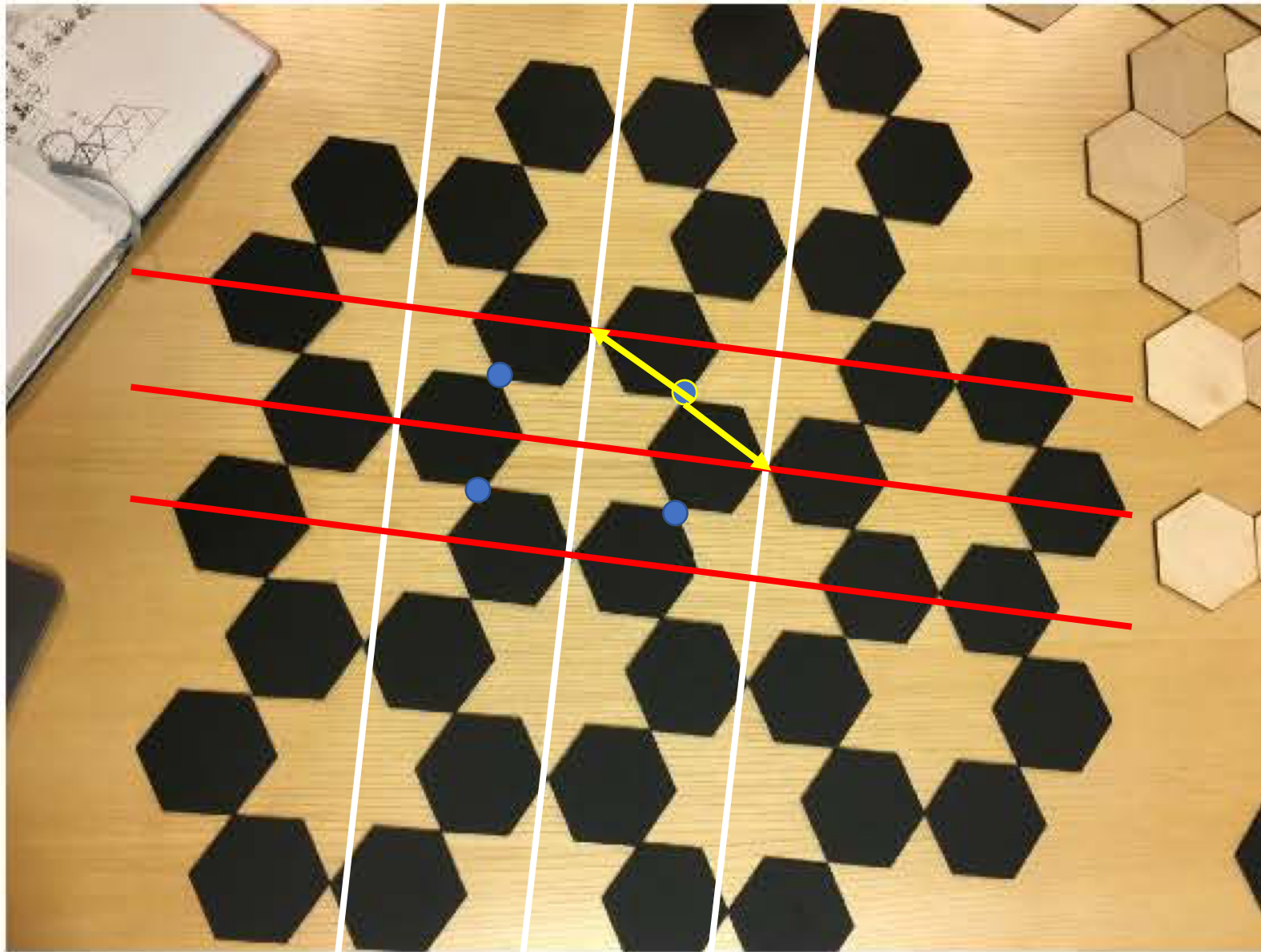




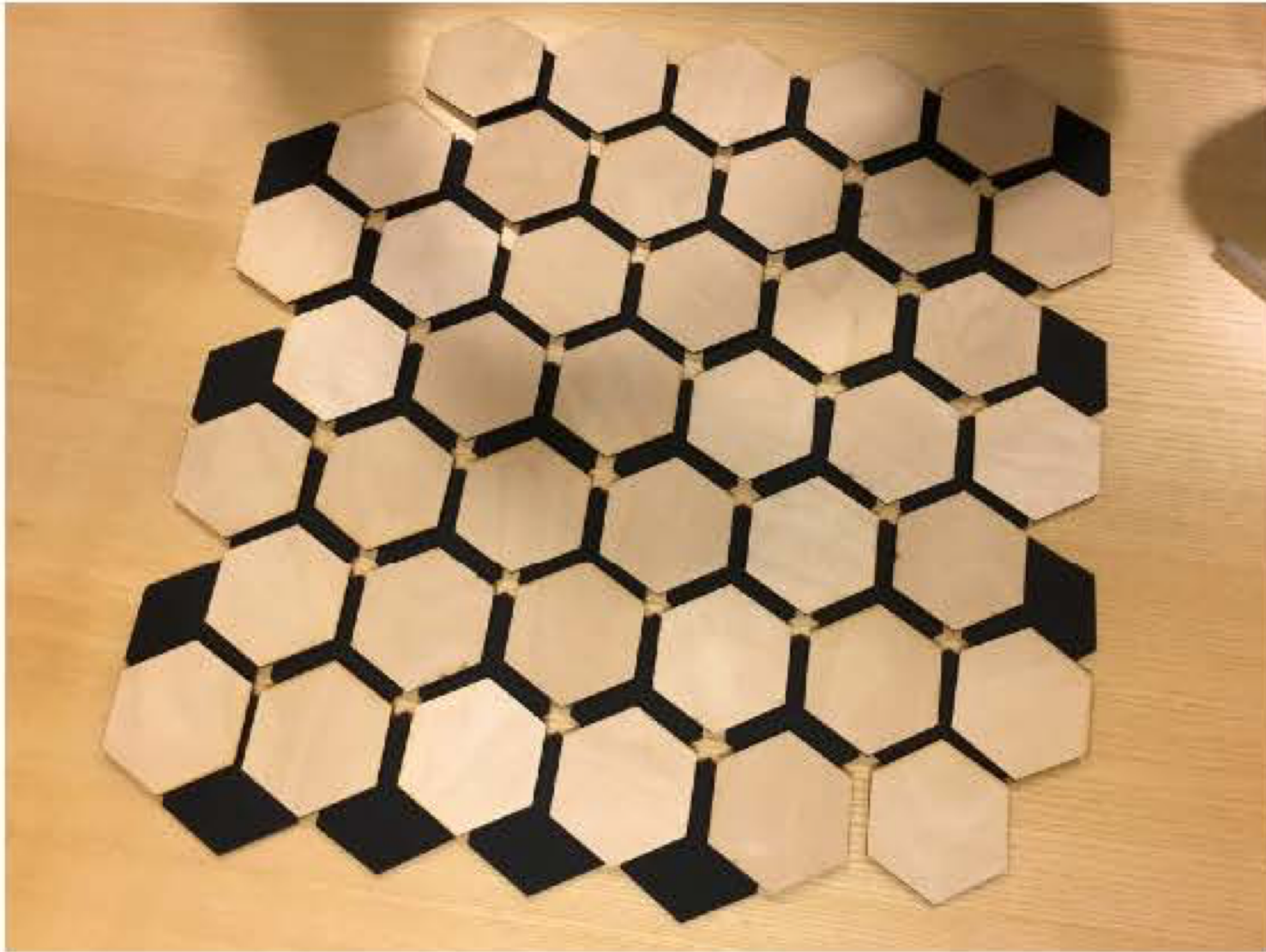


x^*





