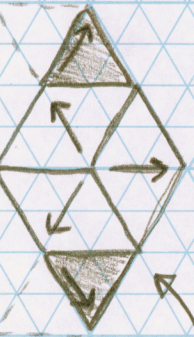
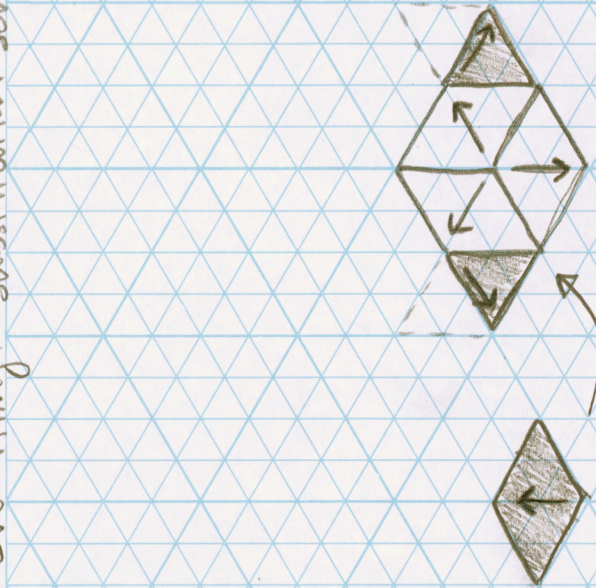
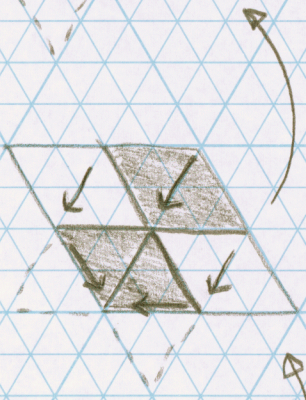
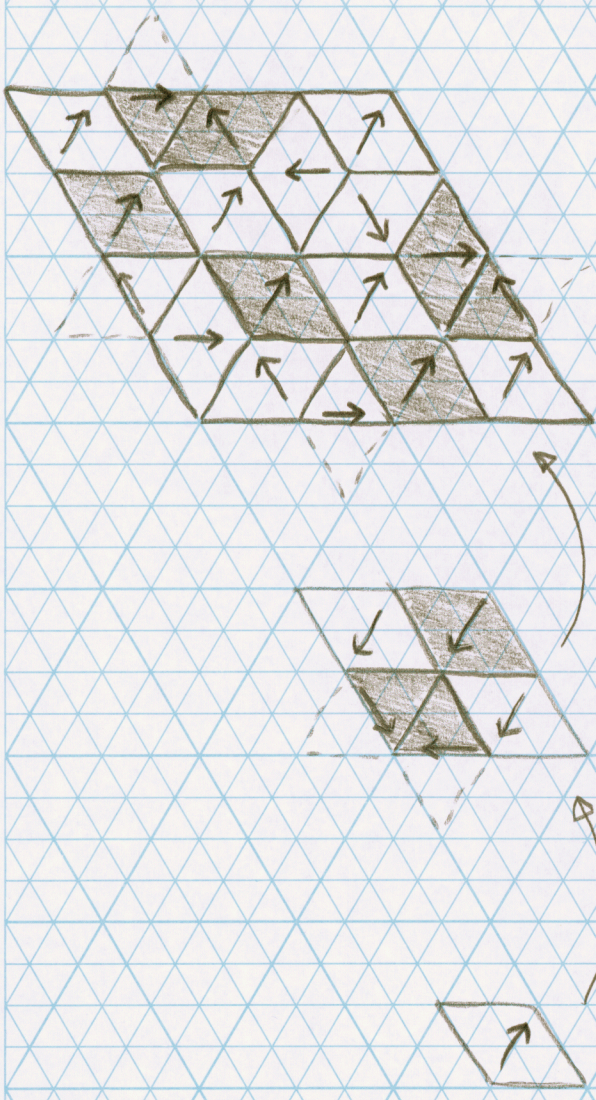
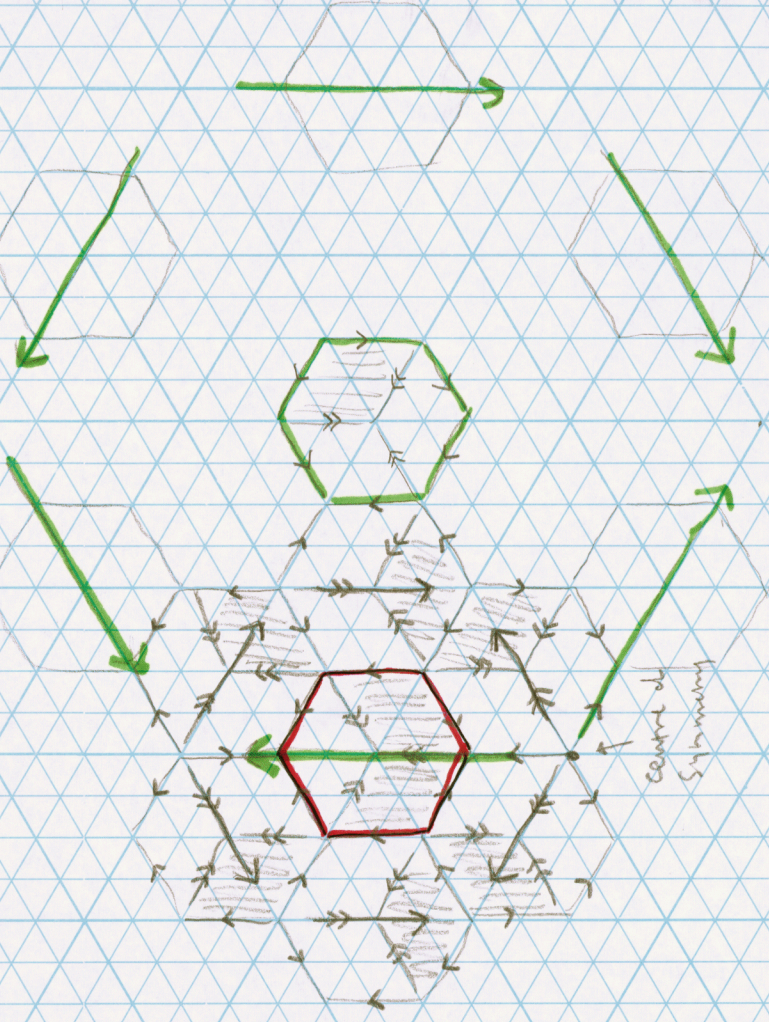
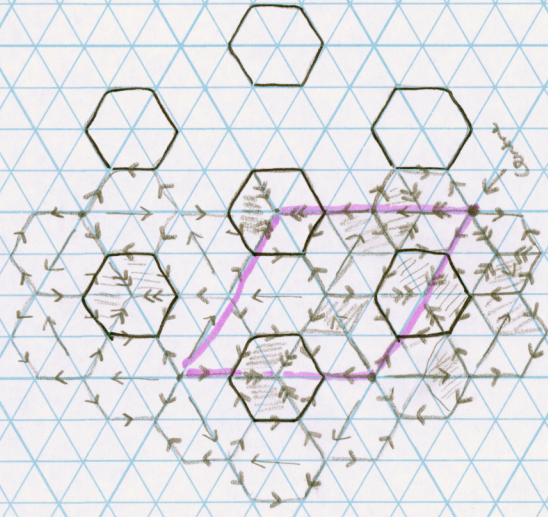


Inverse Eve Tiling Substitution Scheme



The pair of first substitutions defines the tiling.



The inverse tiling is made by taking the first hexagon of the Eve tiling and rotating it through π so that the "thin" rhombuses are at the centre of symmetry. The arrow scheme is then forwards, backwards, backwards. This scheme is repeated at each scale, the first hexagon defining "forwards". The centre of the first ring of hexagons is filled in with tiles (red hexagon at left). The next biggest scale has a different style of central hexagon (green hexagon). These two styles alternate at subsequent scales. This forms a self-consistent tiling. The tile ratio is 3:2, white:black.

Centre of Symmetry