

# Geodesics Geometry

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**SNEC-04**  
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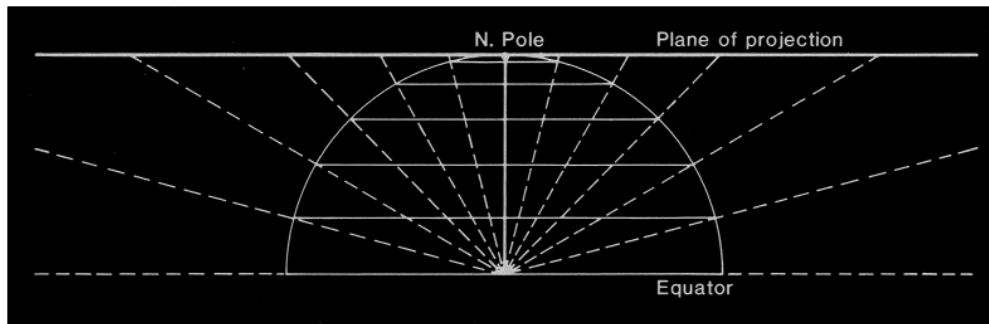
# Introduction

- **Inverse Gnomonic Projection** (Jena Planetarium)
- **Fuller's Methods**
- **Kitrick's Algorithms**
- **Other Techniques**

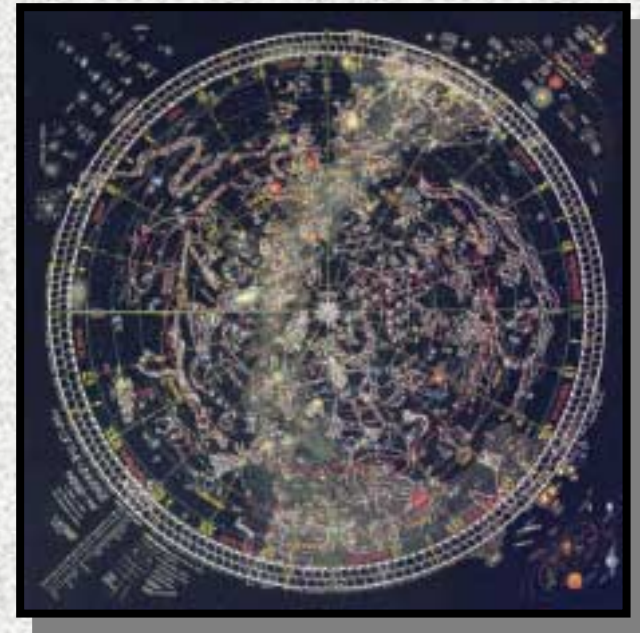


# Inverse Gnomonic Projection

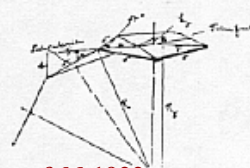
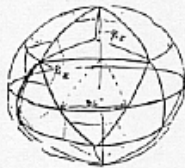
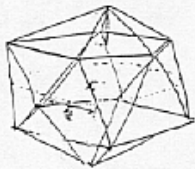
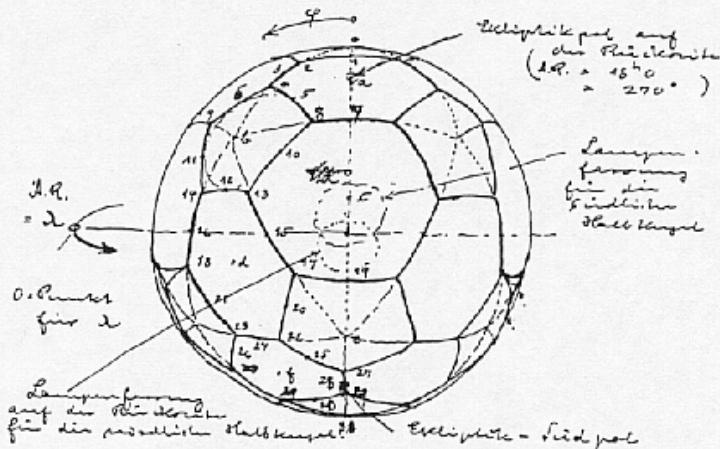
- The “horologium” (Gnomonic) projection was used in early times for constructing star maps of the heavens.



- Projection of a point on a spherical surface to a plane tangent to the sphere along a line passing through the point and the sphere's center.



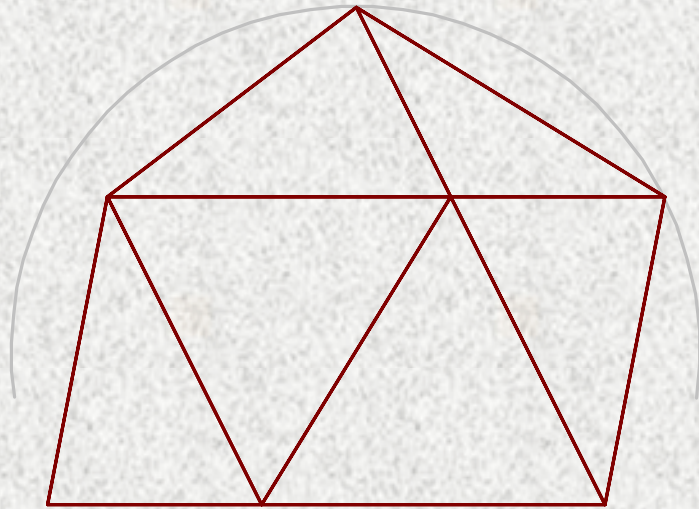
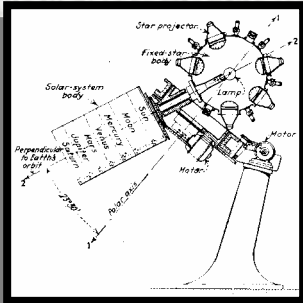
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## Walter Bauersfeld 1922

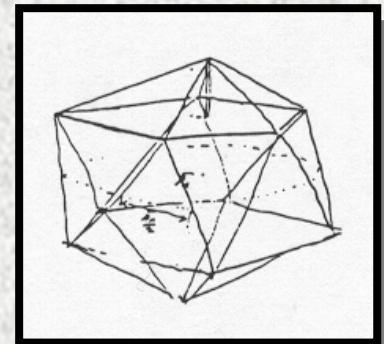


# Jena Planetarium 1922

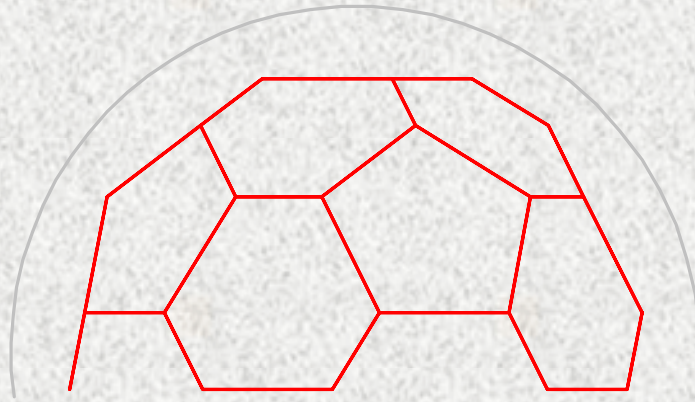
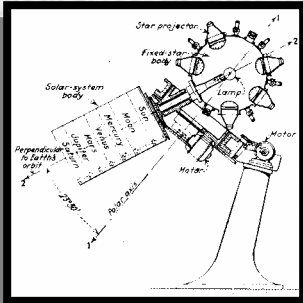


- “One starts with the familiar regular solid whose surface consists of 20 equilateral triangles...”

Walter Bauersfeld 1922

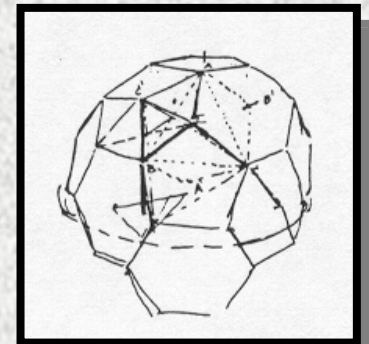


# Jena Planetarium 1922



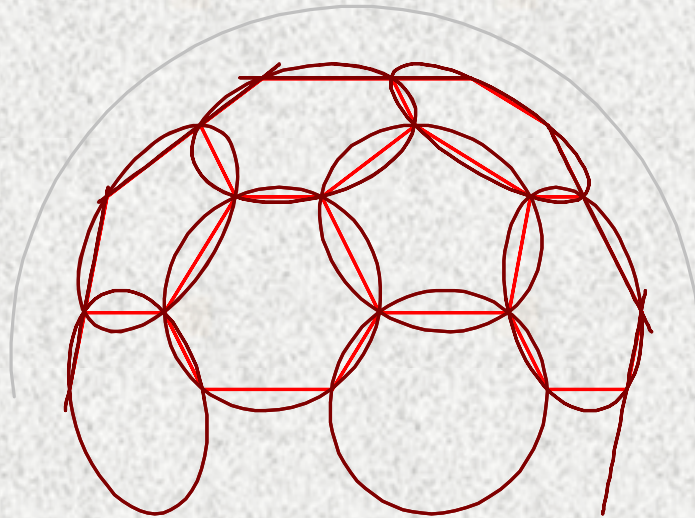
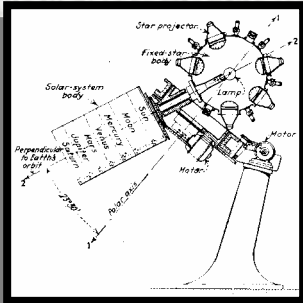
- “... and makes a straight cut across each of the 12 vertices which this solid possesses, then 20 hexagons and 12 pentagons are formed on the surface...”