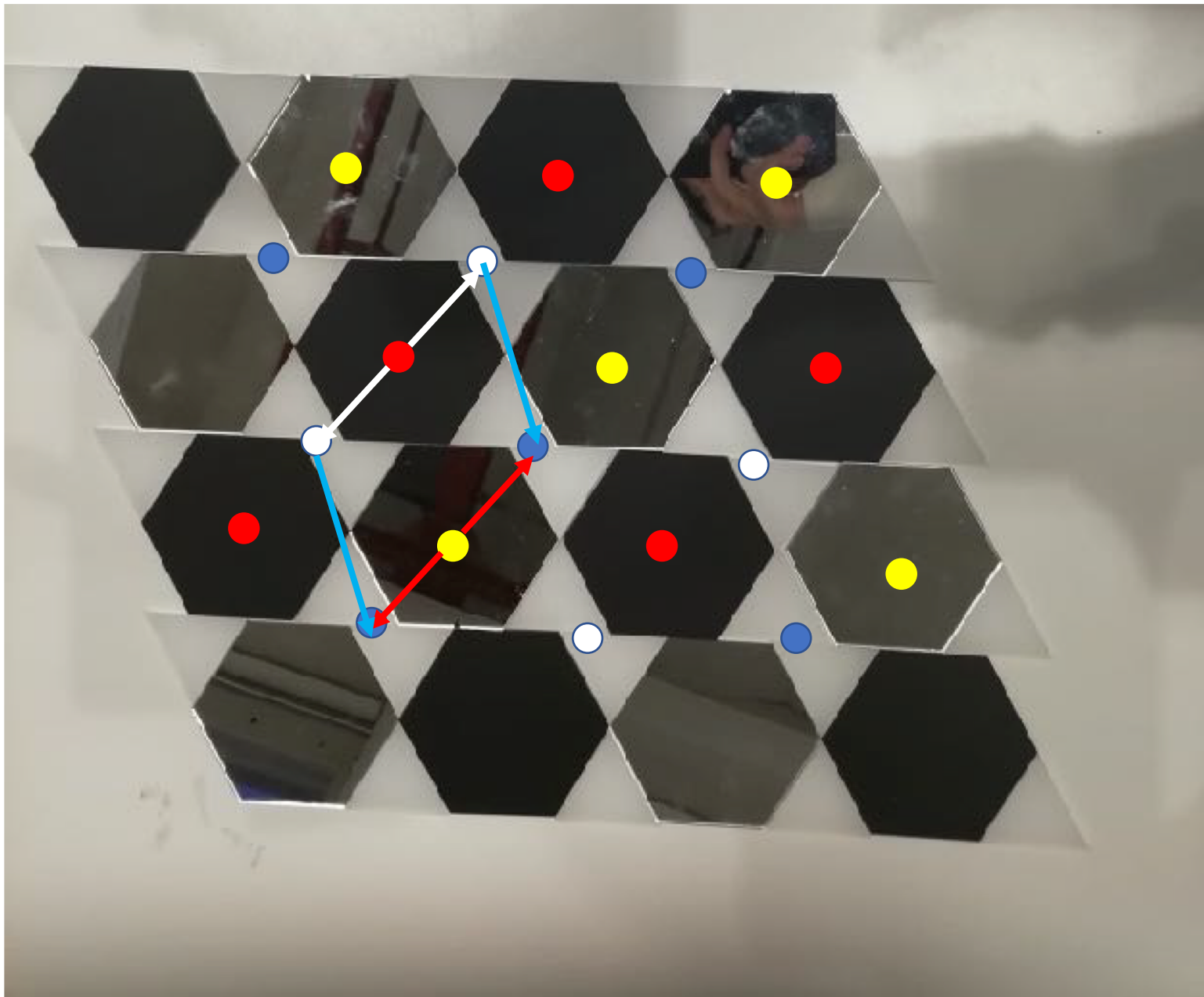
2×22



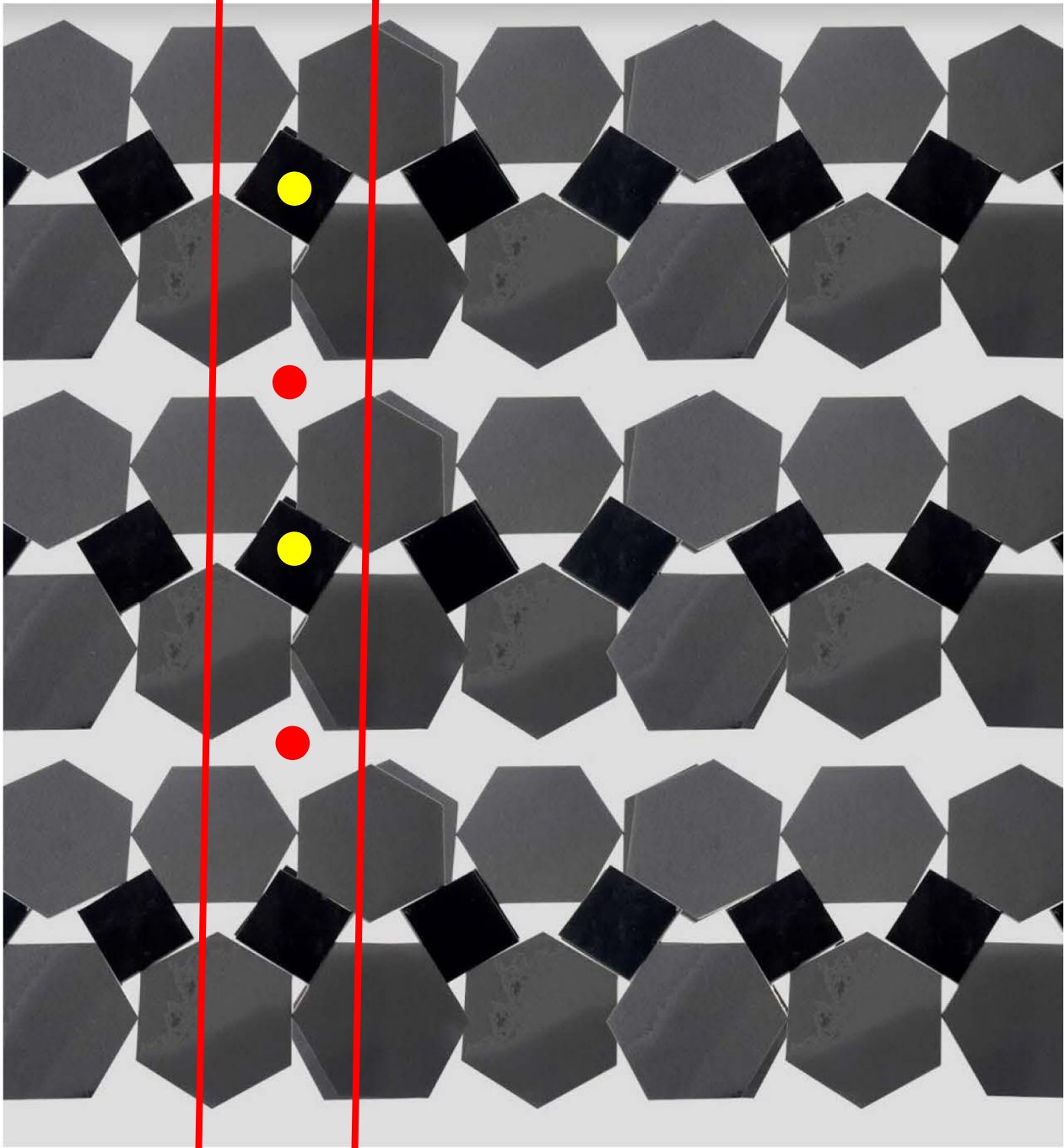
