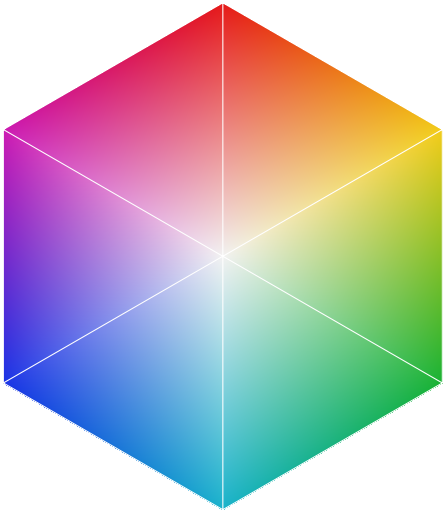
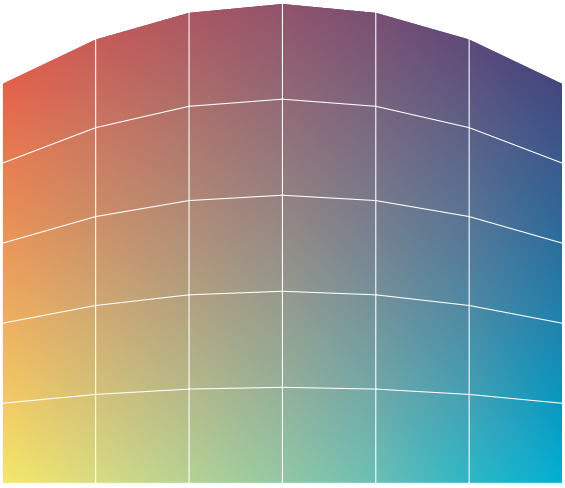
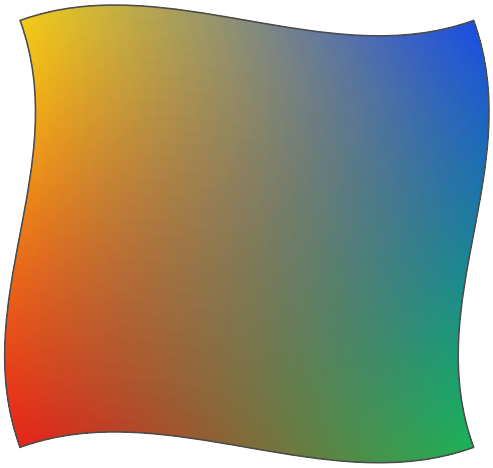
Four kinds of mesh, a colour at every point



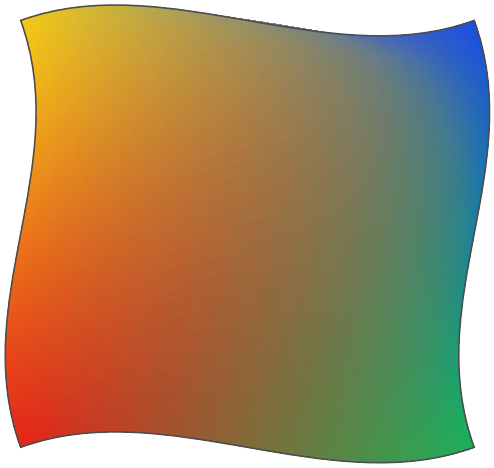
Free-form: six triangles, one by one



A lattice: rows of points, four inks



A Coons patch: four curved sides



A tensor patch: same sides, pulled inside

Every point above carries a place and a colour, and the colour between points is worked out from the points around it. The six triangles at the top left each name their own three corners, so the centre they share is stated six times over: that is what lets a free-form mesh take any shape at all, and their edges are stroked over the paint so they can be counted. The lattice beside them states each point once, row after row, and the grid says which points make a triangle: forty-two points make sixty triangles, here in cyan, magenta, yellow and black, which is what a press is given. The two patches at the bottom bend their four sides into curves and carry a colour at each of their four corners. The Coons patch works its inside out from those sides alone; the tensor-product patch beside it has the same sides and the same corners, and four more points inside it pull its colours towards the top right. All four ask the reader to smooth their colour against aliasing.

The same four meshes, as patterns



Free-form: six triangles, one by one



A lattice: rows of points, four inks



A Coons patch: four curved sides



A tensor patch: same sides, pulled inside

Each mesh above is handed over a second time, as a pattern. A pattern is laid from the page's own origin, so a circle filled with one shows the part of the mesh that lies where the circle is, and nothing of the rest.