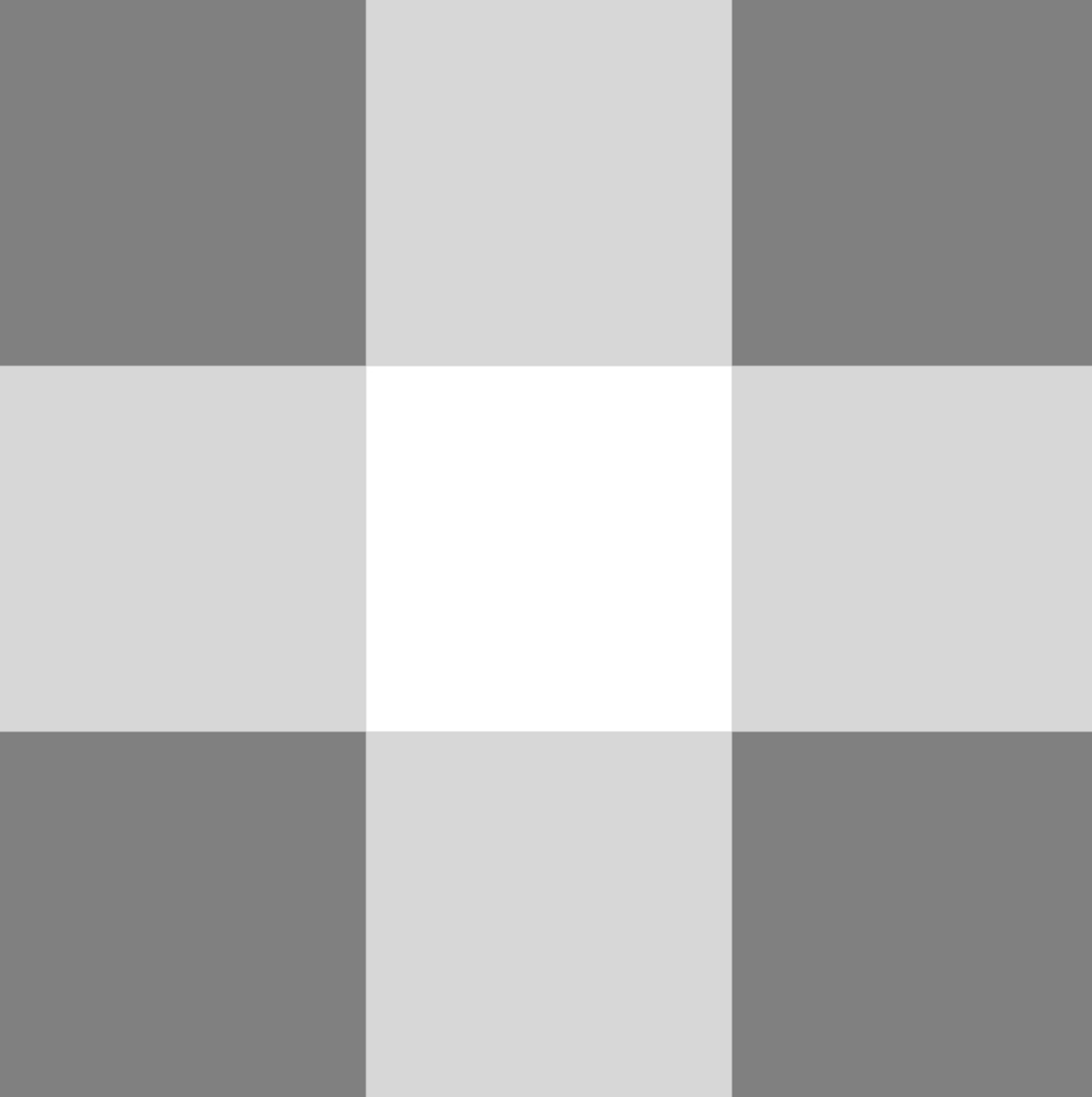# Drafting Tessellations

COMD 1100 | Jake Wright

Draw a 3 x 3 square grid in your sketchbook, with each square about 2.5" to side.