***632**



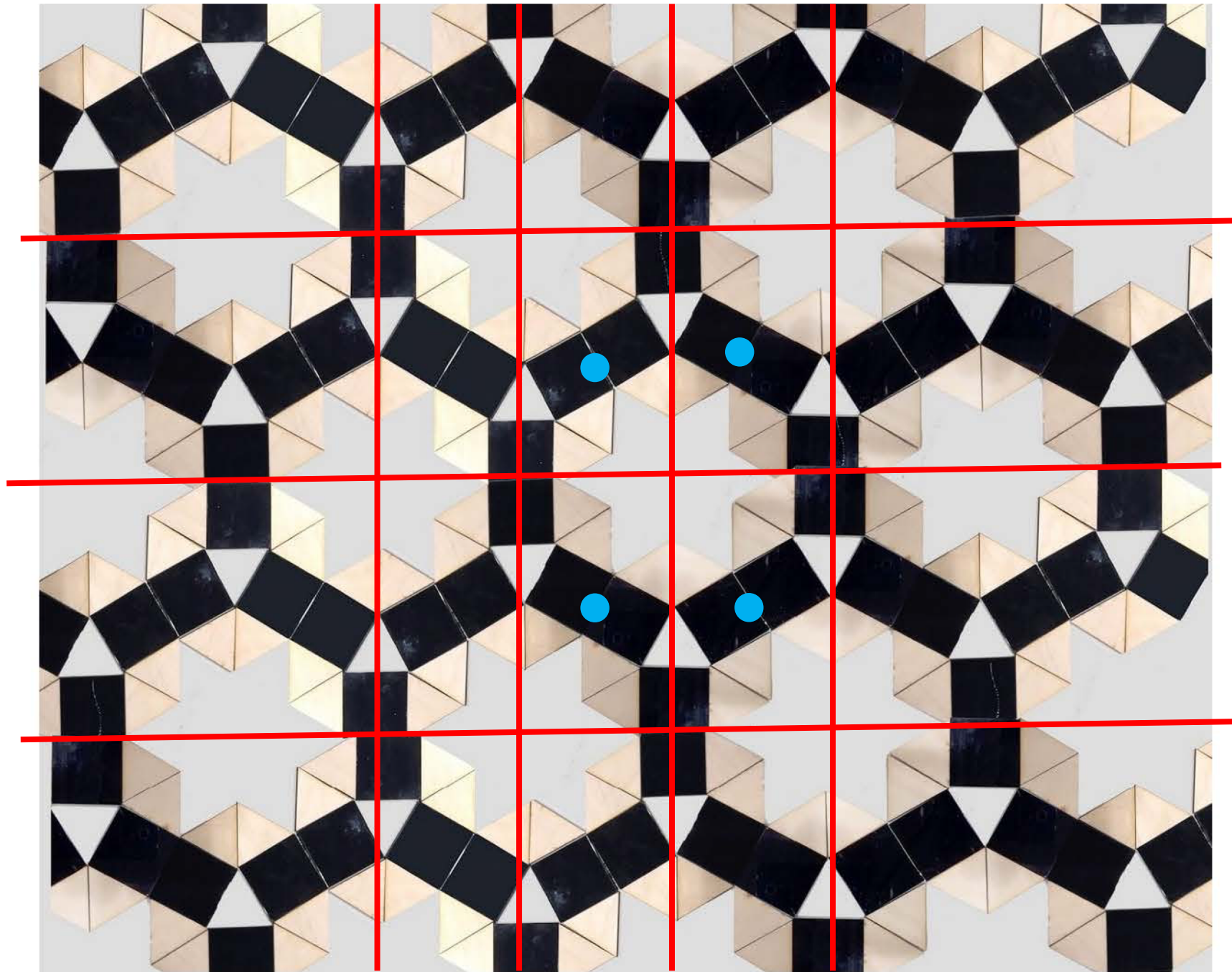
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