

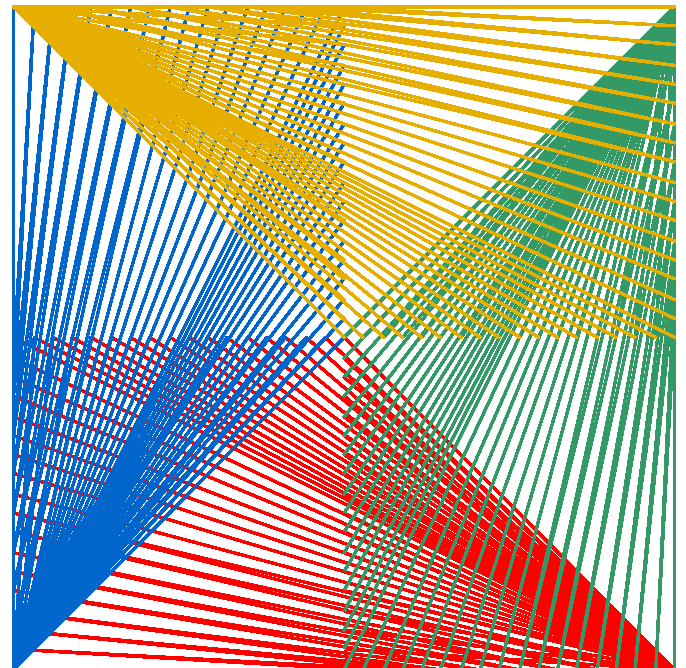
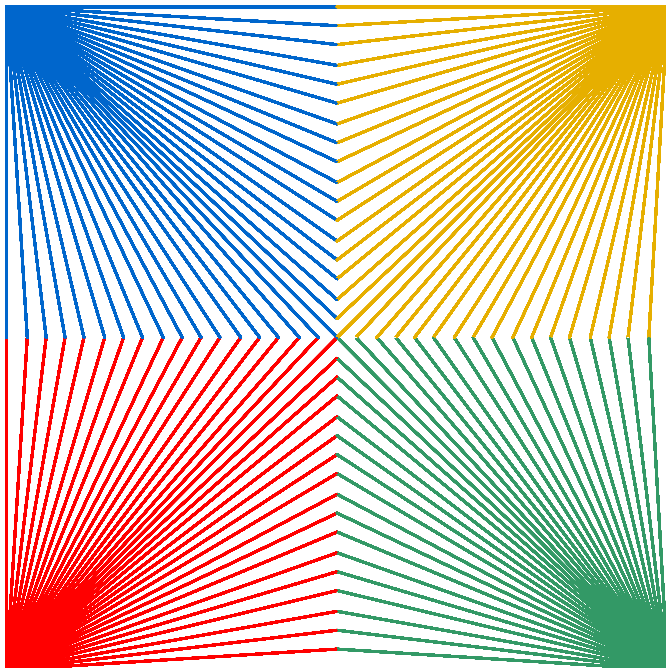
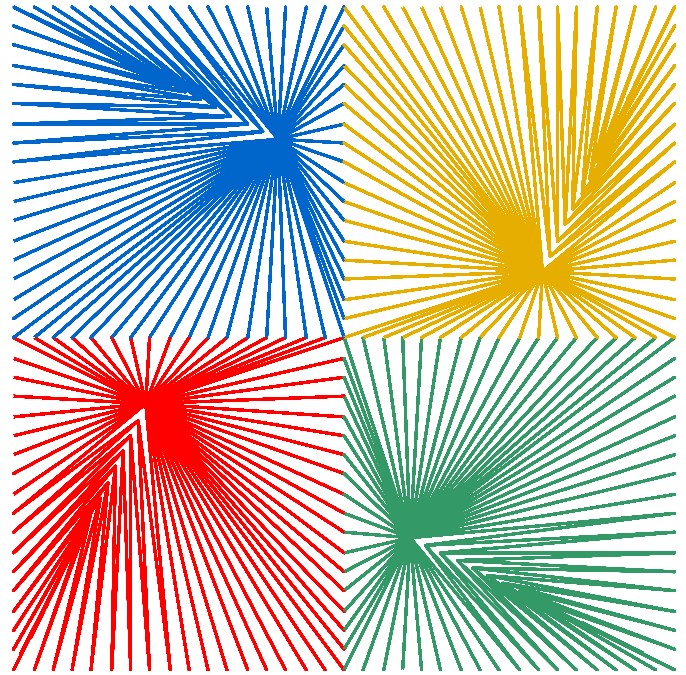
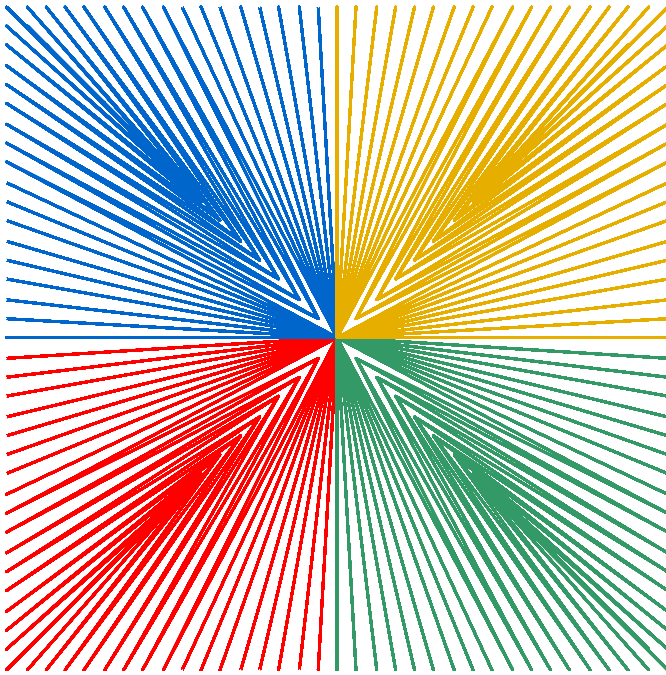
Moving beyond Inside the Box and letting the image swirl

These images start the square (vertex 1) at the outer corners so that there is rotational symmetry if V , S and P are equal across colors. These images switch internal x and y coordinates for **green** and **blue** and subtract from 2 for all but **red** as appropriate for vertices 6-9. This table shows the first 6 vertices for the upper right image following these rules.

If **green**, **blue**, and **gold** vertex 6 coordinates are created from **red** via equations using these rules, one can create images by simply changing **red vertex 6**. Try, for example, **(-0.5,-0.5)**.

	X	Y		X	Y		X	Y		X	Y
1	0	0	1	2	0	1	0	2	1	2	2
2	0	1	2	1	0	2	1	2	2	2	1
3	1	1	3	1	1	3	1	1	3	1	1
4	1	0	4	2	1	4	0	1	4	1	2
5	0	0	5	2	0	5	0	2	5	2	2
6	0.4	0.8	6	1.2	0.4	6	0.8	1.6	6	1.6	1.2

Each image has $(V,S,P) = (9,17,76)$ and vertex 6 values for upper left is (1,1), lower left is (0,0), and lower right is (2,0)



The six images on the next page move outside the box. Using the above, what is the **red vertex 6** in each image?