We're using the center tile to draft our design

The tiles around it will help us align our design - mainly the ones directly beside it (lighter gray in the diagram).

Draw a shape that crosses the edge of the main tile and one of the tiles to its side.

Take note of where your shape crossed outside your main tile.

Then, lightly reproduce it at the corresponding position *inside* your main tile.

Draw your next shape, again taking note of where it crosses the edges of your main tile.

Lightly reproduce the part(s) of that shape that fall outside the main tile at their corresponding positions inside the main tile.
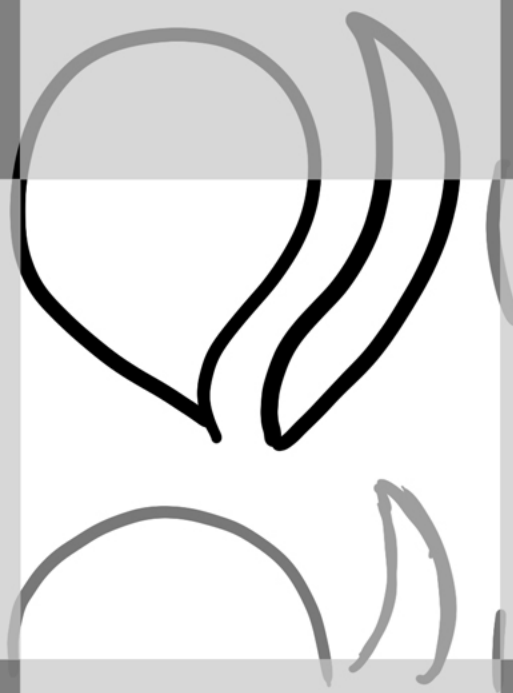
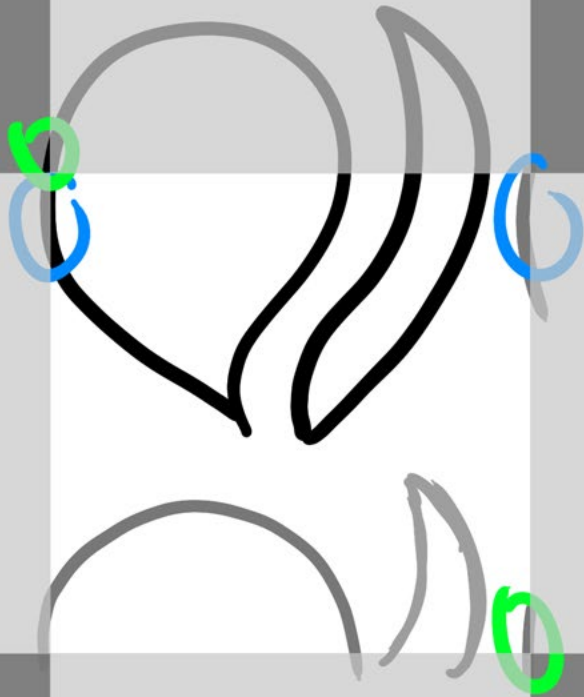In this case, I drew this shape so large that it overlaps itself.

That isn't something I wanted for this design – I'm going to draw a new version of this shape, keeping this geometry in mind.
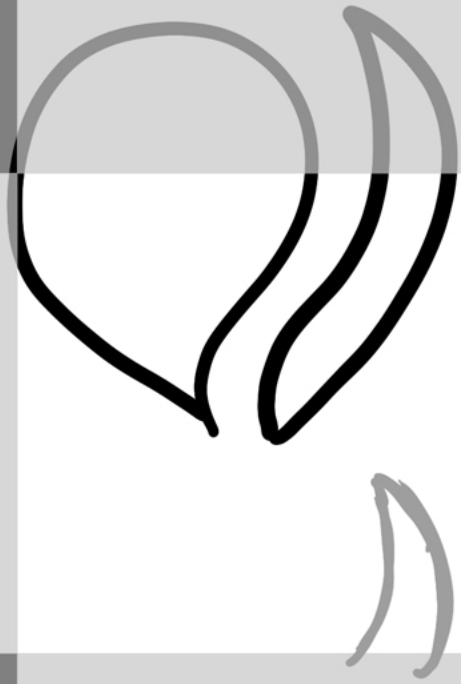
I sketch my new shape…