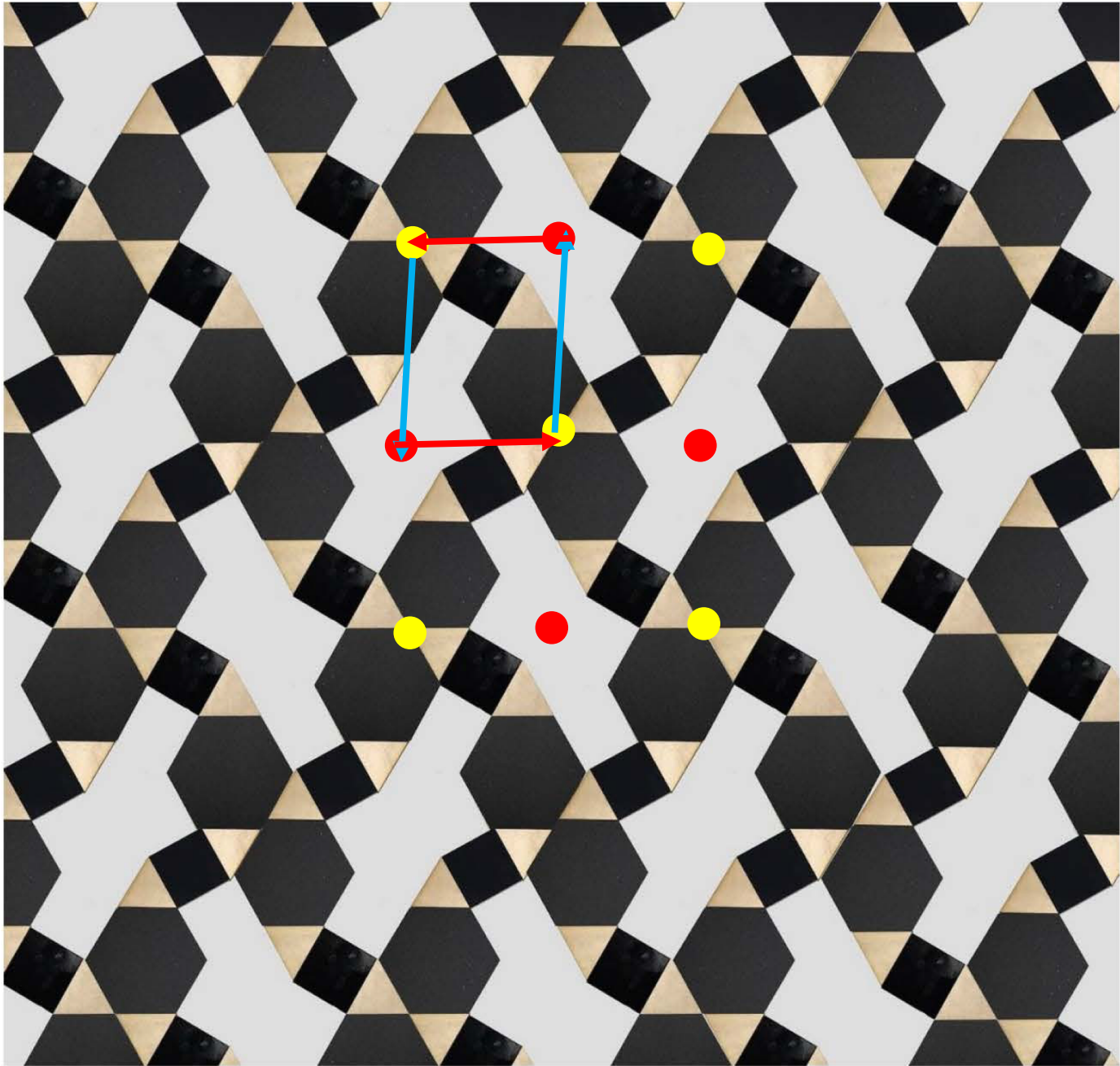
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22*