Walter Bauersfeld 1922





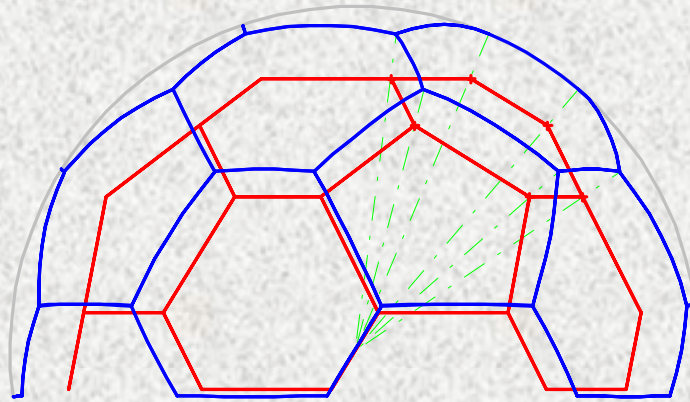
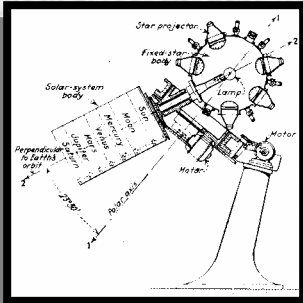
# Jena Planetarium 1922



- “... With the cuts in the right places, it is easy to ensure that the circles circumscribing the pentagons and hexagons are equal...”

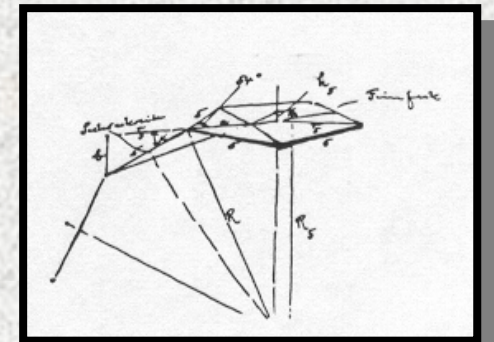
Walter Bauersfeld 1922

# Jena Planetarium 1922



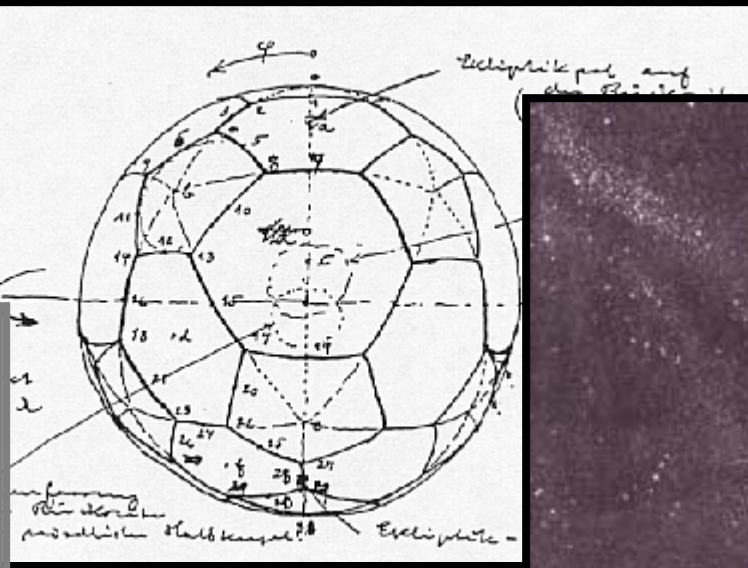
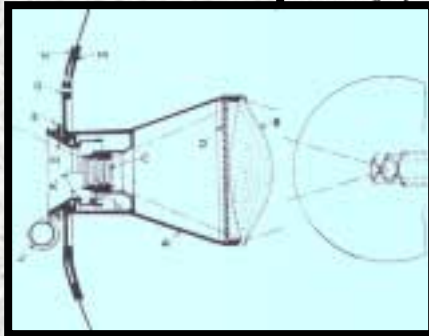
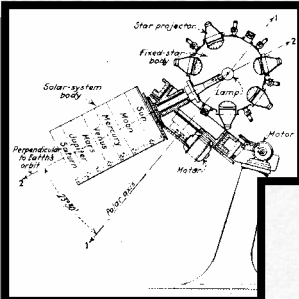
- “... If one imagines the edges of this solid projected out from the center onto a spherical surface with the same center, then the division of the sphere as described is formed.”

Walter Bauersfeld 1922

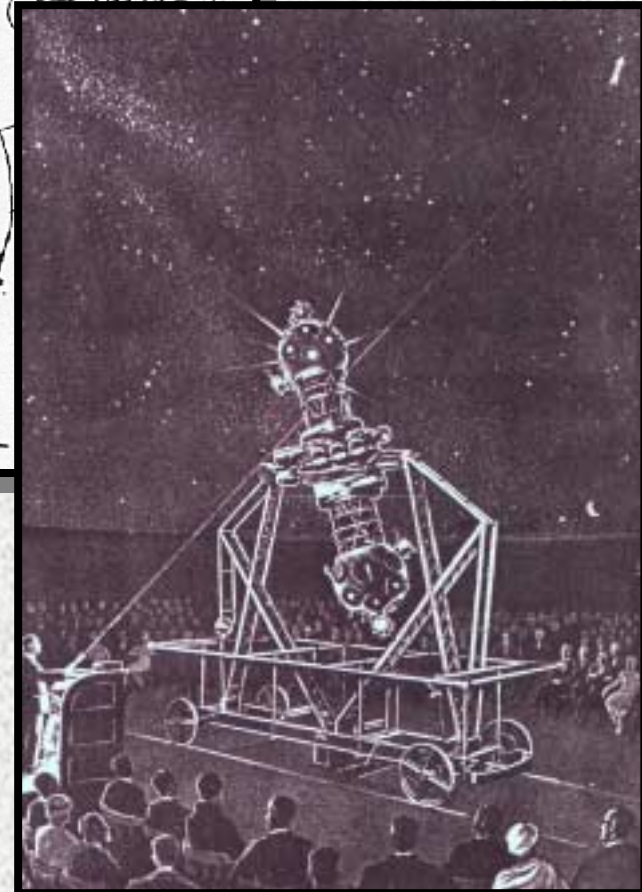




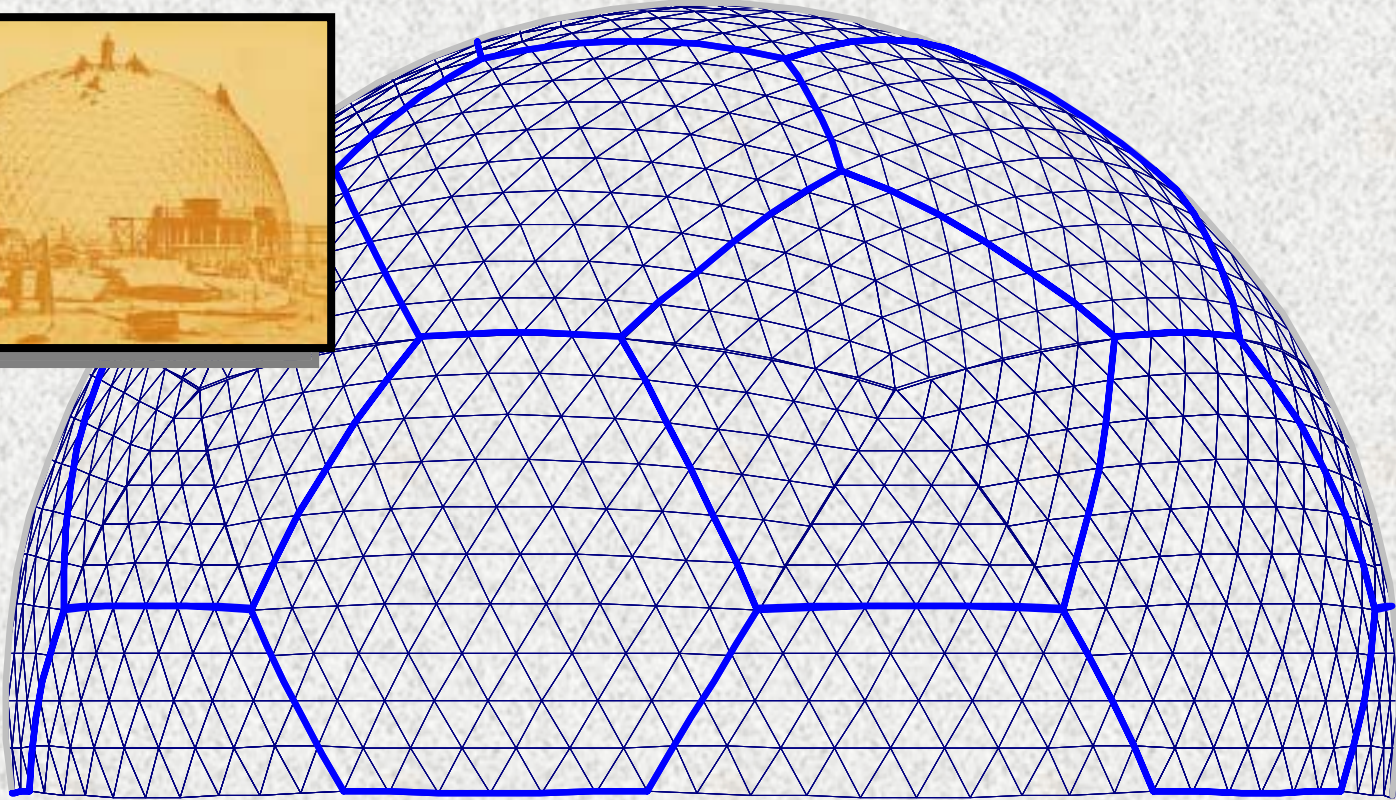
# Jena Planetarium 1922



- The lenses used were identical for each field of the truncated Icosahedron thus requiring the irregular form of the polyhedron.



