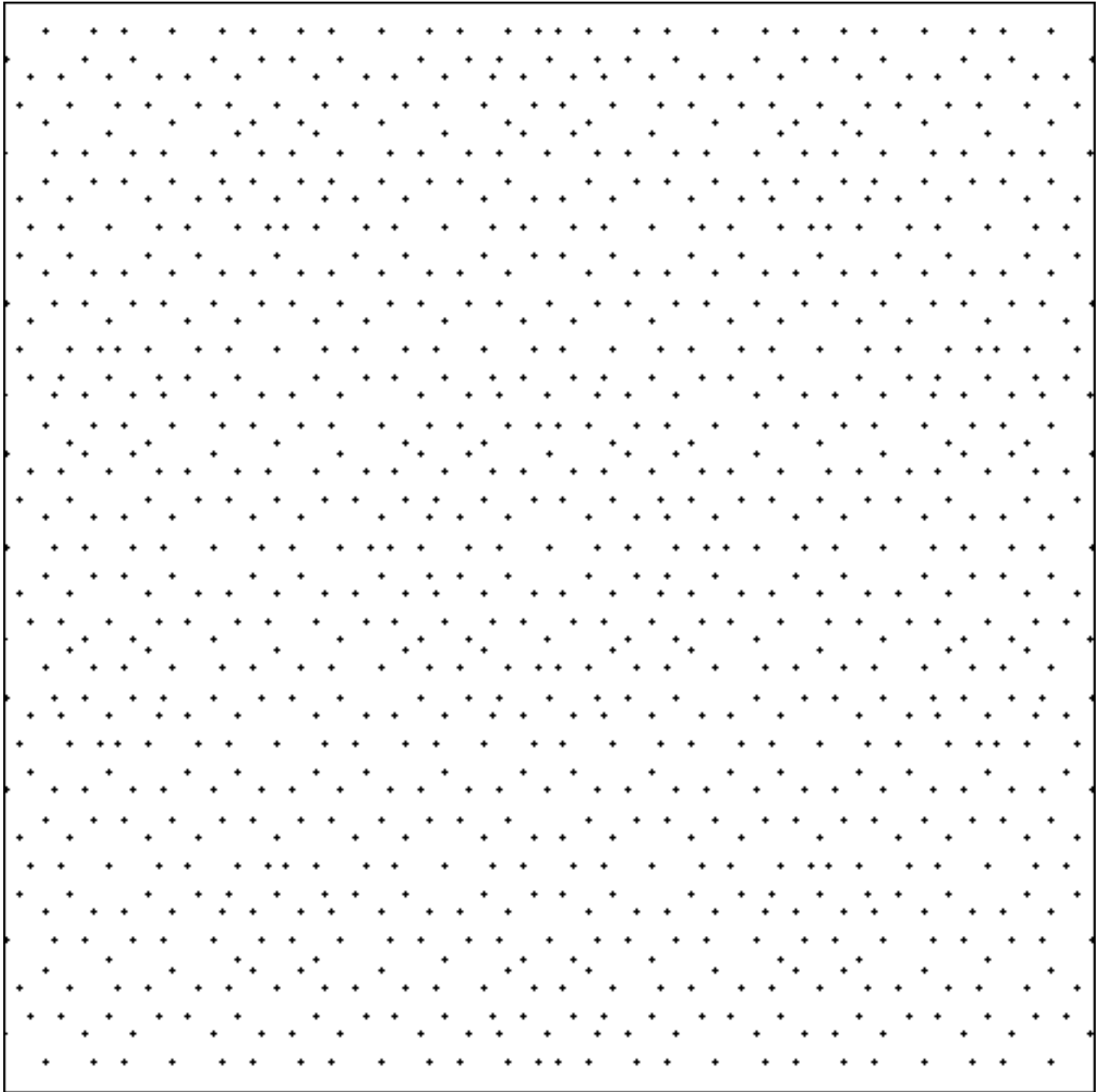


Quasicrystal Point Set

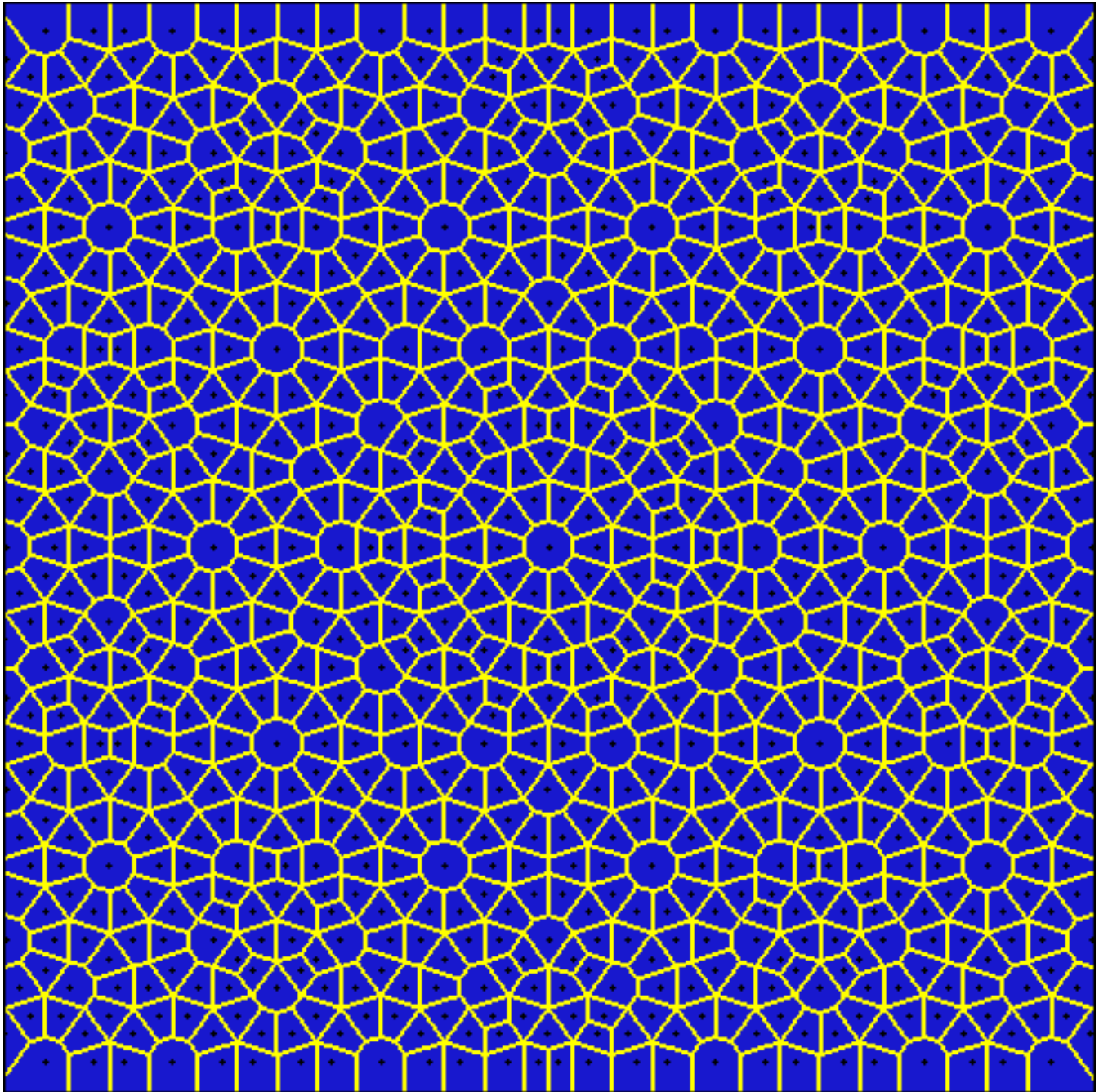


Acceptance Window : Decagon centered at the origin with radius $t^5 + t^3$

Viewing Window : Rectangle centered at the origin with radius 1

Quasicrystal Points : 1035

Quasicrystal Voronoi Diagram