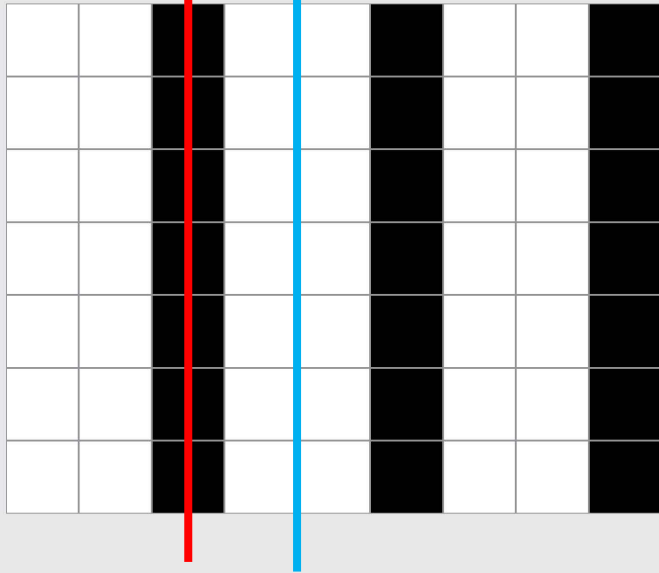
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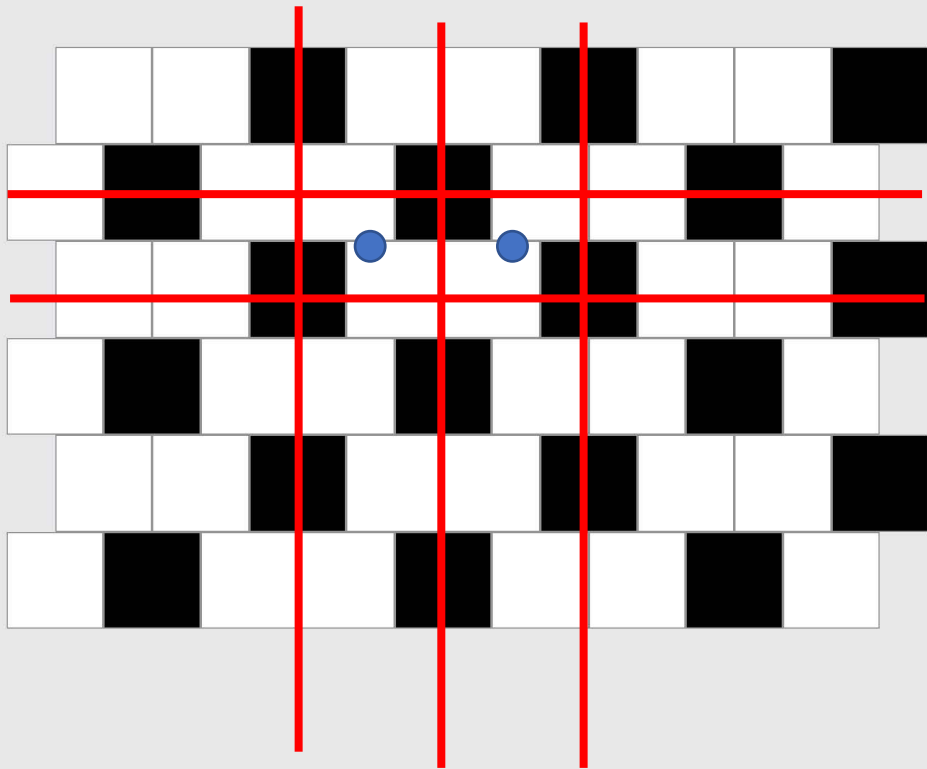
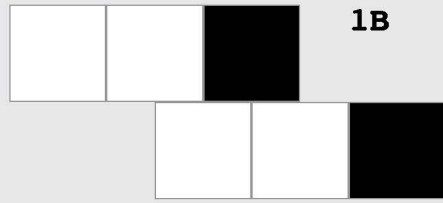
22x



