

## Graphics Corner

### — Exploring for Tiles

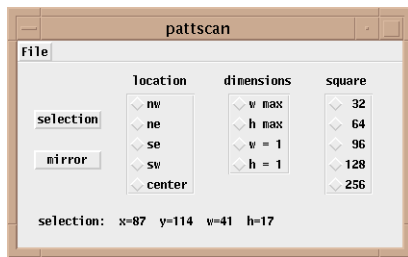


Figure 1. The Application Interface

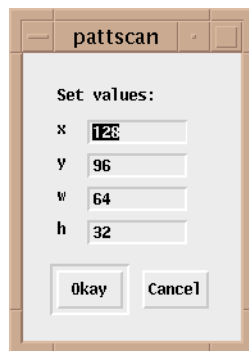


Figure 2. The Selection Dialog



Figure 3. An Image for Tile Exploration

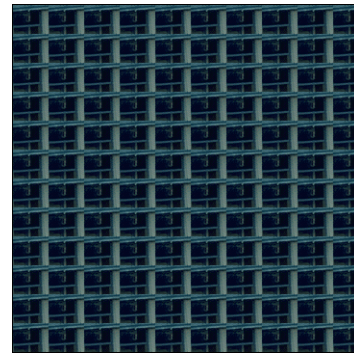


Figure 4. Tiling of a Selection Near the Center

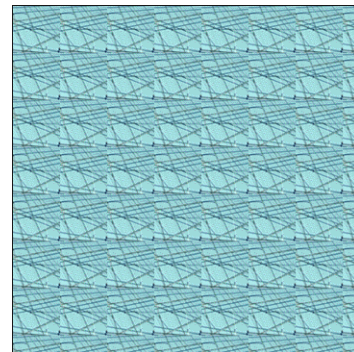


Figure 5. Tiling of a Selection in the Rigging

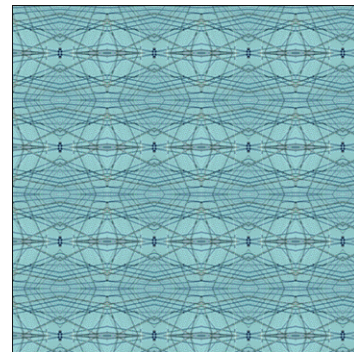


Figure 6. A Mirrored Tiling

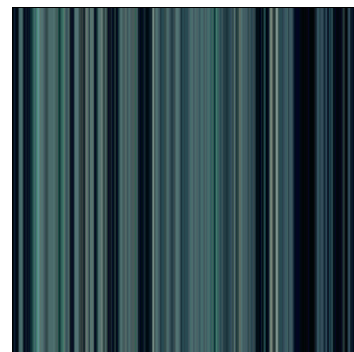


Figure 7. A Gradient Pattern

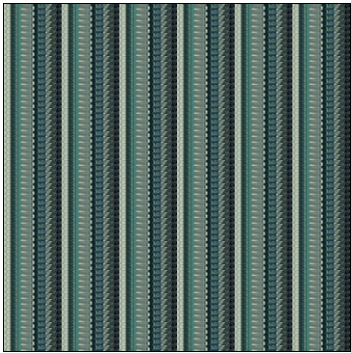


Figure 8. Textured Stripes

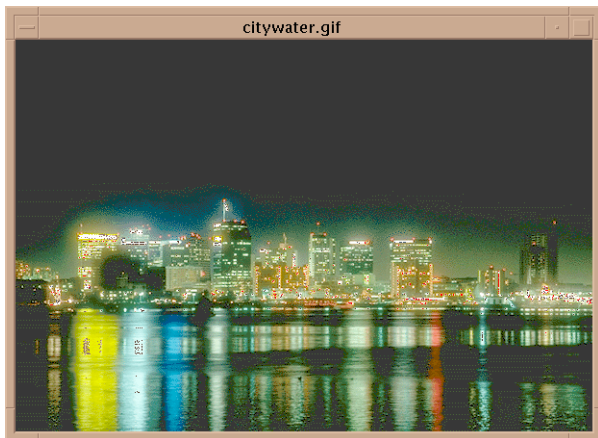


Figure 9. City Lights Reflected in the Water

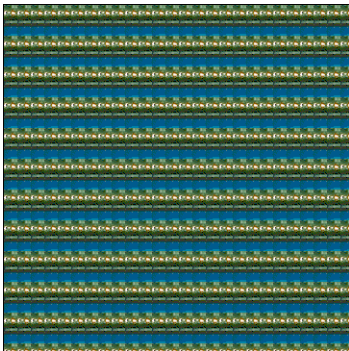


Figure 10. Tiling from City Lights

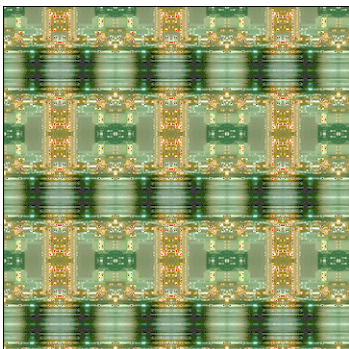


Figure 11. Mirrored Tiling from City Lights.