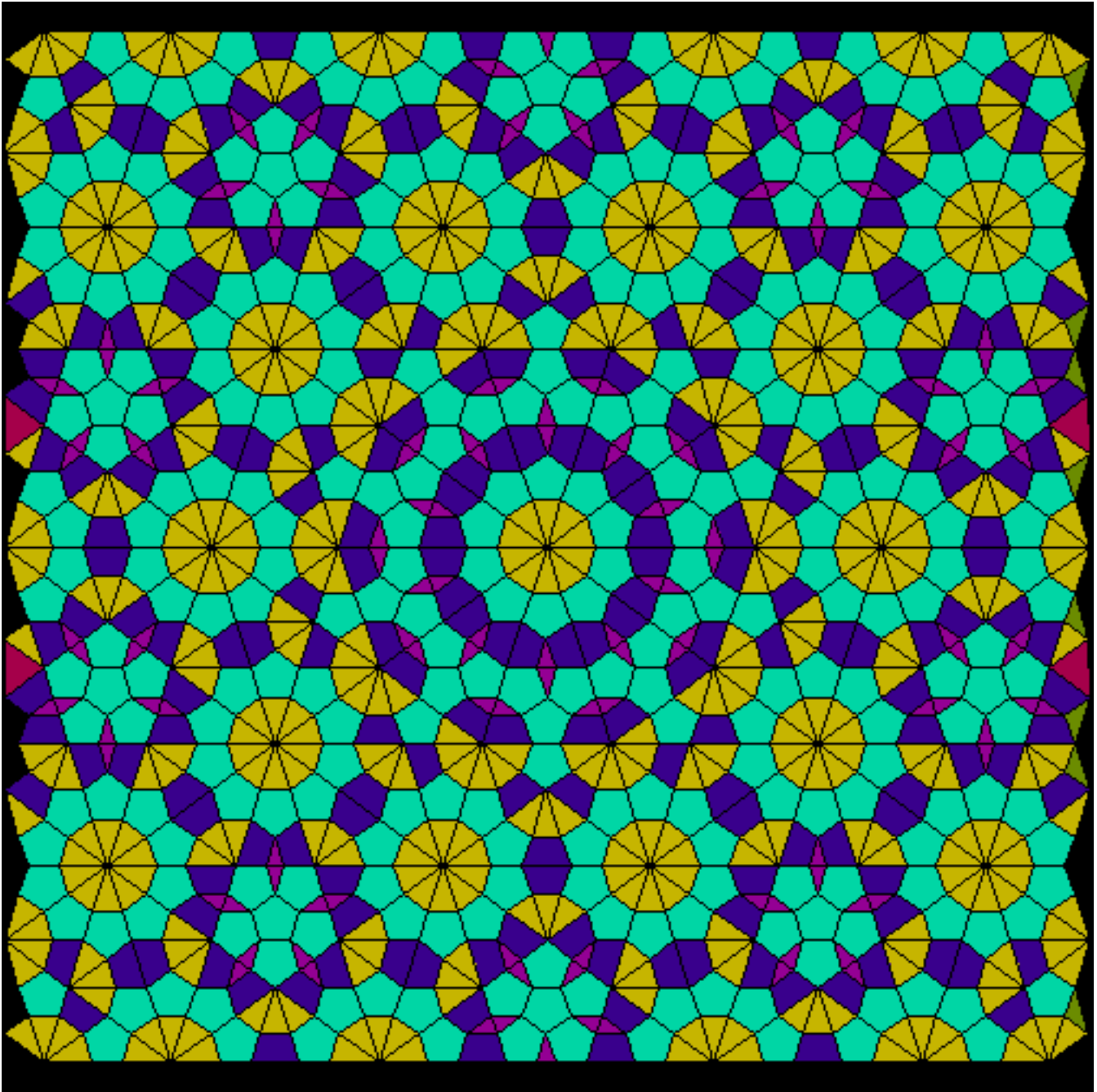


Acceptance Window : Decagon centered at the origin with radius $t^5 + t^3$

Viewing Window : Rectangle centered at the origin with radius 1

Quasicrystal Points : 1035

Quasicrystal Delaunay Graph

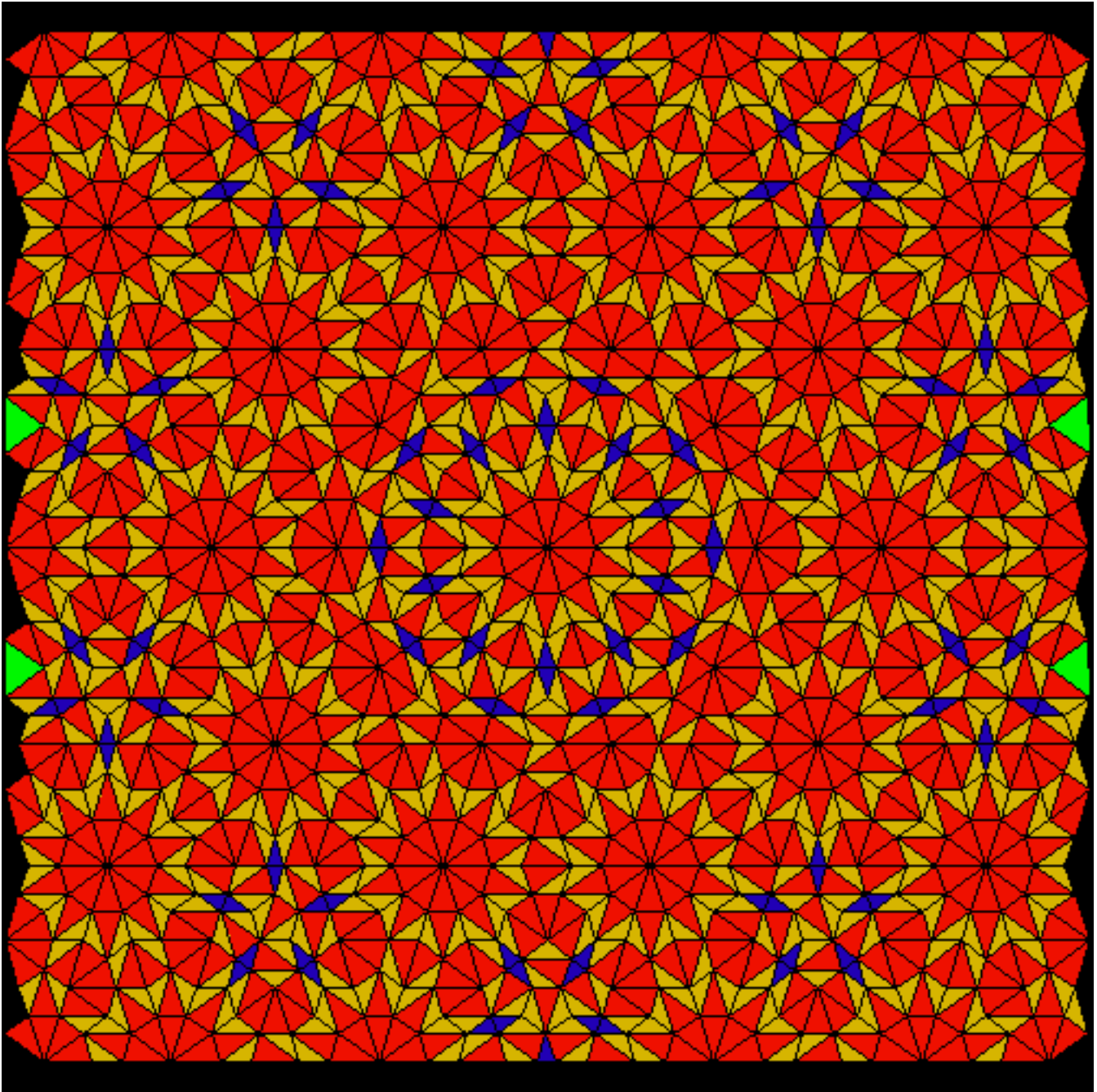


Acceptance Window : Decagon centered at the origin with radius $t^5 + t^3$