1A



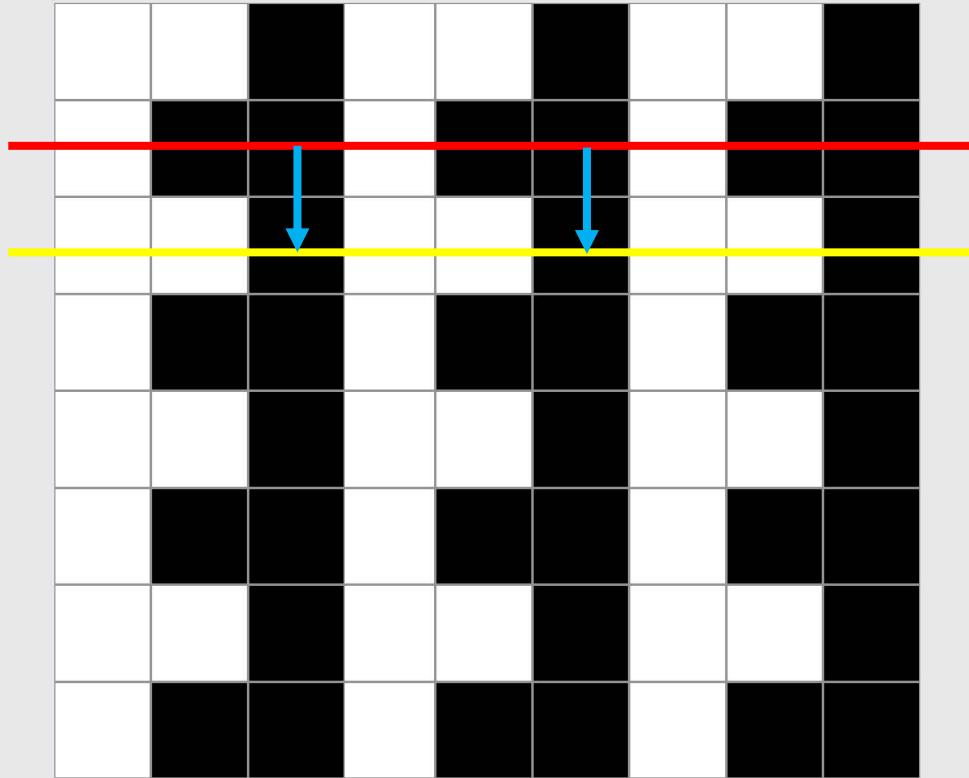
Frieze pattern $*\infty\infty$



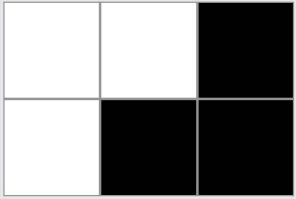
$2*22$



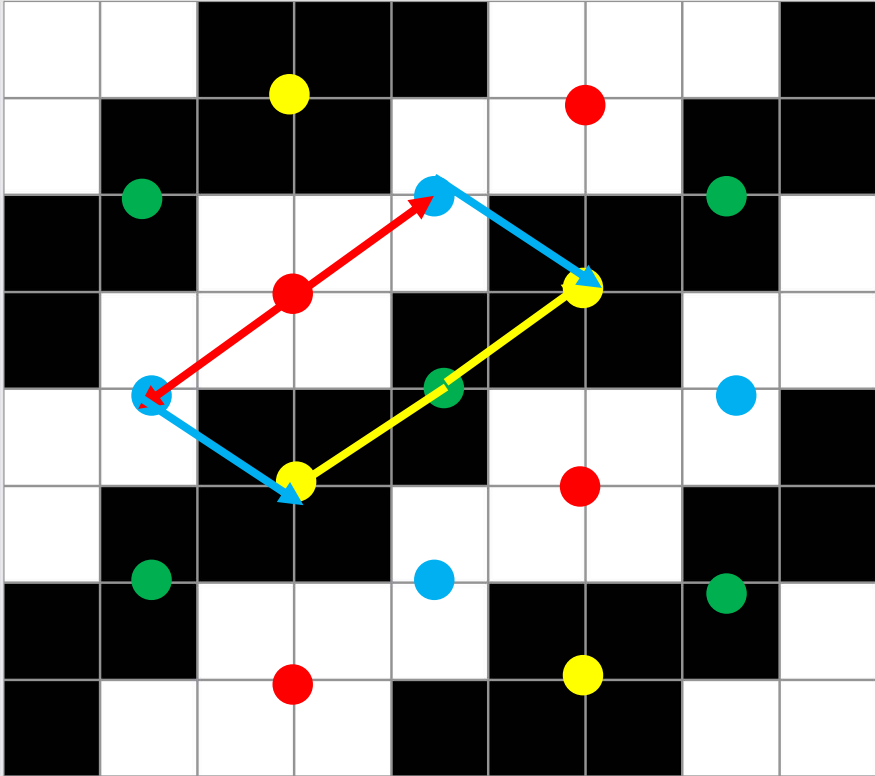
2A



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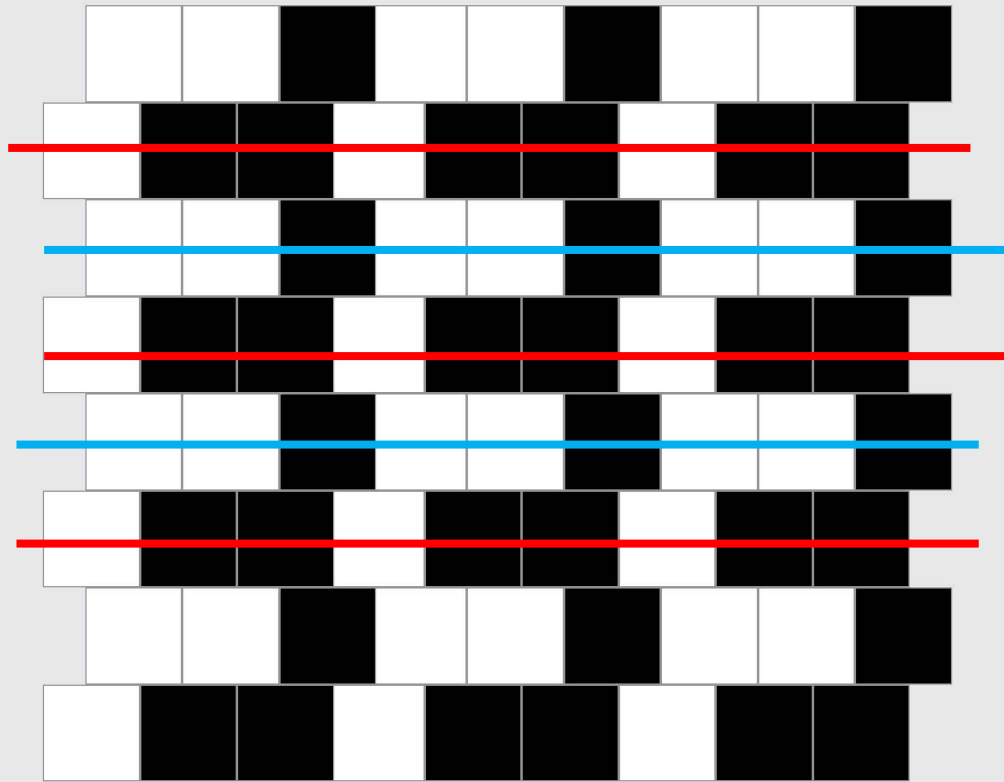
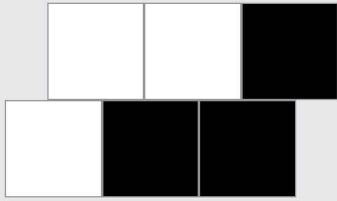