Figure 12. Cartoon

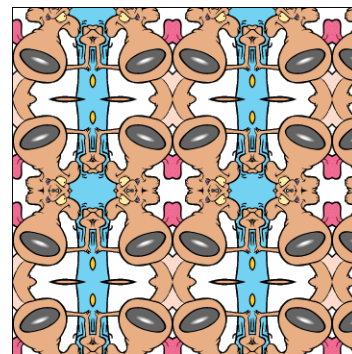


Figure 13. Mirrored Tiling from the Cartoon

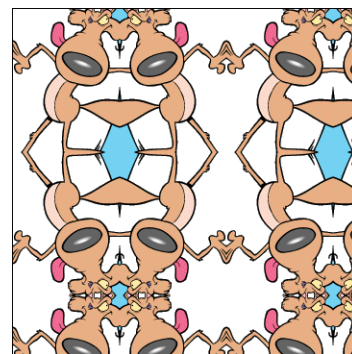


Figure 14. Mirrored Tiling from the Cartoon

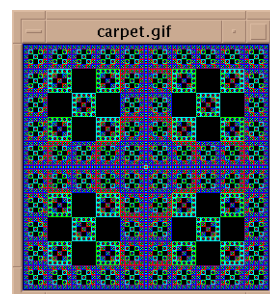


Figure 15. A Numerical Carpet

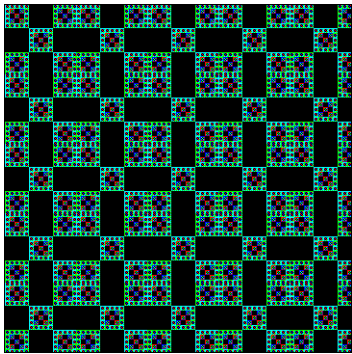


Figure 16. Tiling from a Numerical Carpet

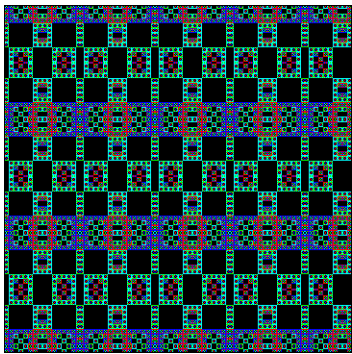


Figure 17. Tiling from a Numerical Carpet

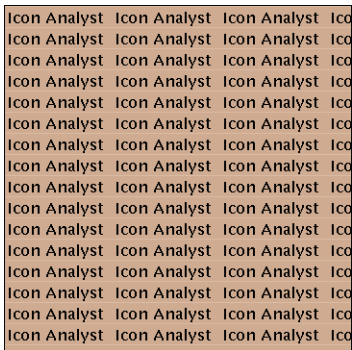


Figure 18. Tiling from Text

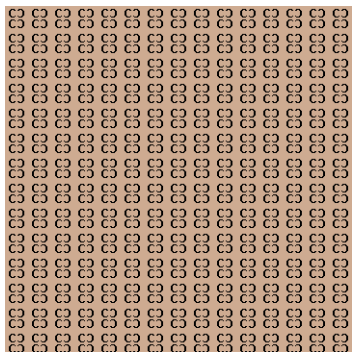


Figure 19. Mirrored Tiling of a Letter

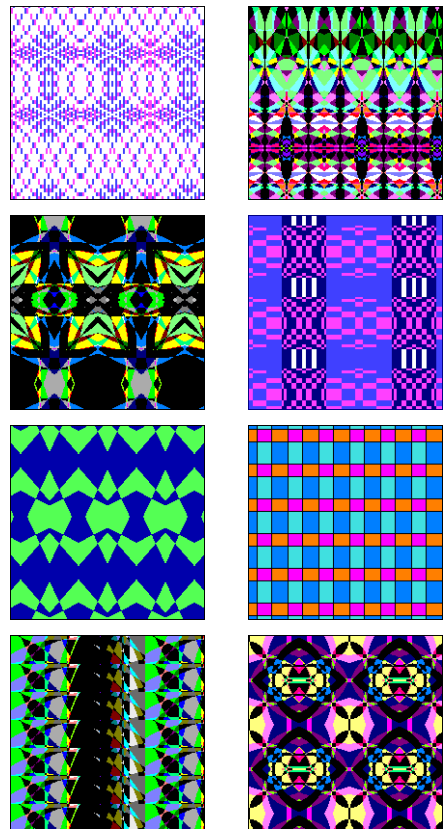


Figure 20. Various Tilings