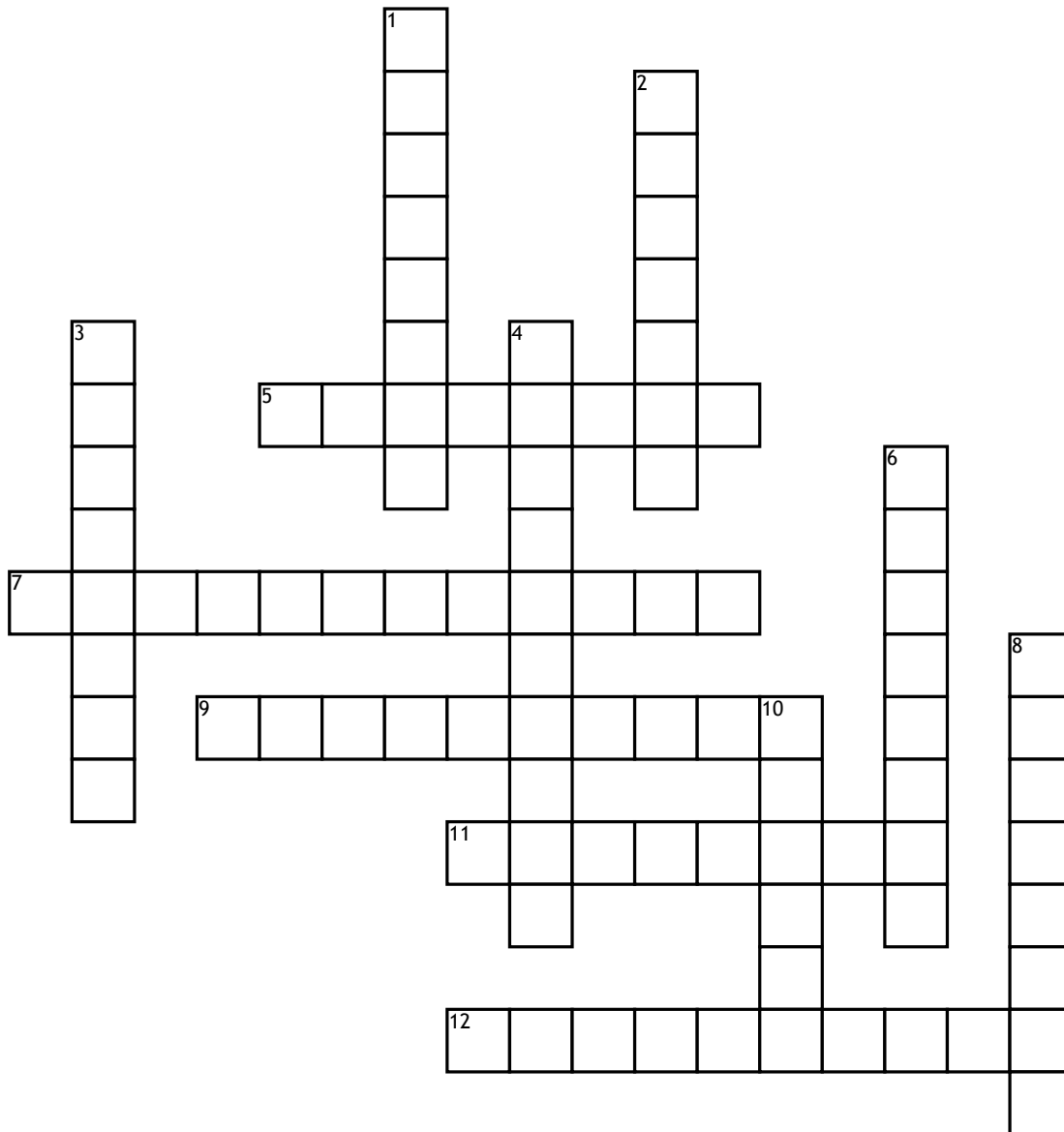


# M.C. Escher & Tessellations



**Across**

5. Escher used g\_\_\_\_\_ (a type of Math) to figure out his tessellations.

7. A collection of individual units that fit together without any gaps or overlaps.

9. Bricks, honeycomb, and f\_\_\_\_\_t\_\_\_\_\_ are examples of tessellations around you.

11. In a tessellation many times the two objects c\_\_\_\_\_ in color and meaning. Hint: like black fish turning into white birds.

12. The Penrose triangle is an example of an i\_\_\_\_\_ object.

**Down**

1. Turning an object on a point or line. Hint: the Earth does this on its axis every day.

2. Escher created p\_\_\_\_\_ in his work by repeating shapes. Hint: it's a principle of design.

3. A type of balance where an object looks the same on both sides.

4. You create r\_\_\_\_\_ when you use the same object over and over again.

6. Escher used cones, spheres, and spirals that had an endless perspective also called i\_\_\_\_\_.

8. A master artist who is famous for his tessellations.

10. In a tessellation there are no \_\_\_\_\_ between objects.