2B

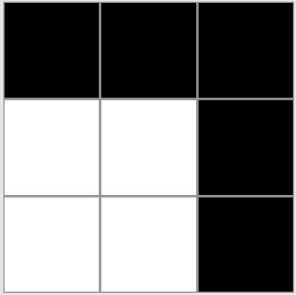


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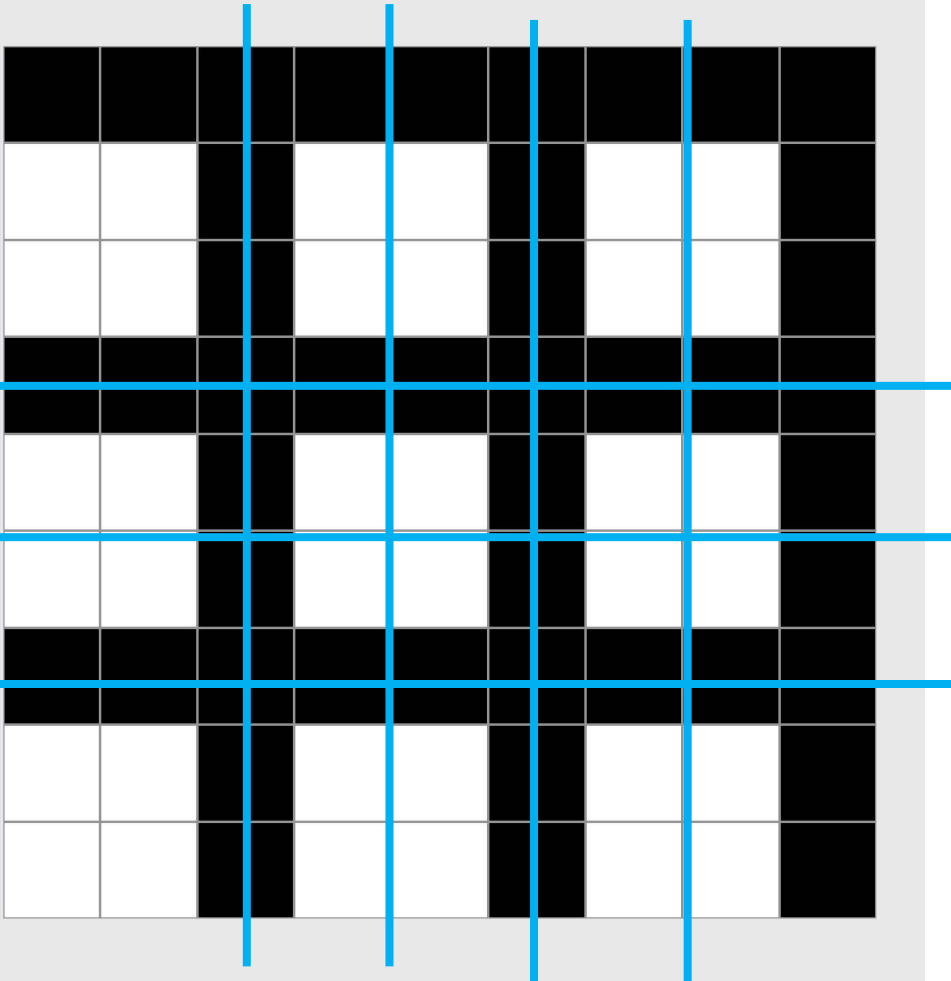
2C



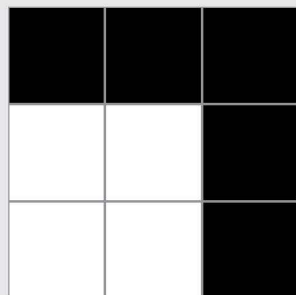
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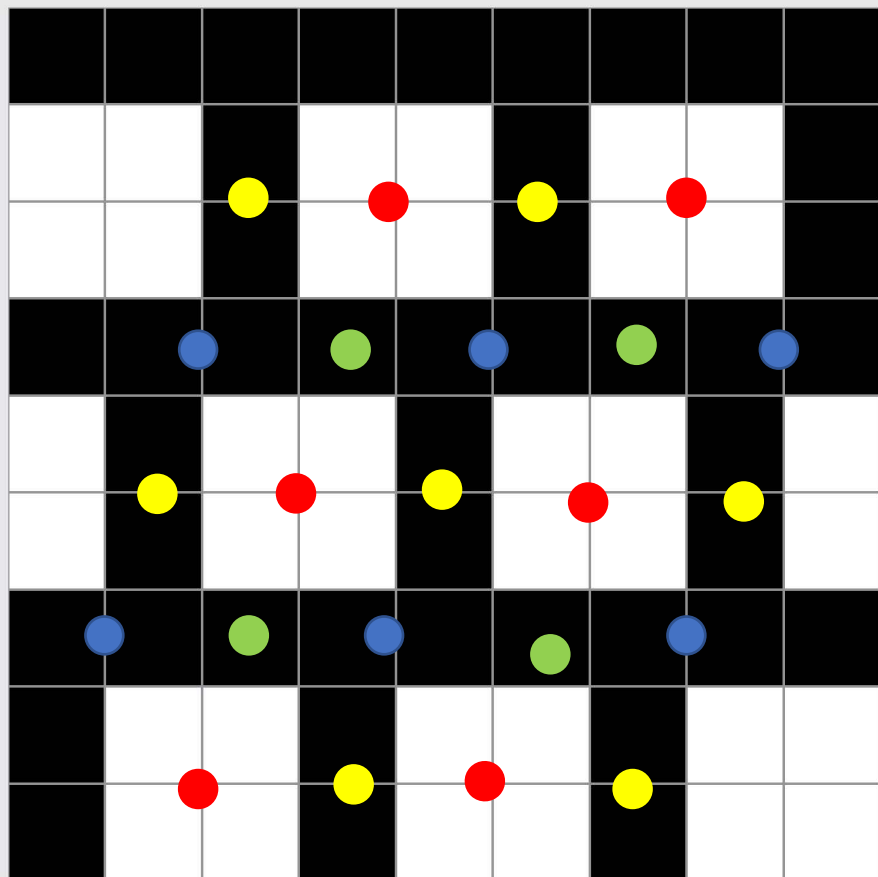
3A