Viewing Window : Rectangle centered at the origin with radius 1

Quasicrystal Points : 1035

Quasicrystal Triangulation

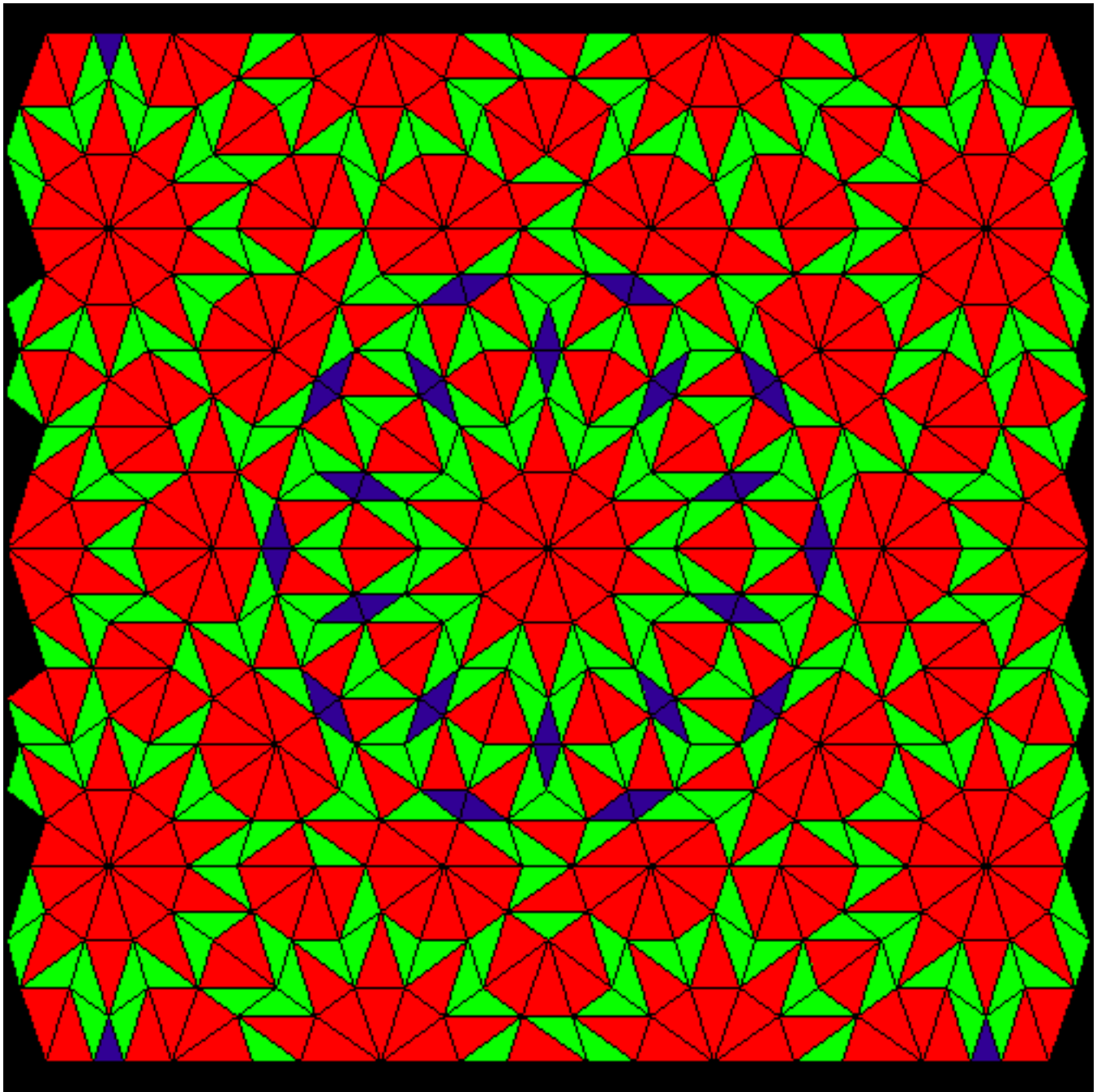


Acceptance Window : Decagon centered at the origin with radius $t^5 + t^3$

Viewing Window : Rectangle centered at the origin with radius 1