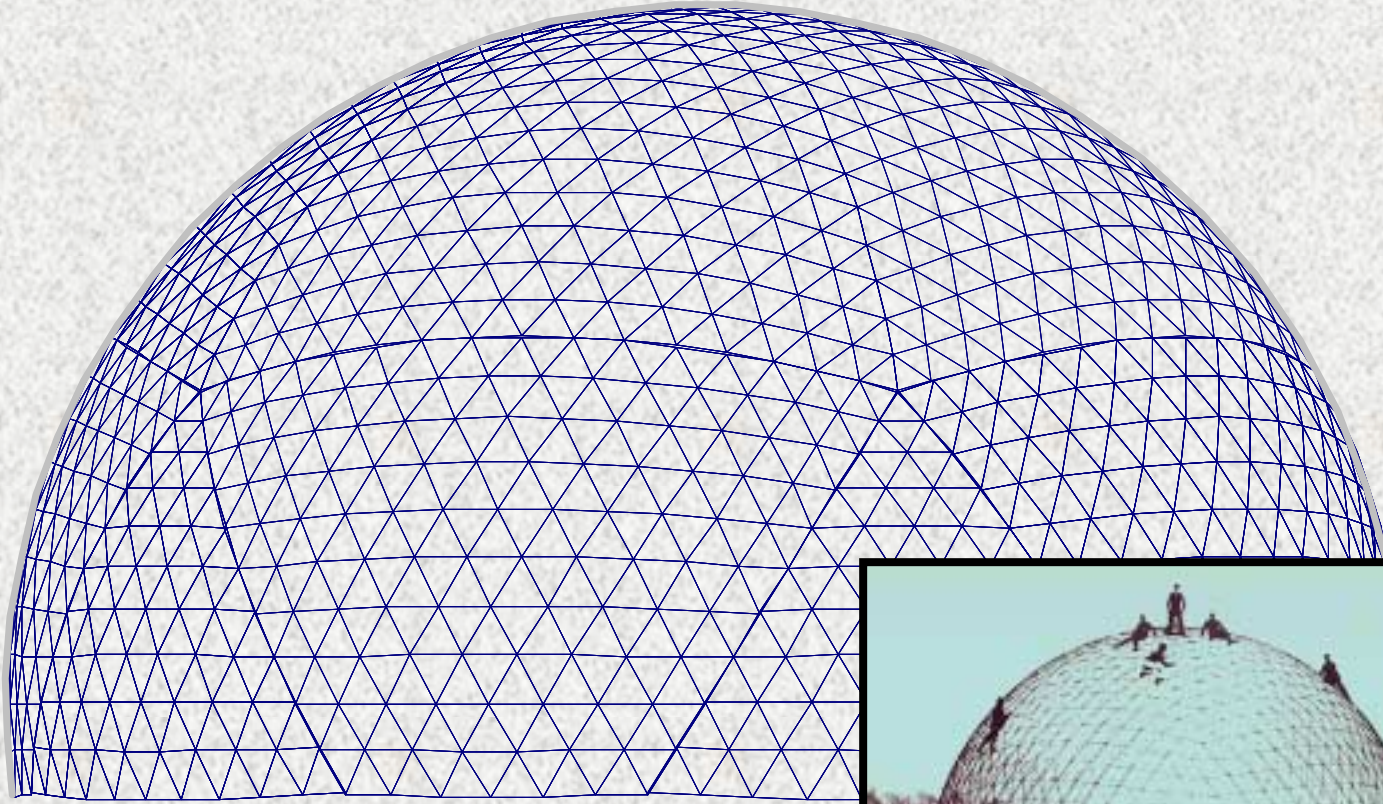
# Jena Planetarium 1922



- **Equal edge subdivision and triangulation of the hex/pent planes was done.**
- **The grid was transferred to the spherical surface using inverse gnomonic projection (Walter Bauersfeld – 1922)**



# Jena Planetarium 1922



- A 16 $\nu$  Class I Method 1 Geodesic Icosahedron (Clinton)
- Radial (Kitrick-1990)

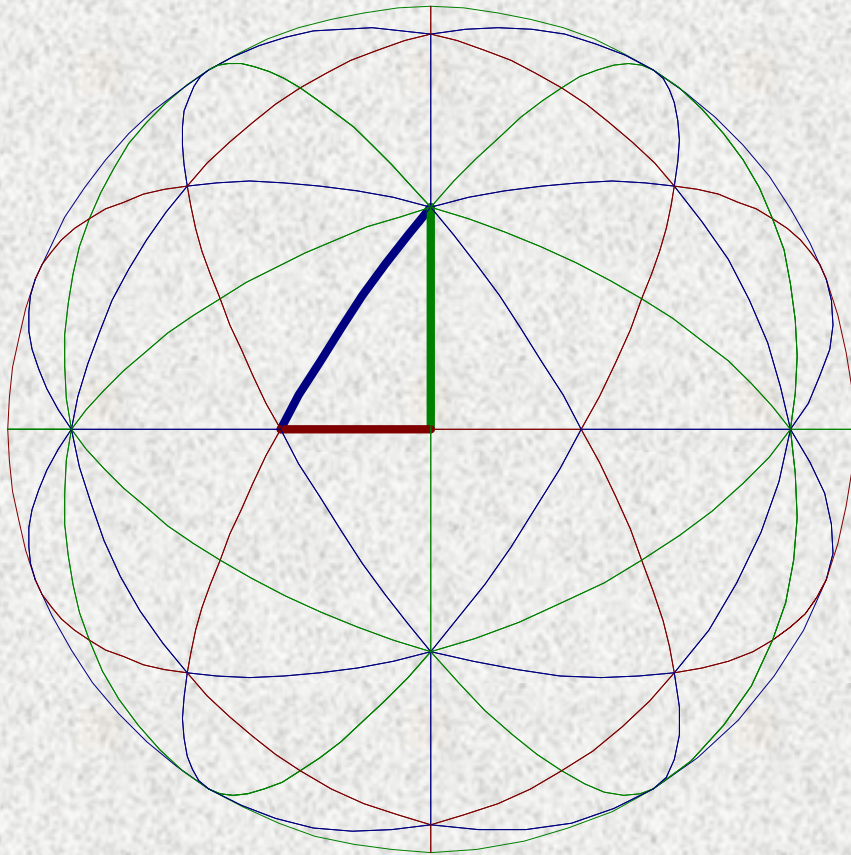


# Gnomonic Projection

- **The gnomonic projection method has become the most popular method among the general users interested in Geodesic domes.**
- **NASA documents Clinton - 1960's**
- ***Dome Books* popularized this method 1970-71**
- ***geodesic math* book Hugh Kenner 1976**
- ***finding chord factors of geodesic domes* Fred Blaisdell, Art Indelicato**
- ***Spherical Models* Magnus Wenninger**
- **GEODO software**
- **WinDome 48 software**
- **CADREY software**
- **GEODESIC software**
- **TekCAD software**
- **Forman software**



# Fuller's Methods

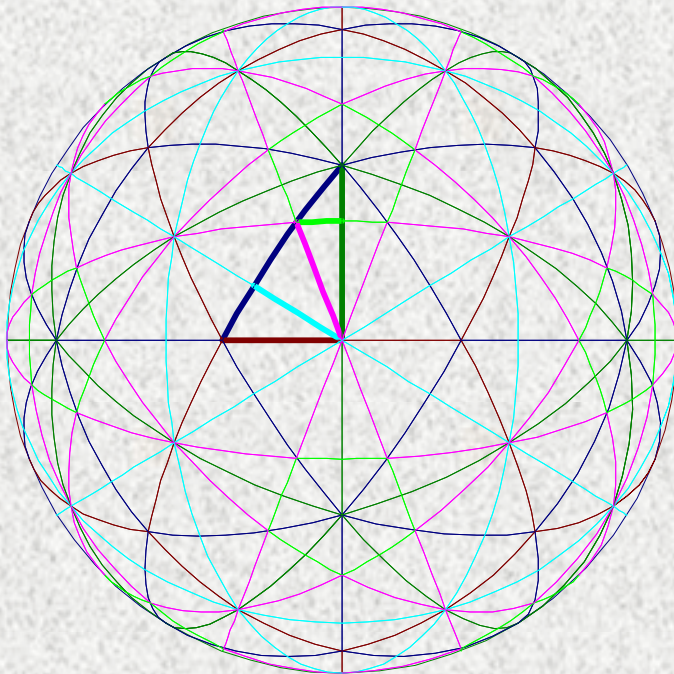


- “A problem proposed and solved by Schwarz in 1873: to find all spherical triangles which lead, by repeated reflection in their sides, to a set of congruent triangles covering the sphere a finite number of times.”

- There are only 44 kinds of Schwarz triangles.

# Fuller's Methods

- Fuller's studies of the thirty-one great circles became the topological basis for his subdivision of the icosahedron into smaller cells that would describe his geodesic domes.