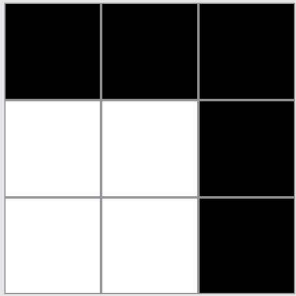
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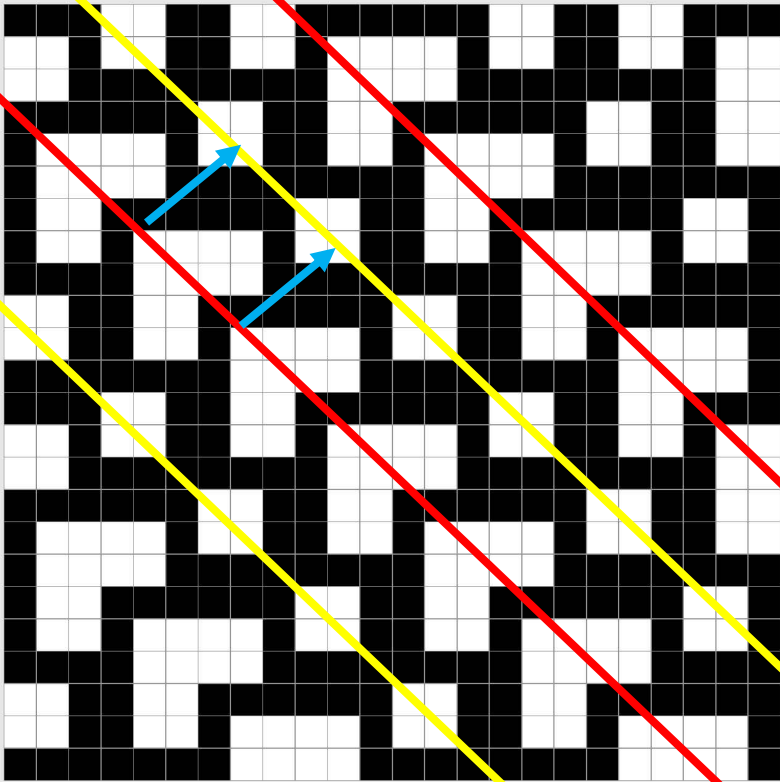
3B



2222

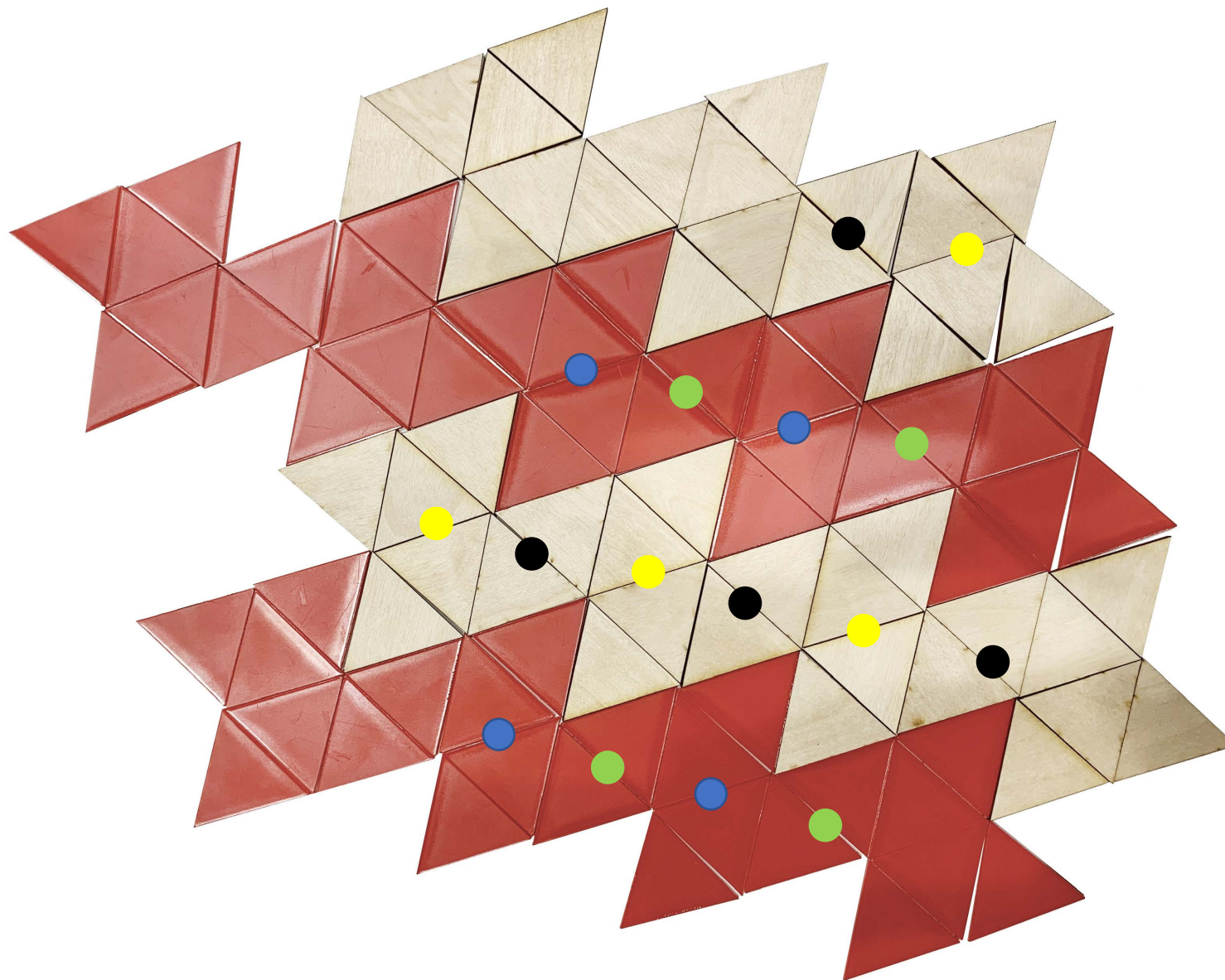


3C



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2222



2222

