








The Seven Types of Frieze, Band, or Border Patterns

<p>1</p> 	<p>Translation (basic motion only) To generate a 11 (hop, p111, or T):</p> <ul style="list-style-type: none"> • Start with a rectangle (that contains a motif) and translate it to create a strip.
<p>2</p> 	<p>Glide Reflection (one motion, then a translation) To generate a 1g (step, p1g1, or G):</p> <ul style="list-style-type: none"> • Start with a rectangle (that contains a motif). • Glide reflect the rectangle over a horizontal line. • Translate the new two-part rectangle to create a strip.
<p>3</p> 	<p>Rotation (one motion, then a translation) To generate a 12 (spinning hop, p112, or R):</p> <ul style="list-style-type: none"> • Start with a rectangle (that contains a motif). • Rotate the rectangle 180° around a point on the centerline. • Translate the new two-part rectangle to create a strip.
<p>4</p> 	<p>Vertical Reflection (one motion, then a translation) To generate an m1 (sidle, pm11, or V):</p> <ul style="list-style-type: none"> • Start with a rectangle (that contains a motif). • Reflect the rectangle over a vertical side. • Translate the new two-part rectangle to create a strip.
<p>5</p> 	<p>Horizontal Reflection (one motion, then a translation) To generate a 1m (jump, p1m1, or H):</p> <ul style="list-style-type: none"> • Start with a rectangle (that contains a motif). • Reflect the rectangle over a horizontal side. • Translate the new two-part rectangle to create a strip.
<p>6</p> 	<p>Rotation then a Vertical Reflection (two motions, then T) To generate an mg (spinning sidle, pmg2, or RV):</p> <ul style="list-style-type: none"> • Start with a rectangle (that contains a motif). • Rotate the rectangle 180° around a point on the centerline. • Reflect the new two-part rectangle over a vertical side. • Translate the new four-part rectangle to create a strip. <p>Note: VR cannot generate the same pattern, but VG could.</p>
<p>7</p> 	<p>Alternate Horiz. then Vert. Reflections (two motions, then T) To generate an mm (spinning jump, pmm2, or HV):</p> <ul style="list-style-type: none"> • Start with a rectangle (that contains a motif). • Reflect the rectangle over a horizontal side. • Reflect the new rectangle over a vertical side. • Translate the new four-part rectangle to create a strip. <p>Note: VH, RH, HR, and VR could generate the same pattern.</p>