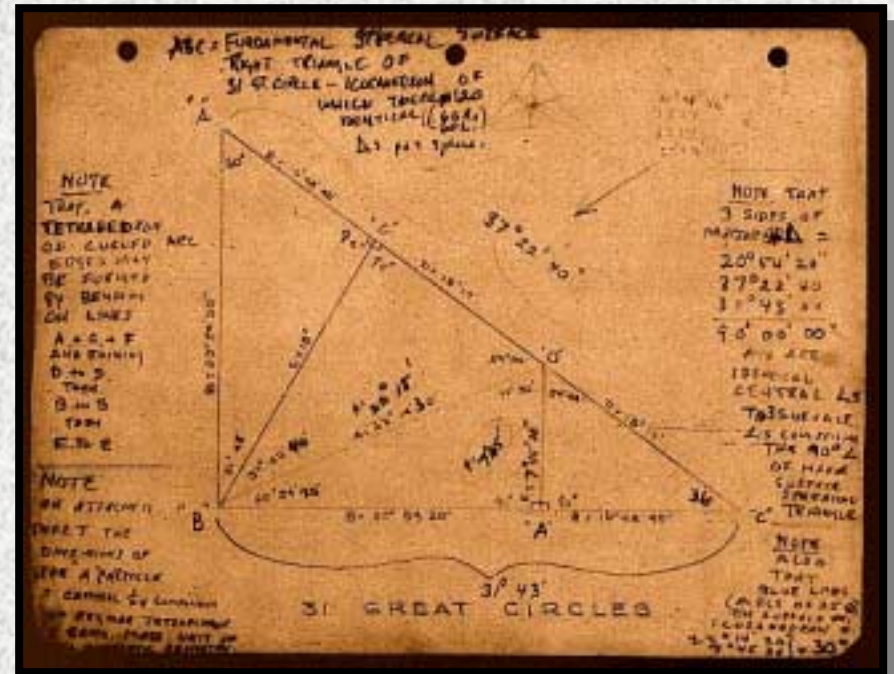
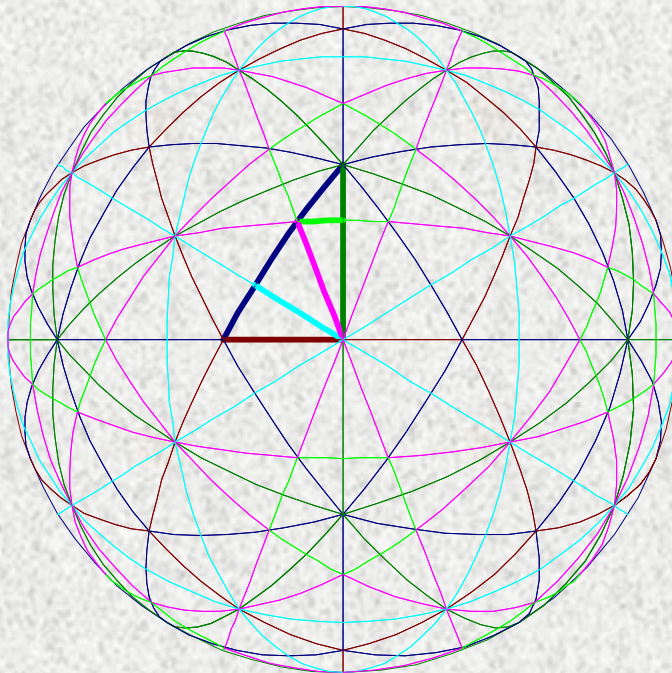


- The basic unit of the 31 great circle intersections is a Schwarz triangle of  $1/120^{\text{th}}$  of the sphere





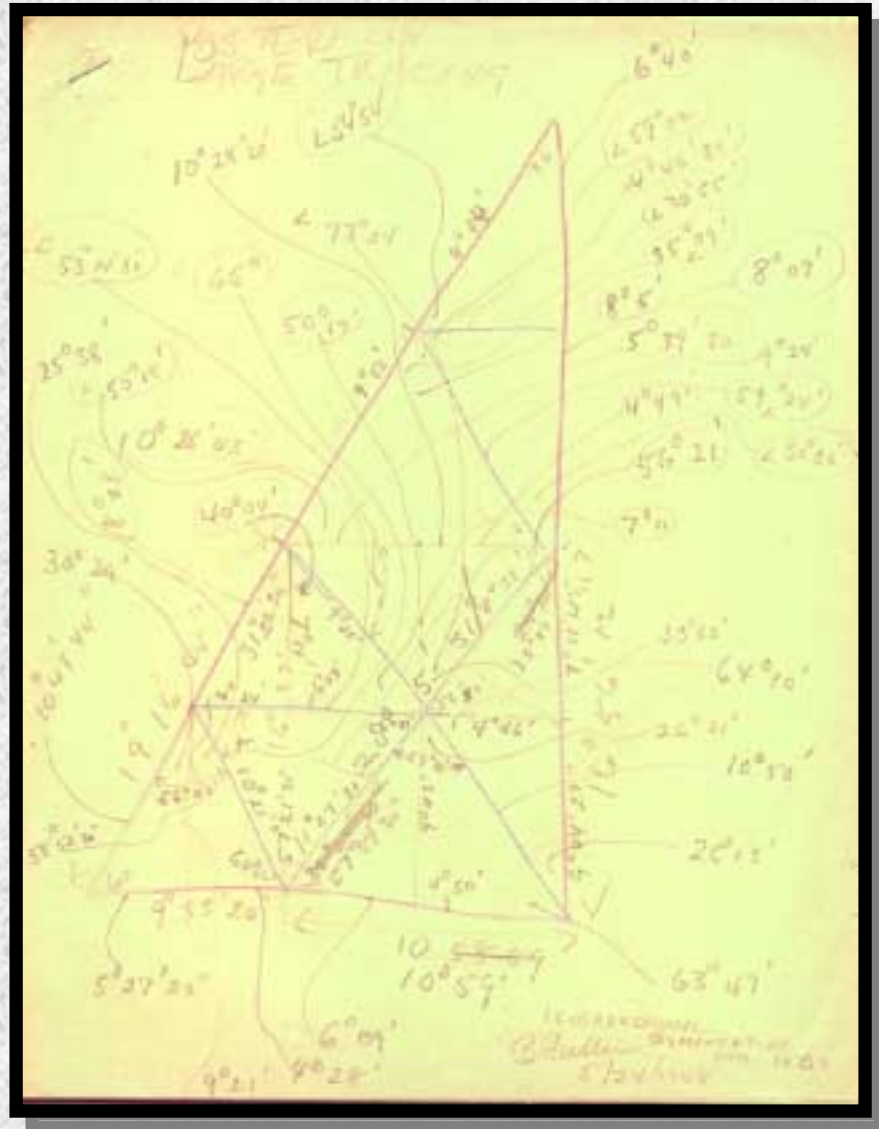
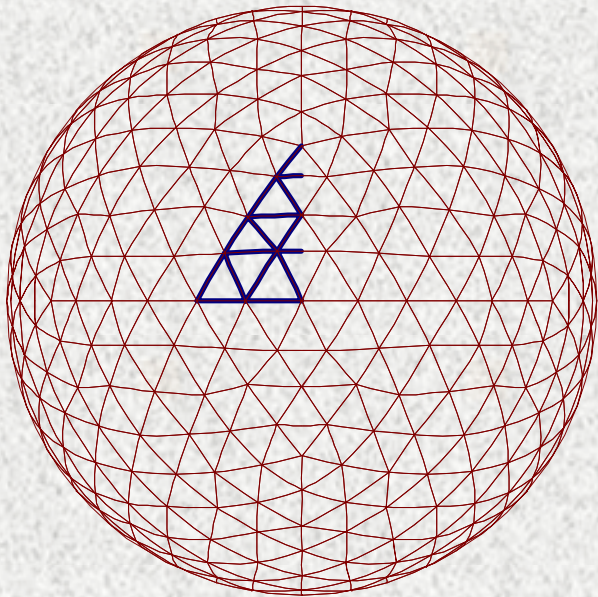
# Fuller's Methods



- He further subdivided the basic unit of the 31 Great Circles into 4 right triangles.
- He used spherical trigonometry for his calculations.

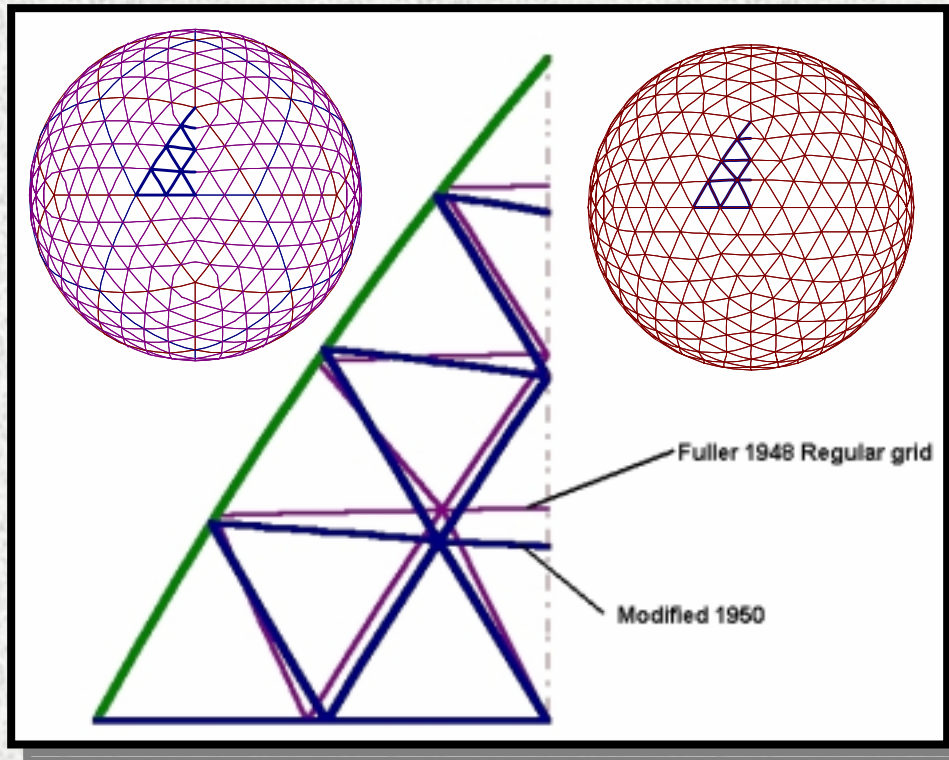
# Fuller's Methods

- These triangles gave him the coordinates for constructing the three-way triangular grid of his geodesic polyhedra.