Quasicrystal Points : 1035

Quasicrystal Triangulation 2

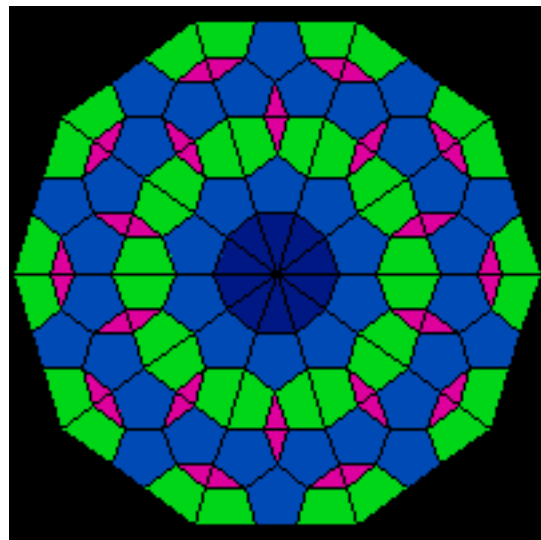
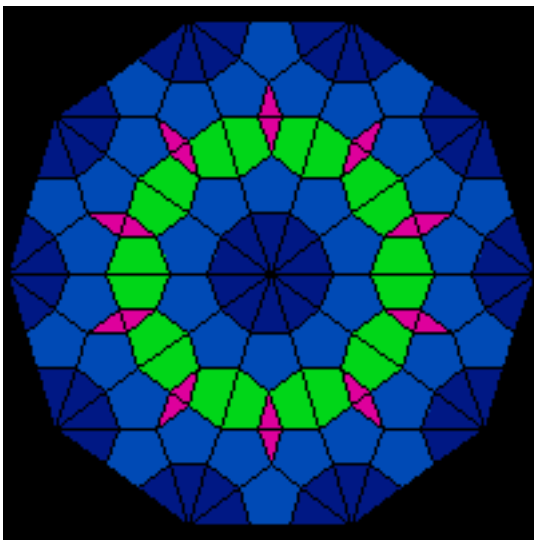
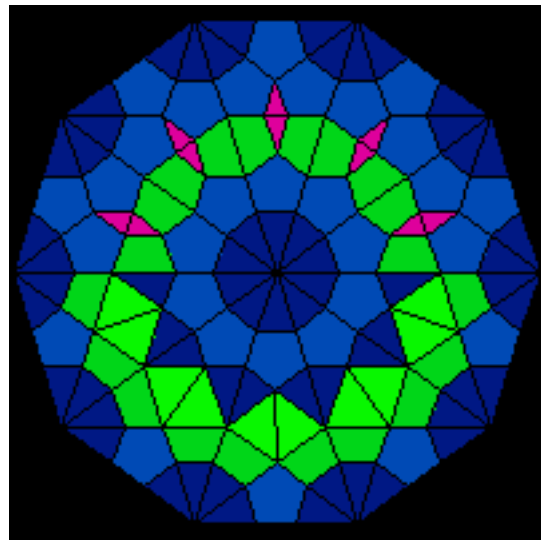
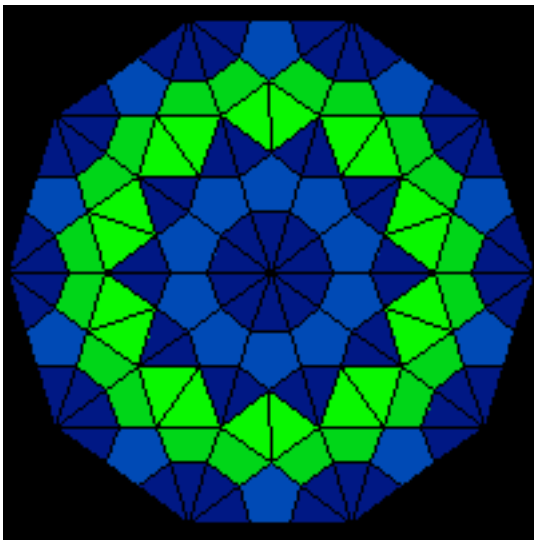
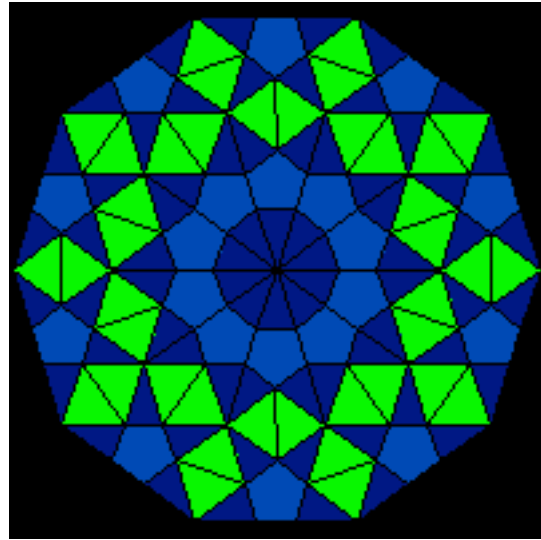
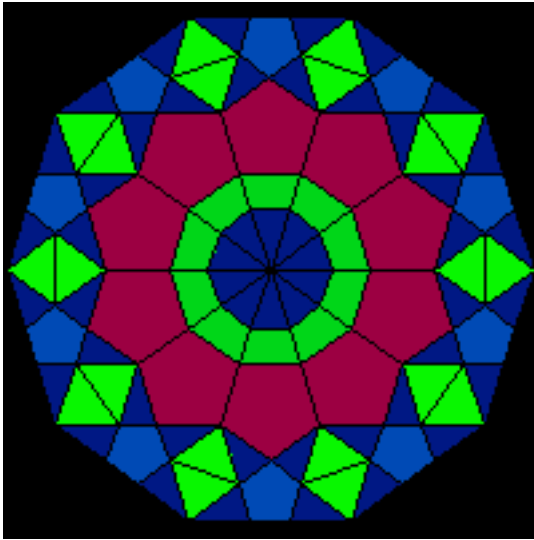


