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November 2003

Features

## Imaging maths – Unfolding polyhedra



### Unfolding a Hyperbolic Vertex

```
False],Graphics3D[{{Polygon[{{0.0, 0.0, 0.0}, {1.0, 0.0, 0.0}, {0.0, 1.0, 0.0}}], Polygon[{{0.0, 1.0, 0.0}, {1.0, 0.0, 0.0}, {1.1123724356957945, 1.1123724, 0.0}}], Polygon[{{1.0, 0.0, 0.0}, {2.179795897113271, 0.7797959, 0.0}, {1.1123724356957945, 1.1123724, 0.0}}], Polygon[{{1.0, 0.0, 0.0}, {2.0674234614174765, -0.33257654, 0.0}, {2.179795897113271, 0.7797959, 0.0}}], Polygon[{{0.0, -1.0, 0.0}, {1.0, 0.0, 0.0}, {0.0, 0.0, 0.0}}], Polygon[{{0.0, -1.0, 0.0}, {1.1123724356957947, -1.1123724, 0.0}, {1.0, 0.0, 0.0}}], Polygon[{{1.1123724356957947, -1.1123724, 0.0}, {2.179795897113271, -0.7797959, 0.0}, {1.0, 0.0, 0.0}}], Polygon[{{1.0, 0.0, 0.0}, {1.5280816411546916, -1.3119184, 0.0}, {2.0674234614174765, -0.33257654, 0.0}}] ]}] ">
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