# Fuller's Methods

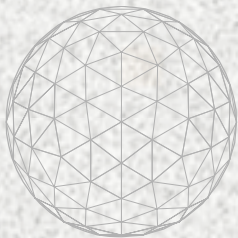


- The original three-way, shown on the right had an irregular pattern
- It was modified and became known at the “Regular” triangulated grid.

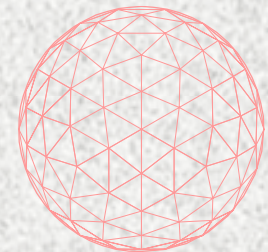
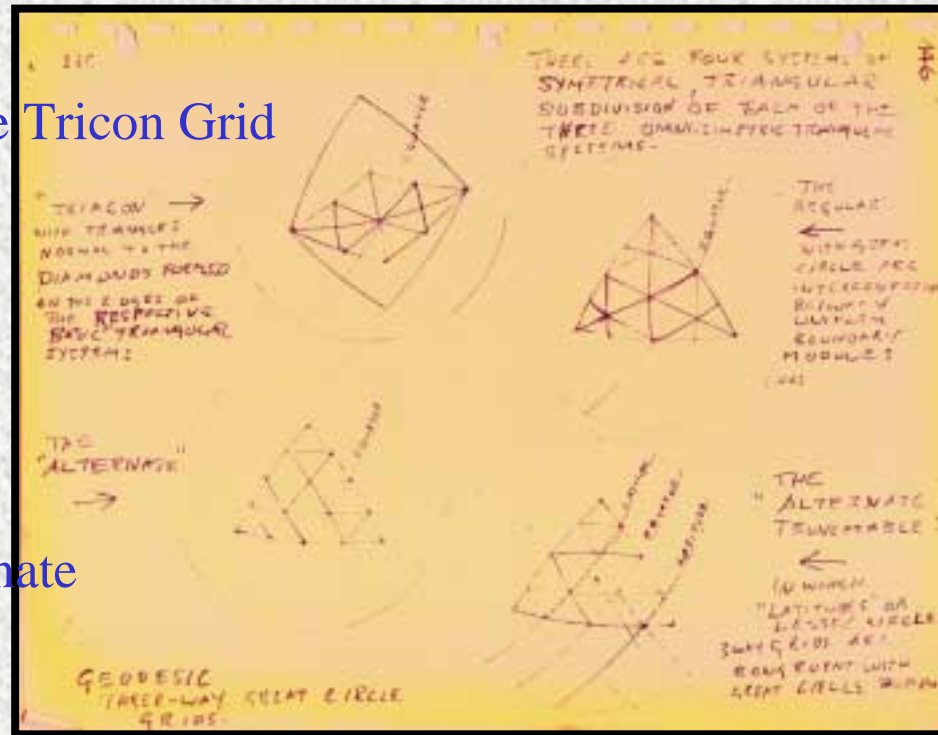
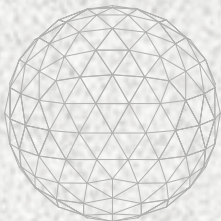
# Fuller's Methods

- Several other methods of generating three-way triangulated grids were developed and named:

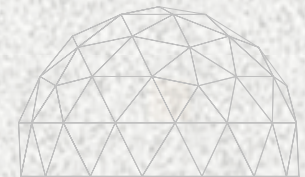
The Tricon Grid



The Alternate



The Regular

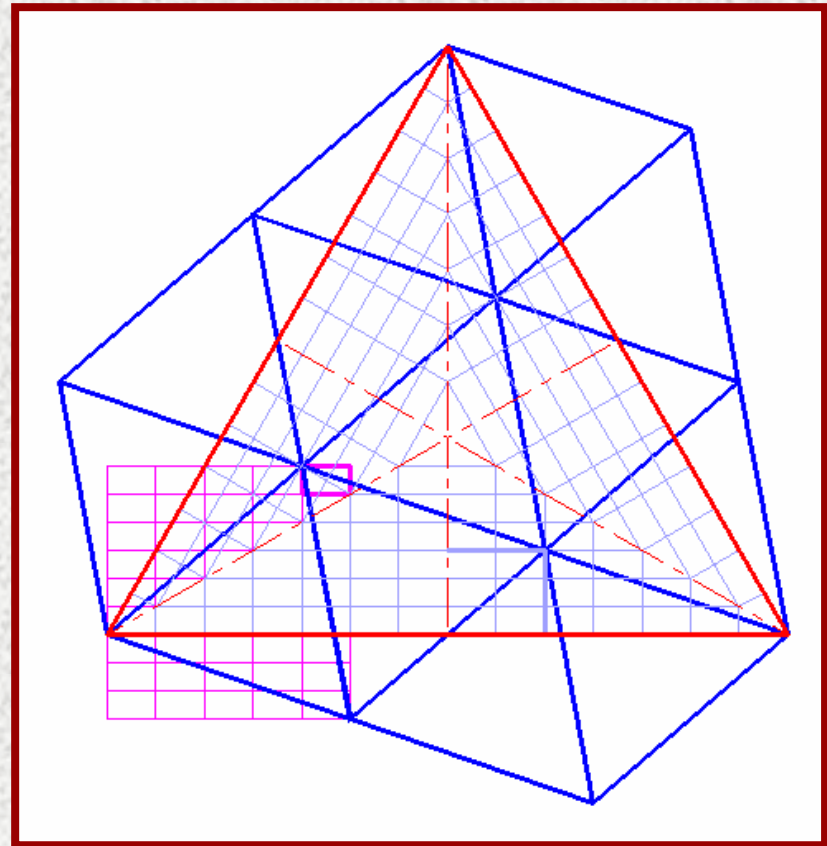


The Alternate Truncable



# Kitrick's Algorithms

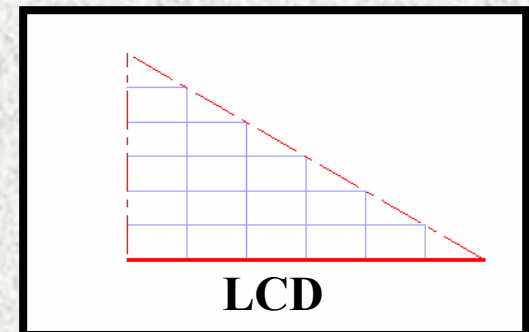
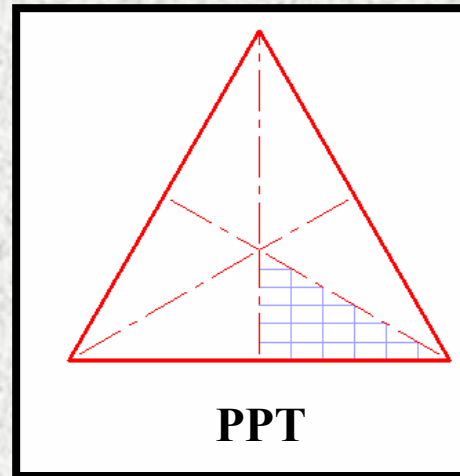
- **Source: Kitrick, Christopher J, “A Unified Approach to Class I, II, & III Geodesic Domes”, IJSS, V 5, N 3&5, 1990 p 223-246**
- **Kitrick's mathematical approach will be described.**
- **It includes the gnomonic projection, Fuller's geometries and several other geodesic geometries**



# Kitrick's Algorithms

## Methodology

- All concepts presented are applicable to the Schwarz triangles (**LCD's**) of the Icosahedron, Octahedron and Tetrahedron.
- It includes all classes and frequencies (**b,c pairs**).
- The basic approach involves the modular subdivision of the **LCD** triangle into a rectangular grid.

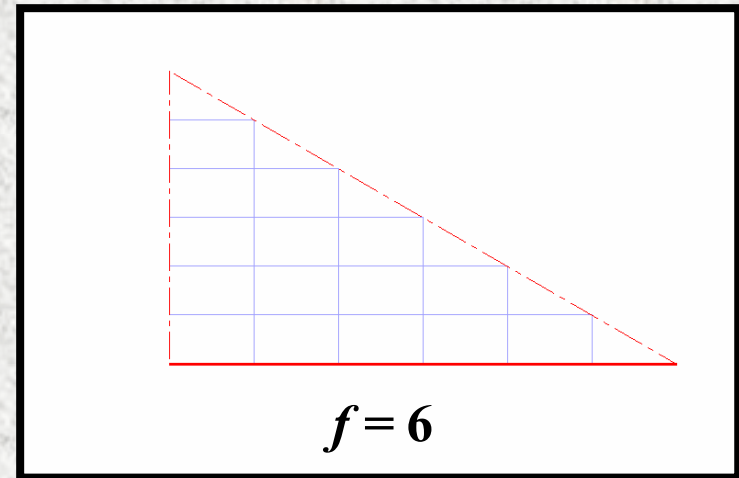




# Kitrick's Algorithms

## Methodology

- The approach uses a modular subdivision of the Schwarz triangle into a rectangular grid.
- The number of divisions along the PPT edge is referred to as the grid frequency ( $f$ )
- For every  $(b,c)$  pair there is a corresponding frequency.