Acceptance Window : Decagon centered at the origin with radius $t^4 + t^2$

Viewing Window : Rectangle centered at the origin with radius 1

Quasicrystal Points : 405

Quasicrystal Growth



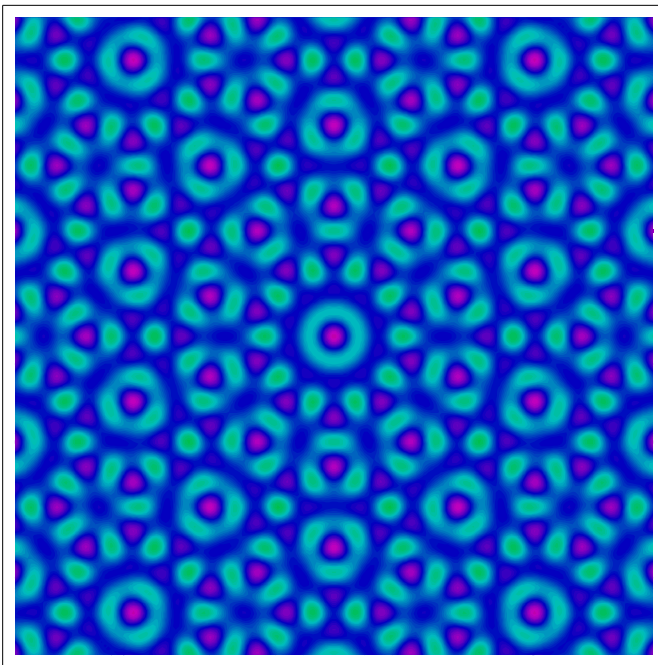
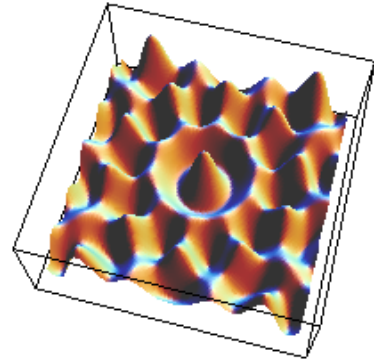
Continuous Phase Functions

$$f(z) = \sum_{j=0}^9 e^{2\pi i \zeta^j \cdot (2\tau^4 z)}$$

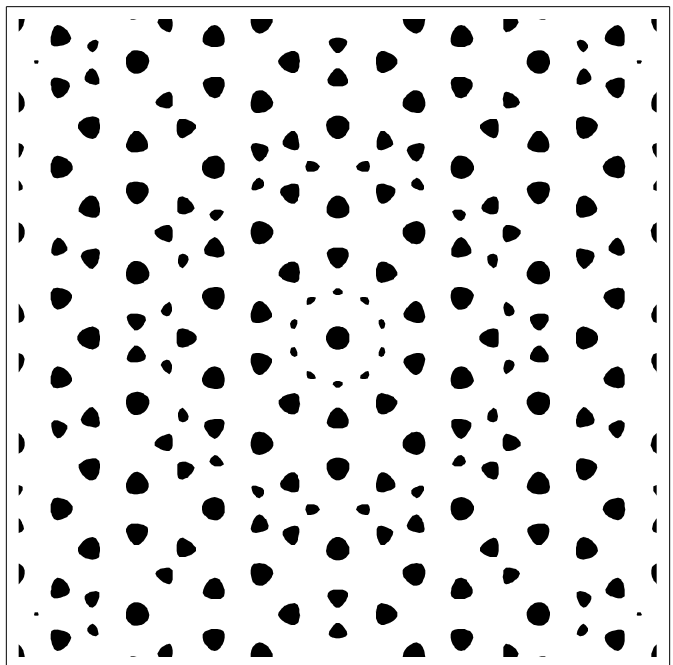
$$\zeta = e^{\frac{2\pi i}{10}}$$

$$\tau = \frac{1+\sqrt{5}}{2}$$

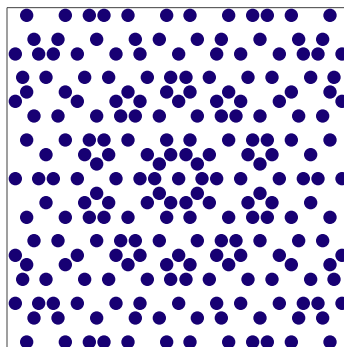
$$u \cdot v = \frac{1}{2} (u \bar{v} + \bar{u} v)$$



