180° Rotational Symmetry

The three images at right exhibit 180° rotational symmetry. The image is the same if you turn it upside down, see <u>E6.4.1</u>.

These three examples all have n = 6 with toggle mirror turned on, but the images vary by the number of jumps in the jump set and by r.

The top image has 3 jumps in the jump set: (6,6,J(1,3,5)).

The middle image has 4 jumps in the jump set: (6,14,J(1,2,4,5)).

The bottom image has 5 jumps in the jump set: (6,10,J(1,2,3,4,5)).

To create your own image, follow these *n*, Jump set and *r* rules.

n. The **n**-gon must be even.

Jump Set. The number of jumps in the jump set, *k*, can either be even or odd. If *k* is even, each first half jump is matched with a second half jump with no middle jump. If *k* is odd, then there is a single non-matched middle jump separating the halves of the jump set. Both have the same rule about first and second half of jumps in the set.

First/Second Half. Jumps prior to the middle jump can be any value but jumps past the middle are mirrored reflections of the initial jump. For example, J_1 and $J_k = n-J_1$ and J_2 and $J_{k-1} = n-J_2$, and so on.

If k is odd, the middle jump must equal n/2, like the 3 in top and bottom images to the right. This creates the partial diameter lines from 1-4 at top and 0-3 at bottom.

r. Twice the reduction factor must be a multiple of *k*.

Another example. The bottom left (26,15,J(5,11,3,23,15,21)) 30-line image follows these rules. It is worthwhile to follow the first jump set worth of lines in this instance. The endpoints are on the following vertex radius vertices: 5, 16, 19, 16, 5, 0. These four vertex radii (0, 5, 16, and 19) are used in each of the 5 sets ($30 = 5 \cdot 6$); the only difference is that