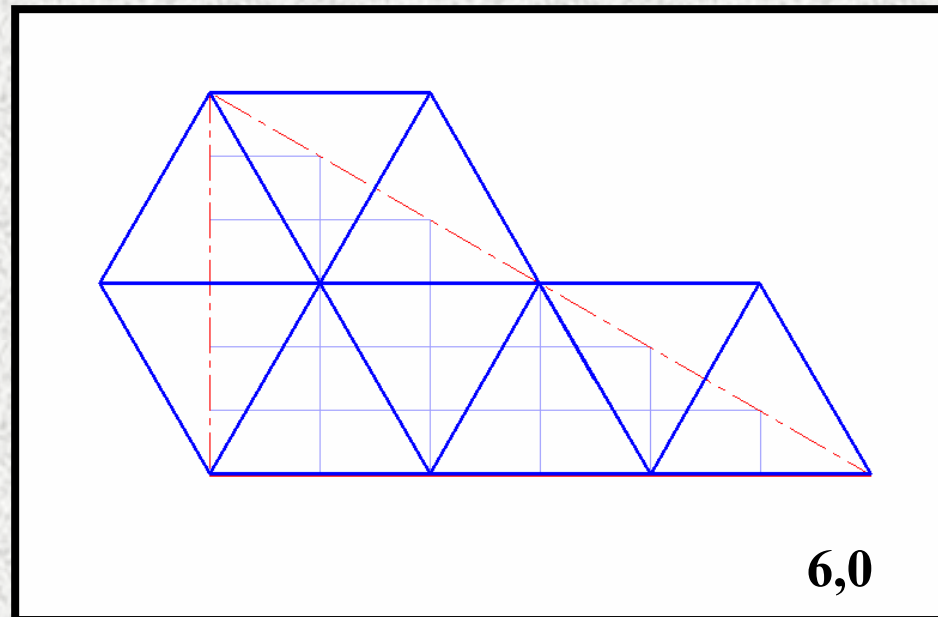


**Note:** The grid frequency is not the same as the geodesic polyhedron frequency

# Kitrick's Algorithms

## Methodology

- For the Class I tessellation frequency equals  $b/2$  and each triangle is two cells wide and three high.

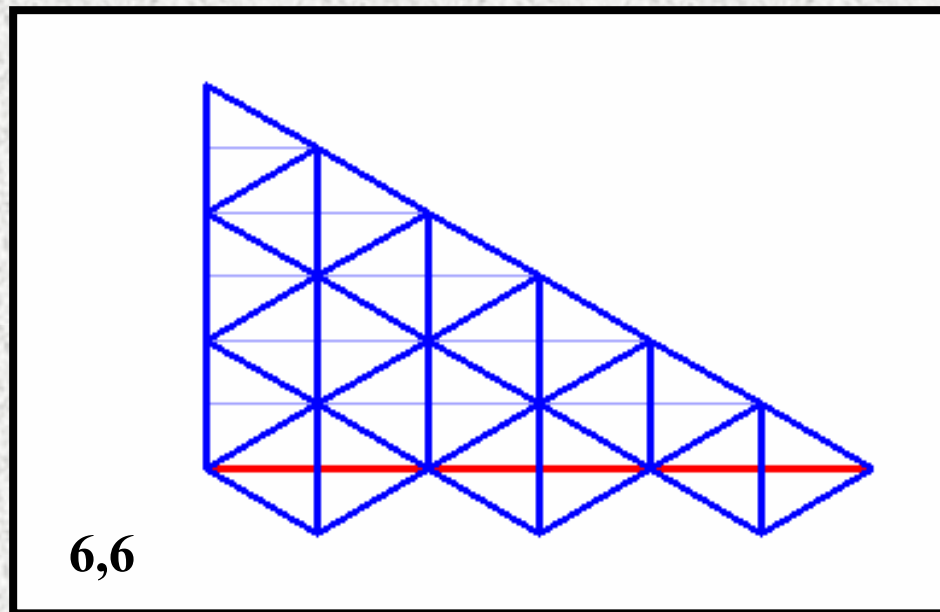




# Kitrick's Algorithms

## Methodology

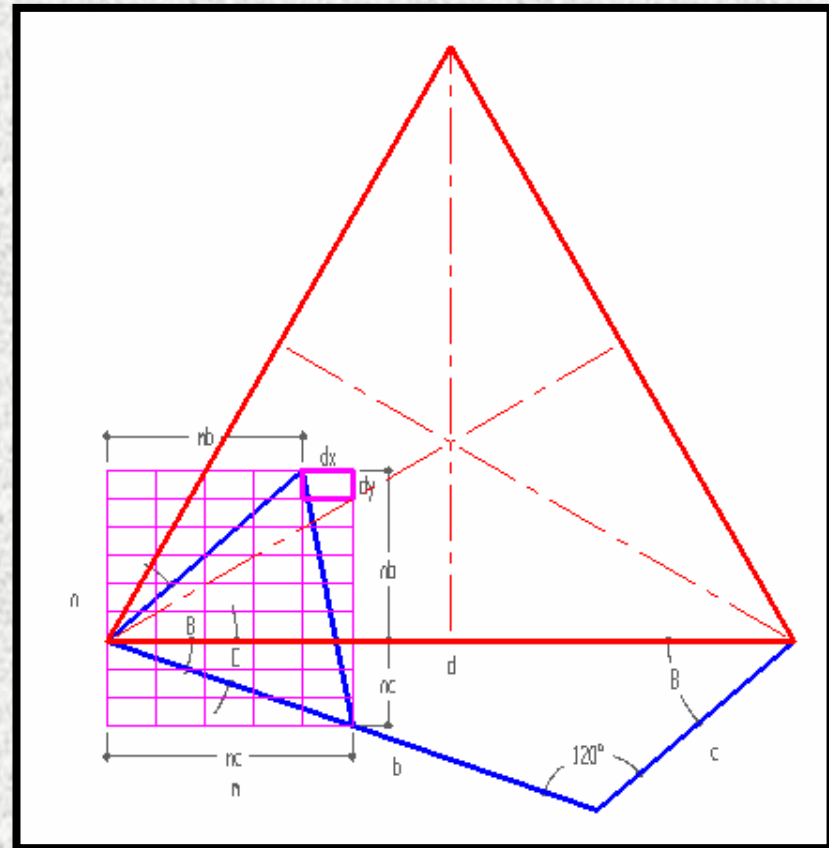
- For the Class II tessellation frequency equals *b* and each triangle is one cells wide and two high.



# Kitrick's Algorithms

## Methodology

- The Class III tessellation is more complex. It involves a skew angle to the grid.
- A set of offsets are applied to determine the correct frequency for the **(b,c)** pairs.



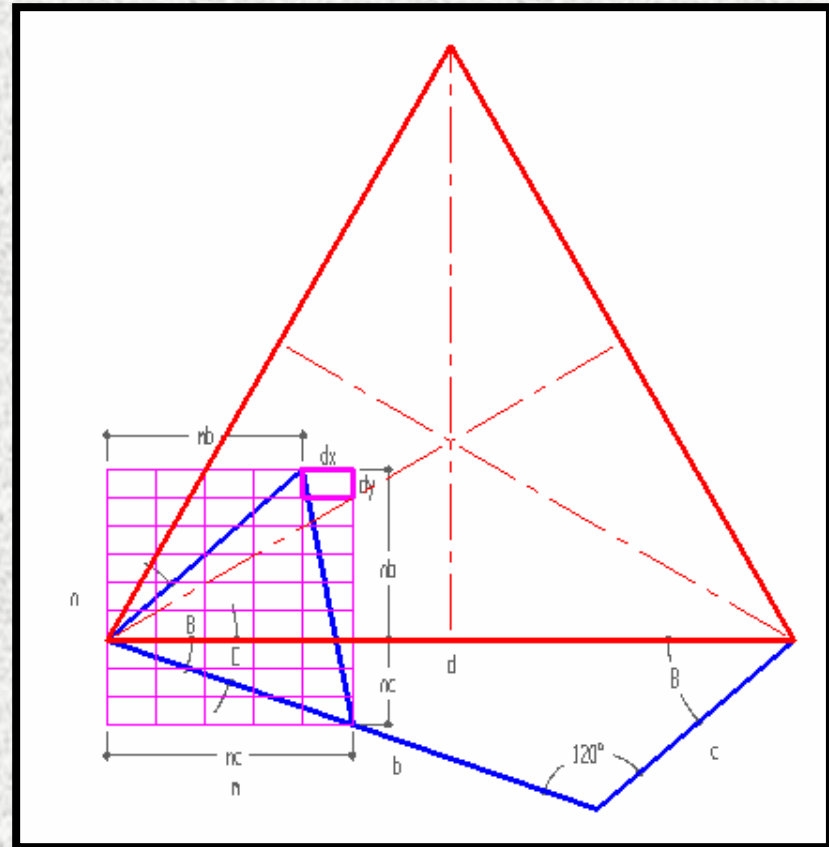
2,1



# Kitrick's Algorithms

## Methodology

- $d = S(b^2 + c^2/4 + bc + \frac{3}{4}c^2)$
- $\cos B = (b/2 + c)/d$
- $\cos C = (c/2 + b)/d$
- $\sin B = (S3b)/(2d)$
- $\sin C = (S3c)/(2d)$
- $dx = \cos C - \cos B$
- $dy = S3/3dx$