Contour Map

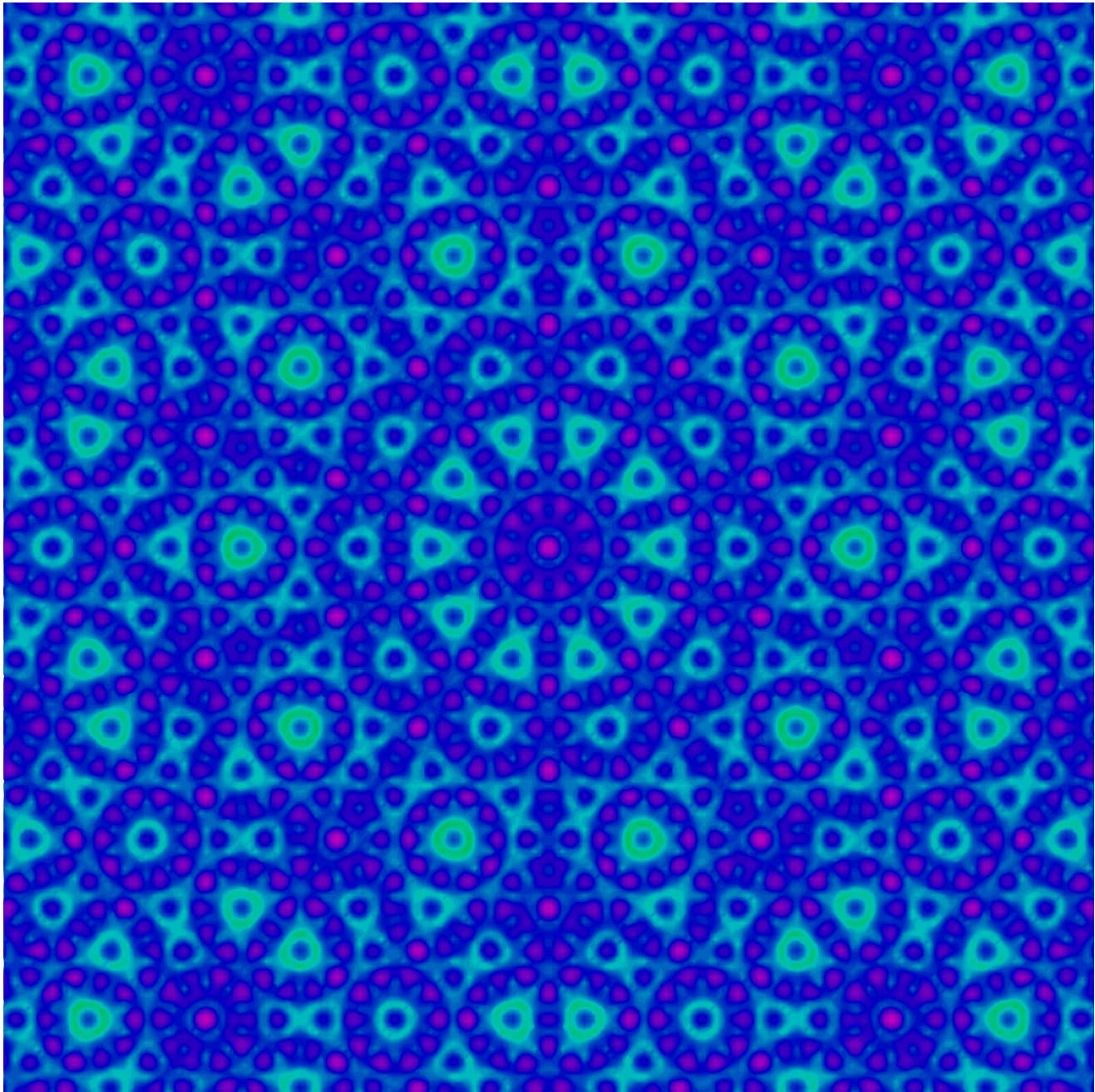


Level Set

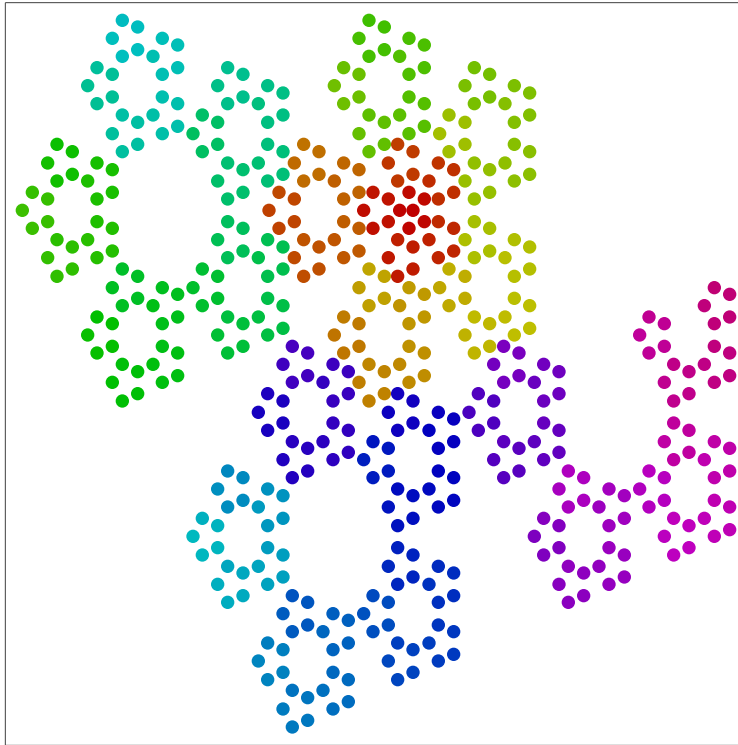


Quasicrystal Point Set

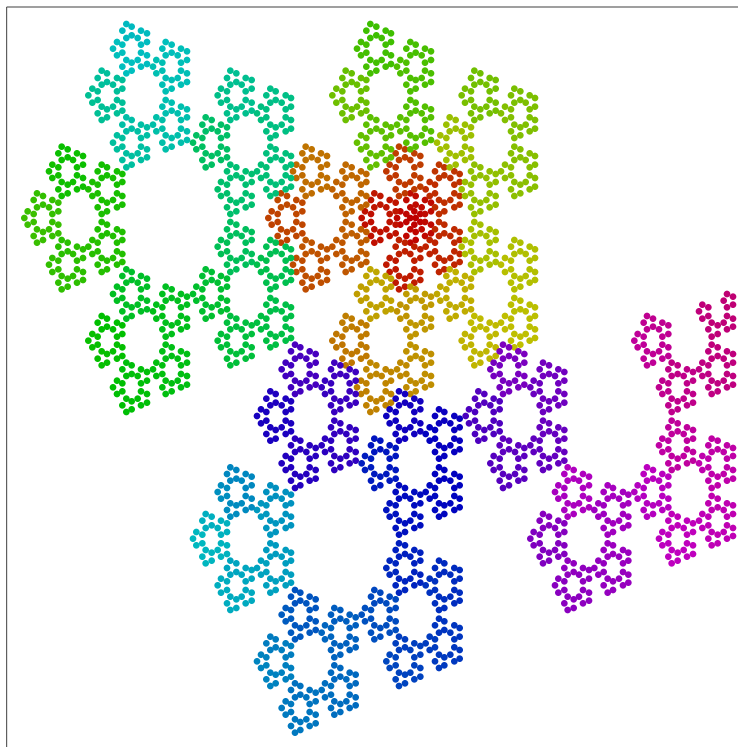
Continuous Phase Functions