… then lightly pencil in the areas outside my main tile.

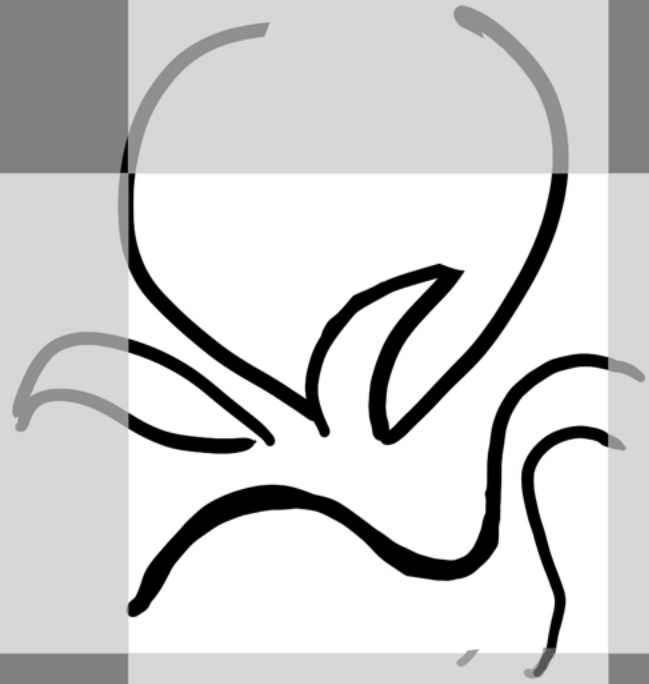This includes the small sections of outline that crossed into other tiles.
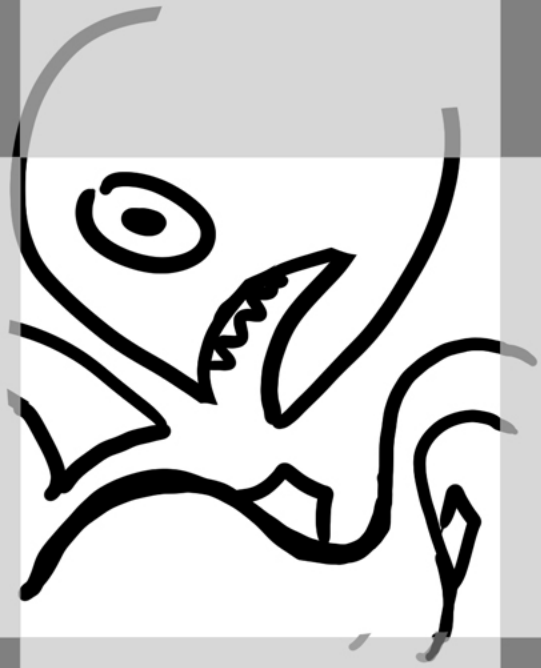
I sketch my next shape…