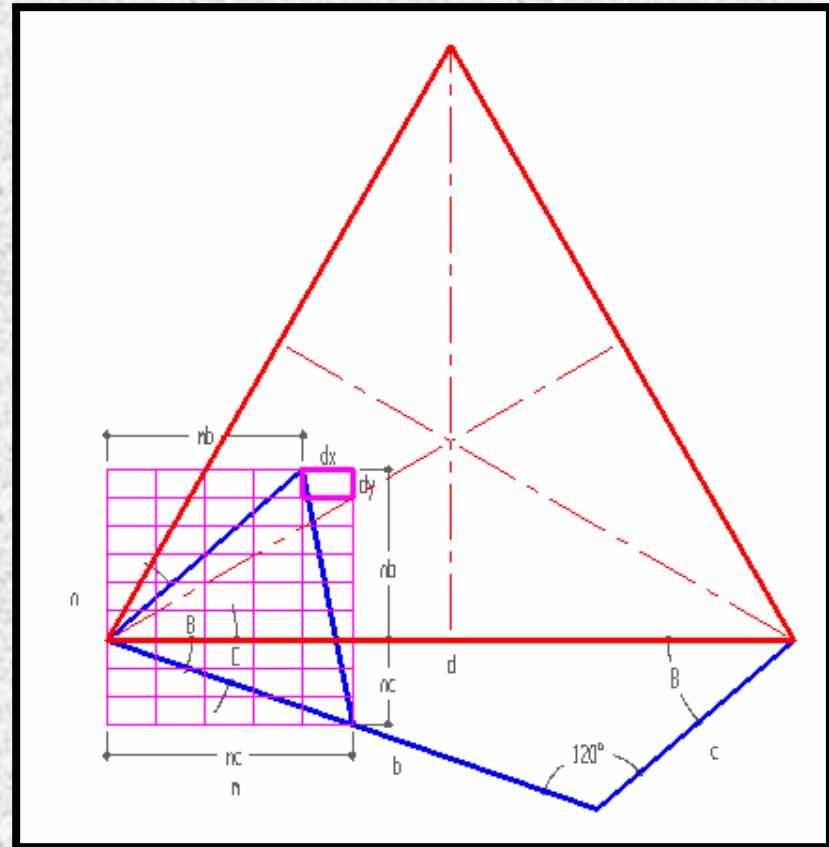


2,1

# Kitrick's Algorithms

## Methodology

- $m'$        $= \cos C(b-c)/dx$ 
  - Note:  $b > c$
- $n'$        $= (\sin B + \sin C)(b - c)/dy$ 
  - Note:  $b > c$
- $m$        $= m'/\text{greatest common multiple}(m', n')$
- $n$        $= n'/\text{greatest common multiple}(m', n')$
- $m$        $= \cos C/m$
- $j$        $= S3/3 m$



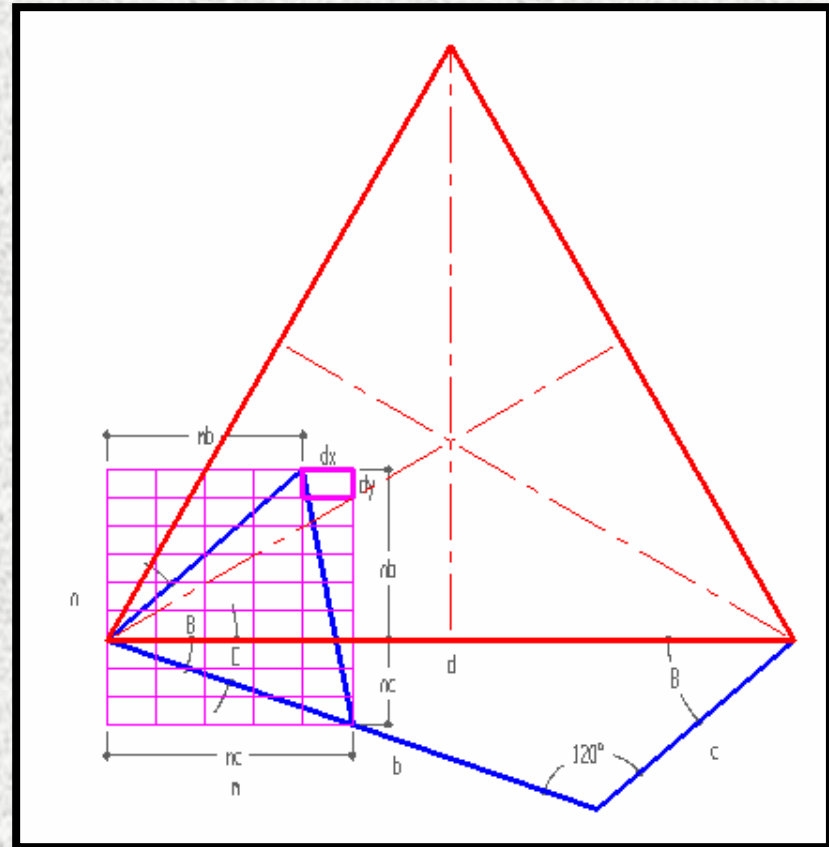
2,1



# Kitrick's Algorithms

## Methodology

- $m_b = \cos B/m$
- $m_c = \cos C/m$
- $nb = \sin B/j$
- $n_c = \sin C/j$
- $f = (bm_c + cm_b/2) = d(2m)$



2,1

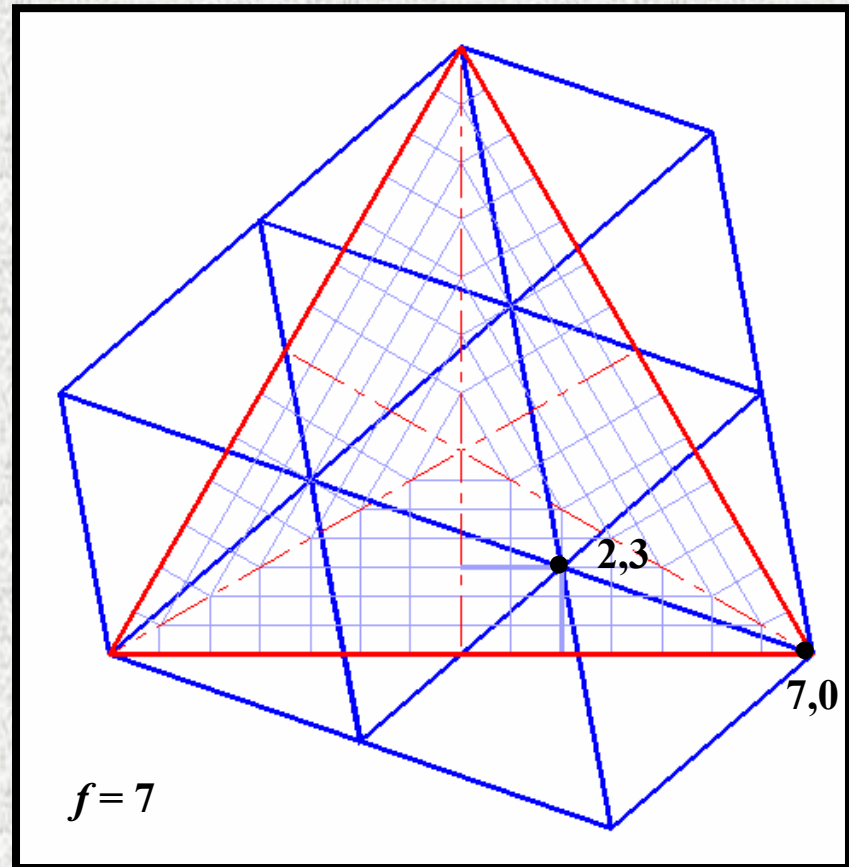
# Kitrick's Algorithms

## Methodology

- All grid intersections are defined by a coordinate pair given as  $(i,j)$  where:

- $i + j < f$

- Any given geometrical method is a unique one-to-one mapping of  $(i,j)$  pairs to  $(x,y,z)$  coordinates.



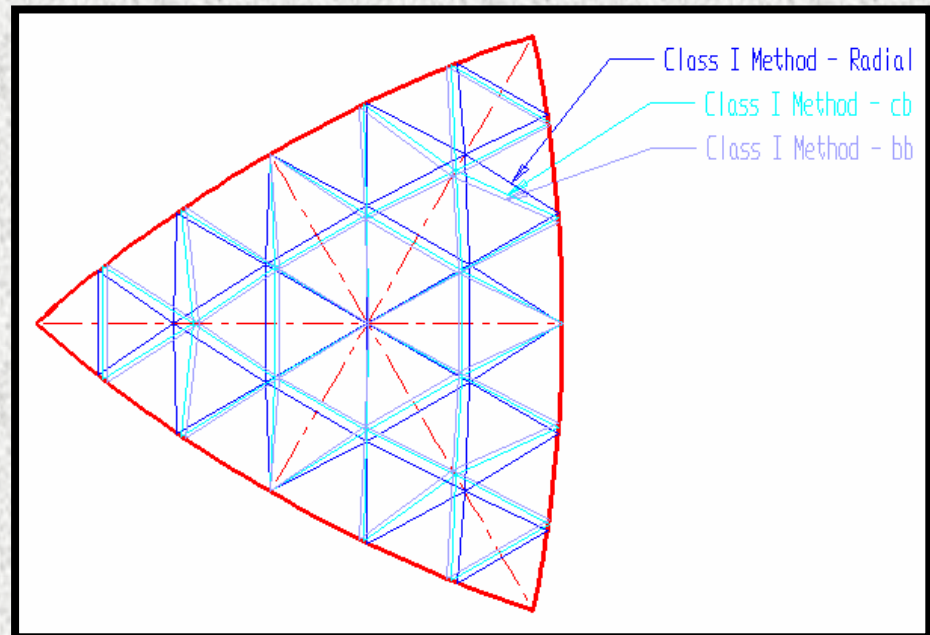
$$\{p, q^+\}_{2,1}$$
$$n = 3$$



# Kitrick's Algorithms

## Mapping

- Many geometrical solutions have been found for triangulated spherical tessellations.
- Three solutions will be presented here:
  - Method – radial
  - Method – cb
  - Method - bb