Quasiaddition Fractals

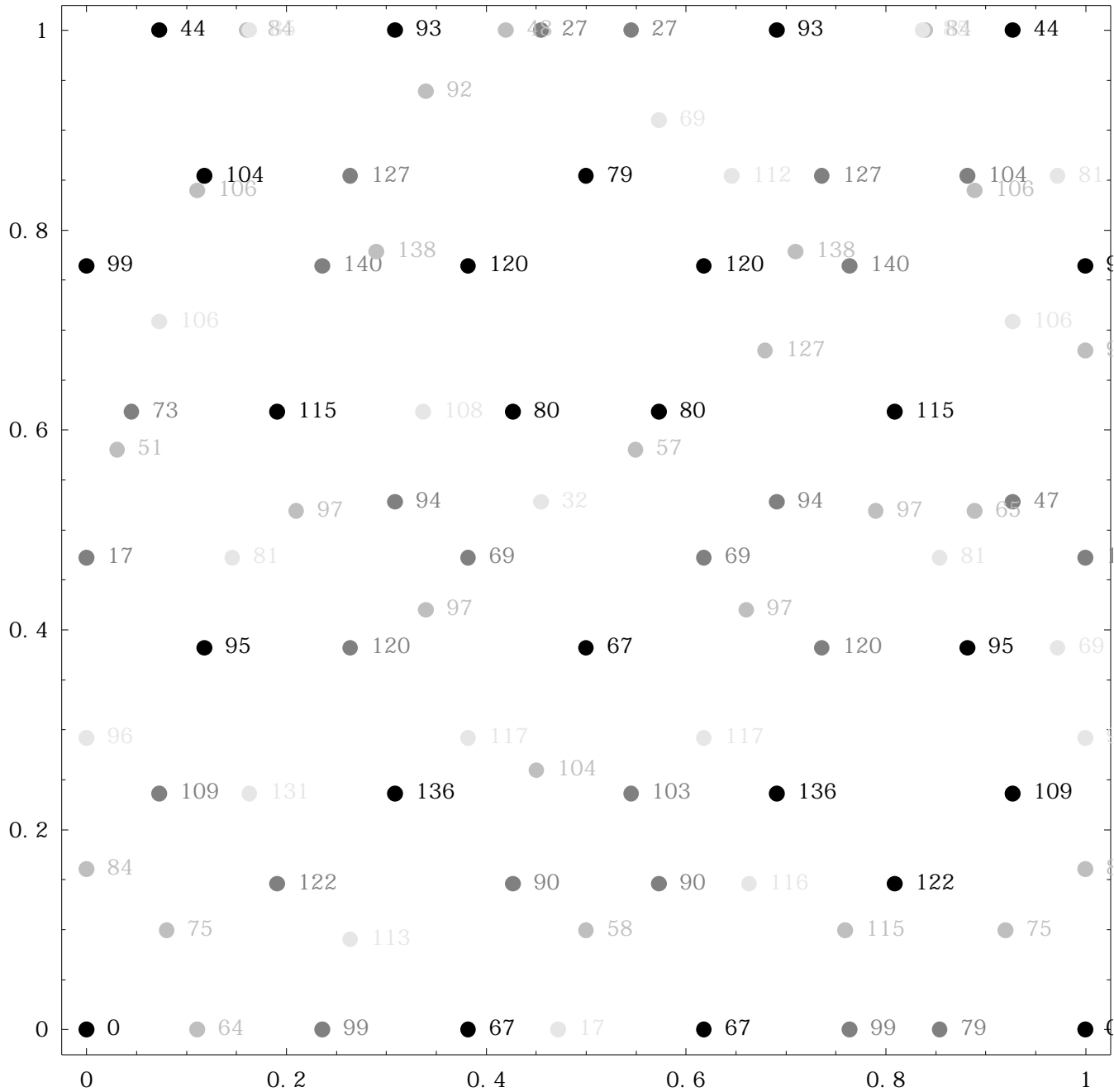


500 points



2500 points

Multiresolution Map Labeling

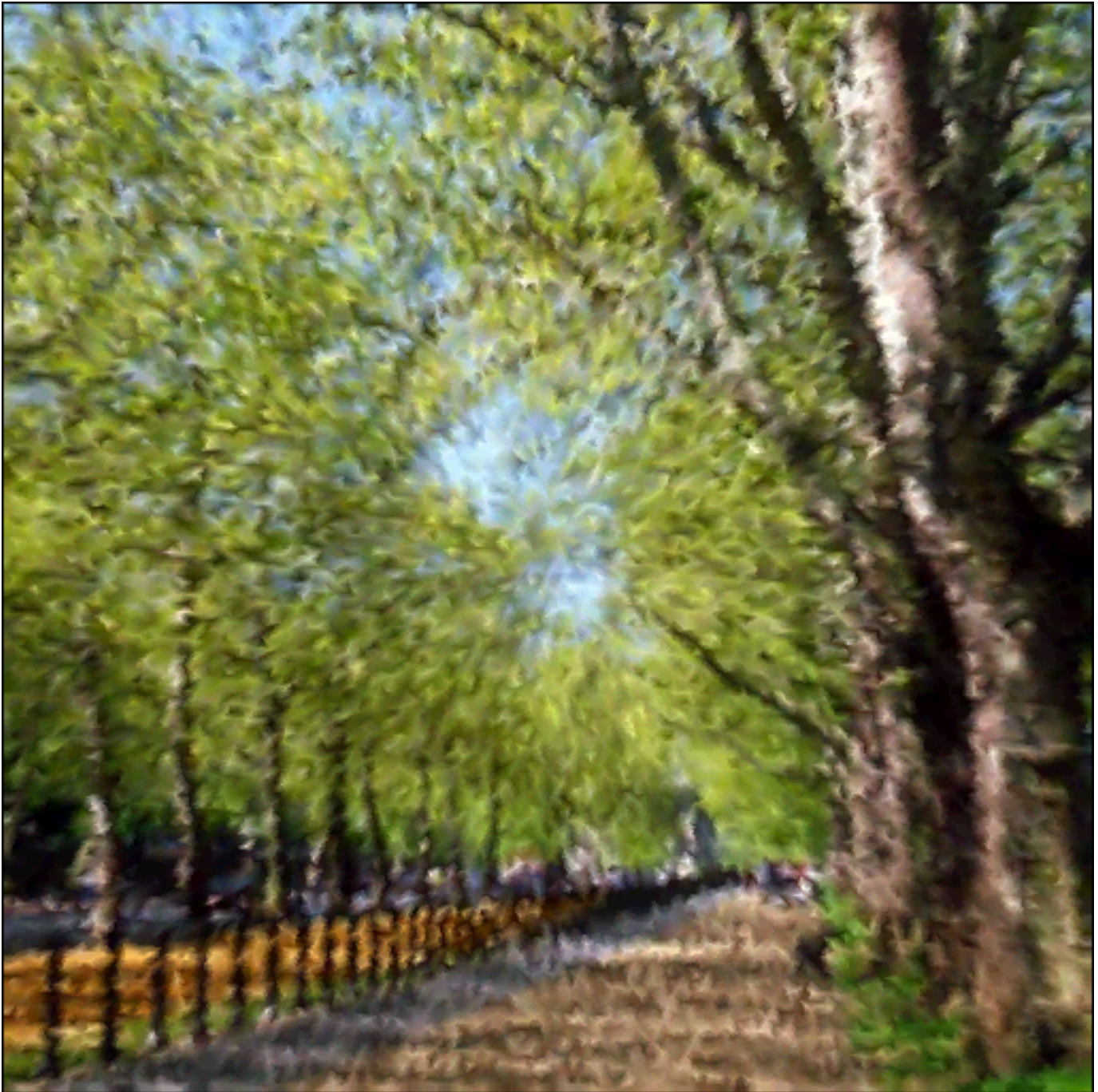


Example : Depth readings for a chart of the sea floor.