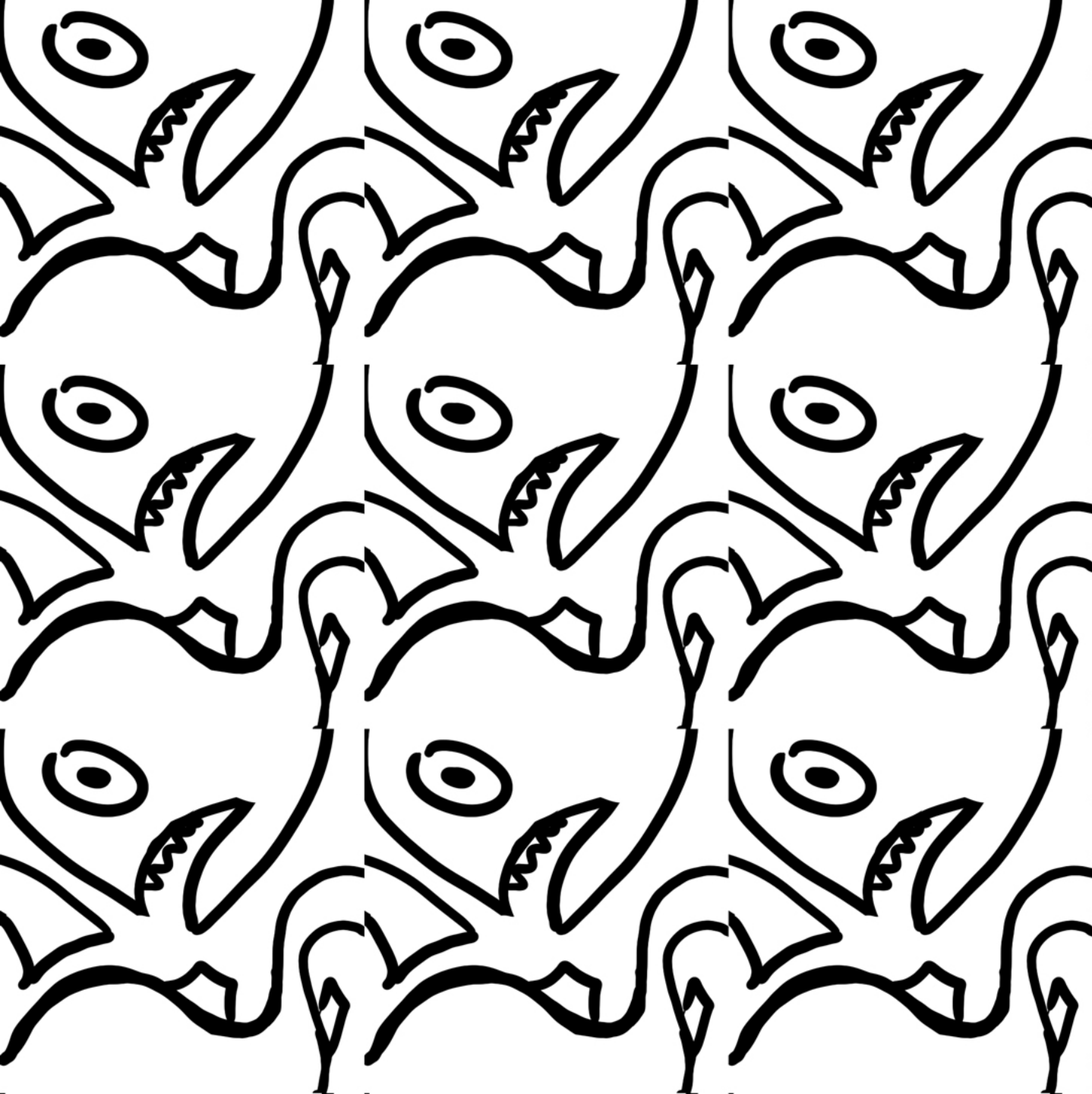… then lightly sketch the overlapping areas again, adjusting as needed.
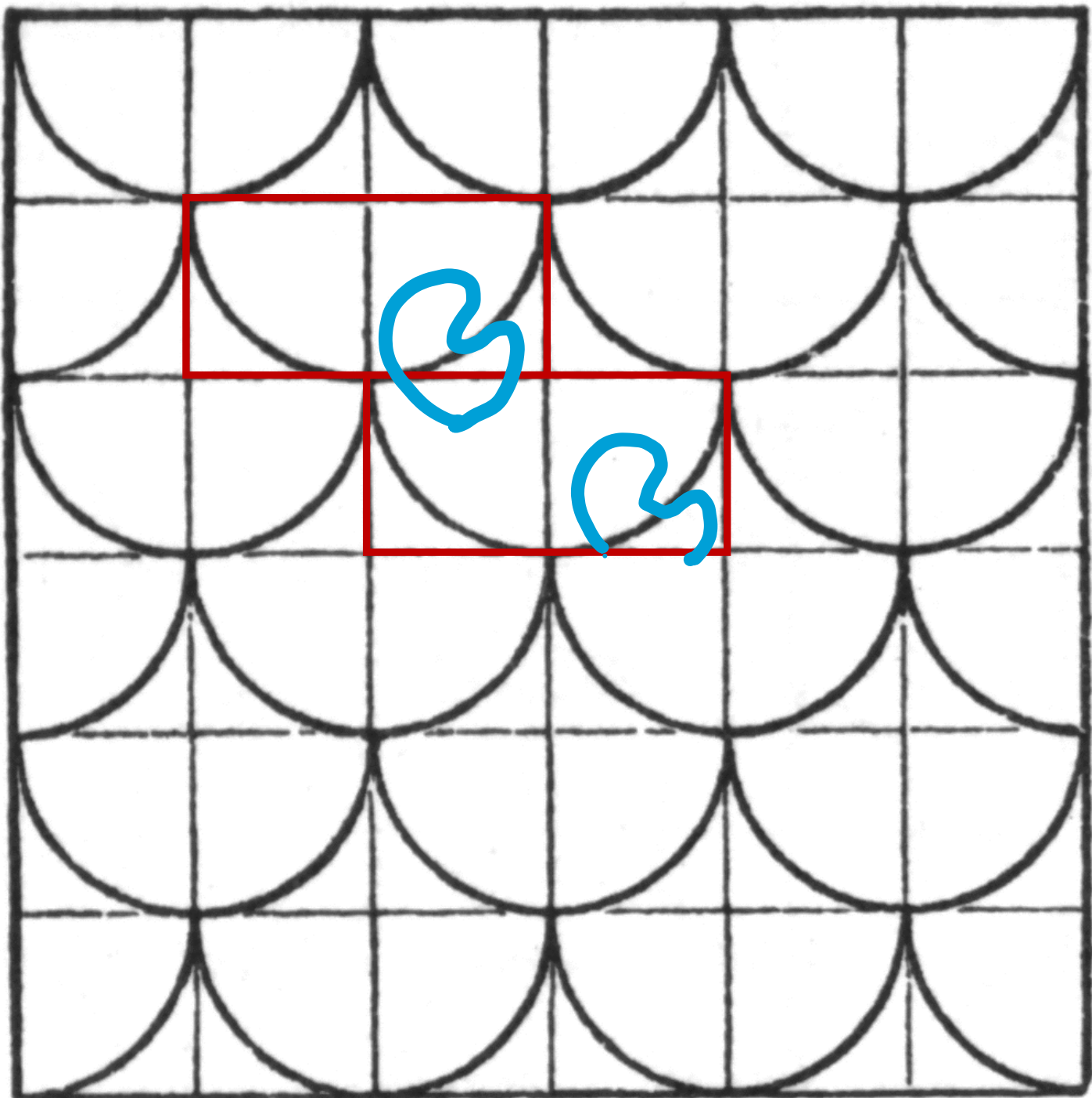
Repeat this process as many times as you need.

Refine and combine shapes as needed…

… and when you're happy with your overall design, you can start adding finer details.

Your hand-drawn design won't tessellate *perfectly*, but you can use it as the foundation for a digital version.

Tiles can be aligned differently, such as this brick-like layout.

The process is the same, but the edges overlap differently.