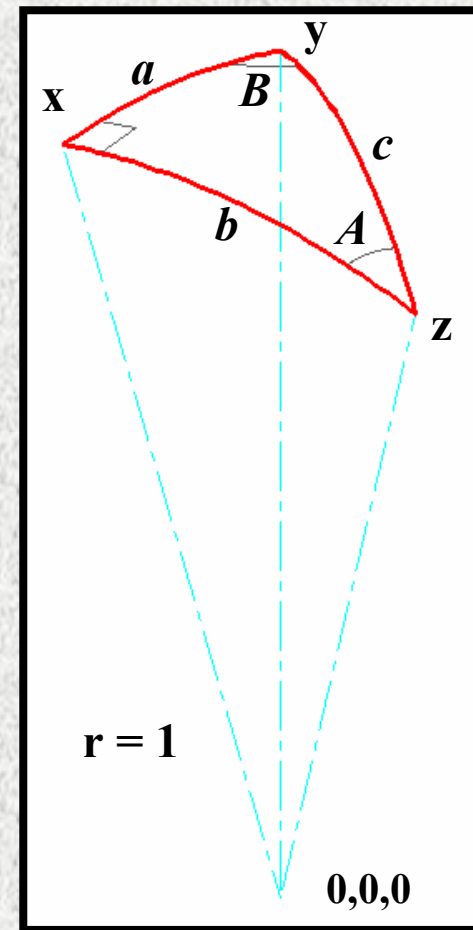


# Kitrick's Algorithms

## Mapping

- The spherical methods use the spherical form of the **LCD**'s using the following notations:

- ***a*** - opposite arc side
- ***b*** - adjacent arc side
- ***c*** - hypotenuse arc side
- ***A*** - angle opposite arc side ***a***
- ***B*** - angle opposite arc side ***b***
- ***(i,j)*** - integer coordinate of ***a*** point on the **LCD** grid
- ***f*** - frequency of grid
- **$(x^0, y^0)_{\text{axis}}$**  – angular equivalent of ***(i,j)***: Subscript denotes side
- **$(x,y,z)$**  – 3d coordinates of ***(i,j)*** and  **$(x^0, y^0)_{\text{axis}}$**

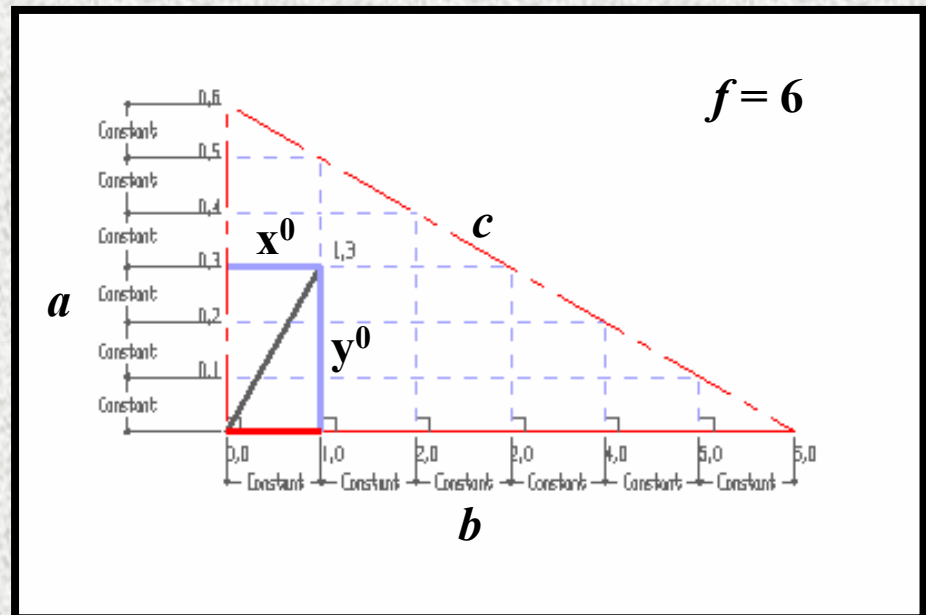




# Kitrick's Algorithms

## Mapping

- The radial method
- The **LCD** triangle is divided by  $f$  in its planer form and each intersection ( $i,j$ ) is projected radially until it reaches the sphere surface
- Take the  $(x',y',z')$  position on the plane and divide each of its components by the radius of the sphere to find the projected  $(x,y,z)$  coordinates on the sphere surface

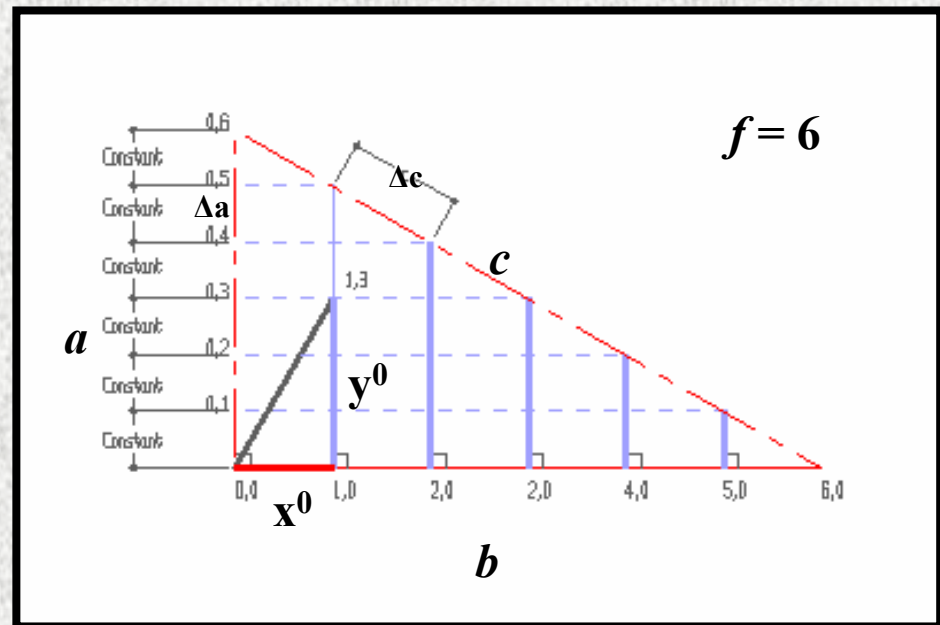


# Kitrick's Algorithms

## Mapping

- Method - cb
- Side  $c$  is subdivided by  $f$  into  $\Delta c$  arc segments
- From side  $c$  perpendicular arcs are dropped at each  $\Delta c$  interval to be perpendicular with side  $b$
- All grid intersections lie on these arcs perpendicular to side  $b$

$$\begin{aligned}\Delta c &= c/f \\ y^0 &= \arcsin (\sin(j\Delta c) \sin A) \\ x^0 &= b - \arctan (\tan(\Delta c(f-i)) \cos A) \\ \text{Axis} &= x\end{aligned}$$



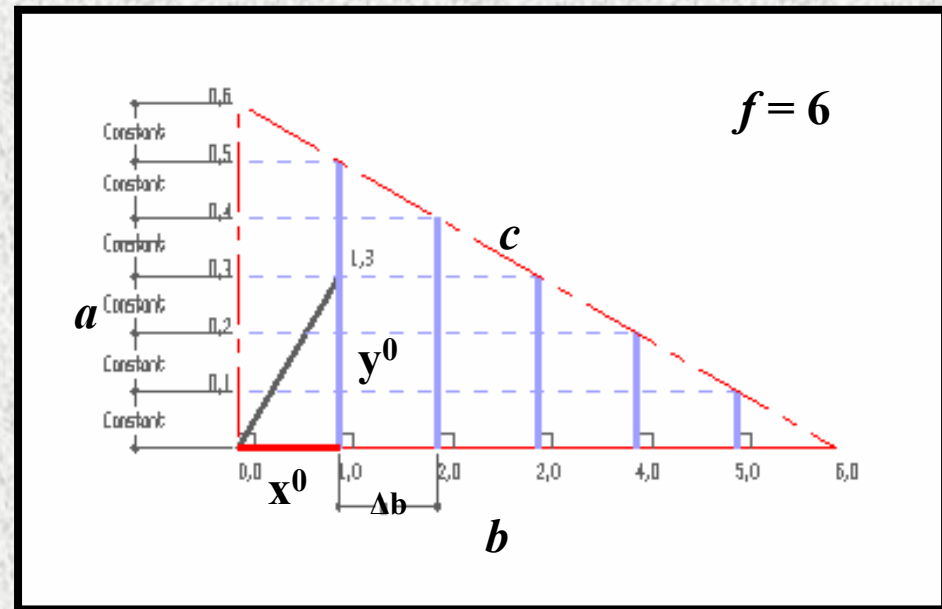


# Kitrick's Algorithms

## Mapping

- Method - bb
- Side  $b$  is subdivided by  $f$  into  $\Delta b$  arc segments
- At each  $\Delta b$  distance  $a$  perpendicular arc  $c$  is projected until it intersects side  $c$
- All grid intersections lie on these arcs

$$\begin{aligned}\Delta b &= b/f \\ x^0 &= i\Delta b \\ y^0 &= \arctan(\sin(\Delta a) \tan A) \\ \text{Axis} &= x\end{aligned}$$



# Other Methods

- **Kitrick included in his paper nine different geometrical methods for tessellating the sphere into a triangular grid.**
- **Bauersfeld, Fuller, Goldberg, Ginzburg, Stuart, Richter, Kirschenbaum, Clinton, Tarnai & Makai, Edmondson, Pavlov, Rebielak, Huybers, Trump, Fowler & Manolopolos, Shea, and others have contributed to enlarging the inventory of methods**
- **New methods are appearing at an accelerated rate coming from many divers fields.**