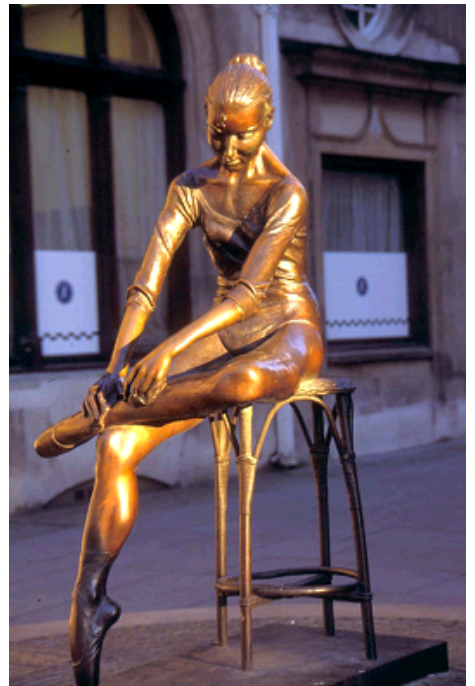
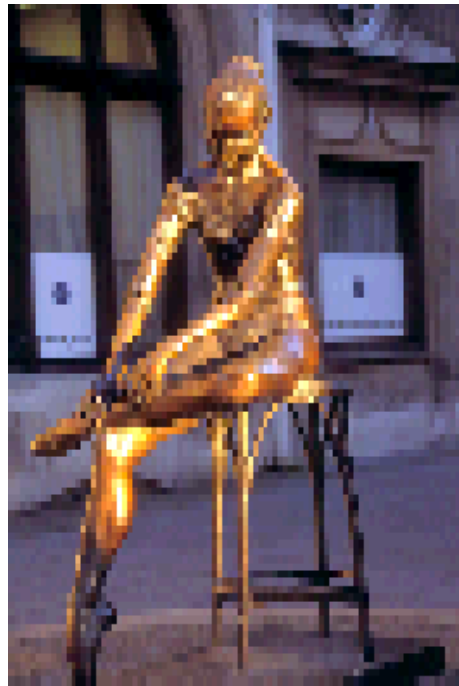
Ornamental Mosaics



Artistic Rendering

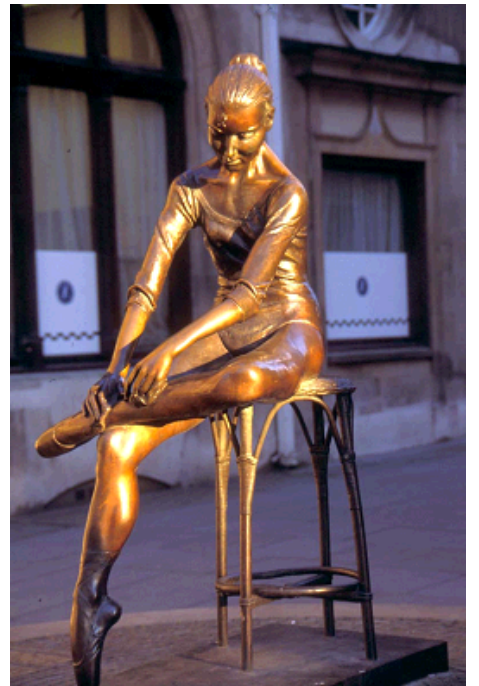
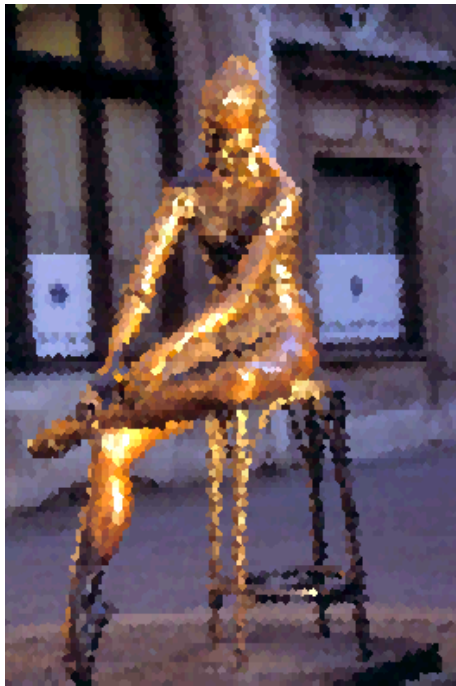
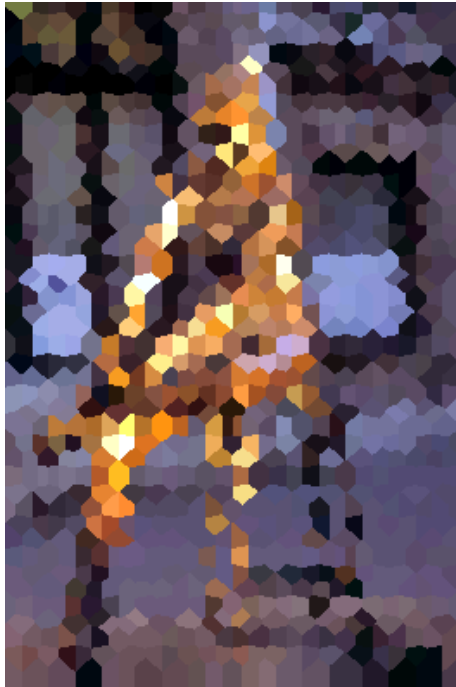
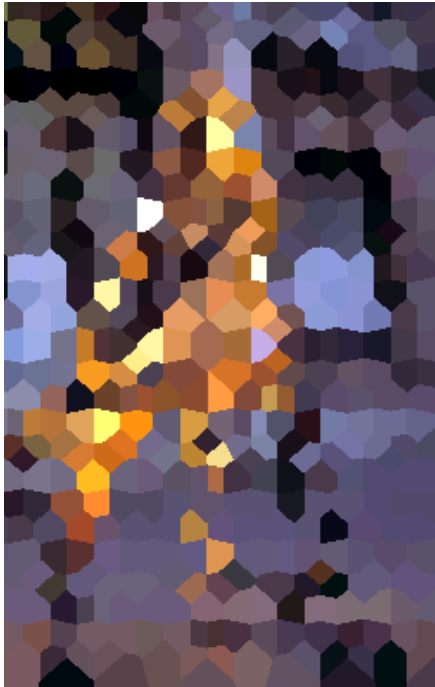


Progressive Loading of Images



Pixel Grid Interleaving

Progressive Loading of Images



Quasicrystal Discrete Voronoi Progressive Tiling