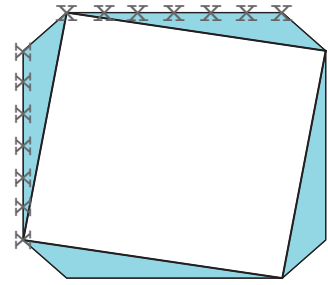
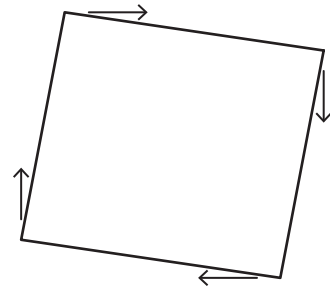


UNIT | morphology

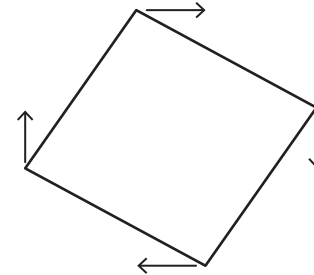
PHASE 1 | PLACE SQUARE INSIDE BLOCK
CONNECTING CORNERS



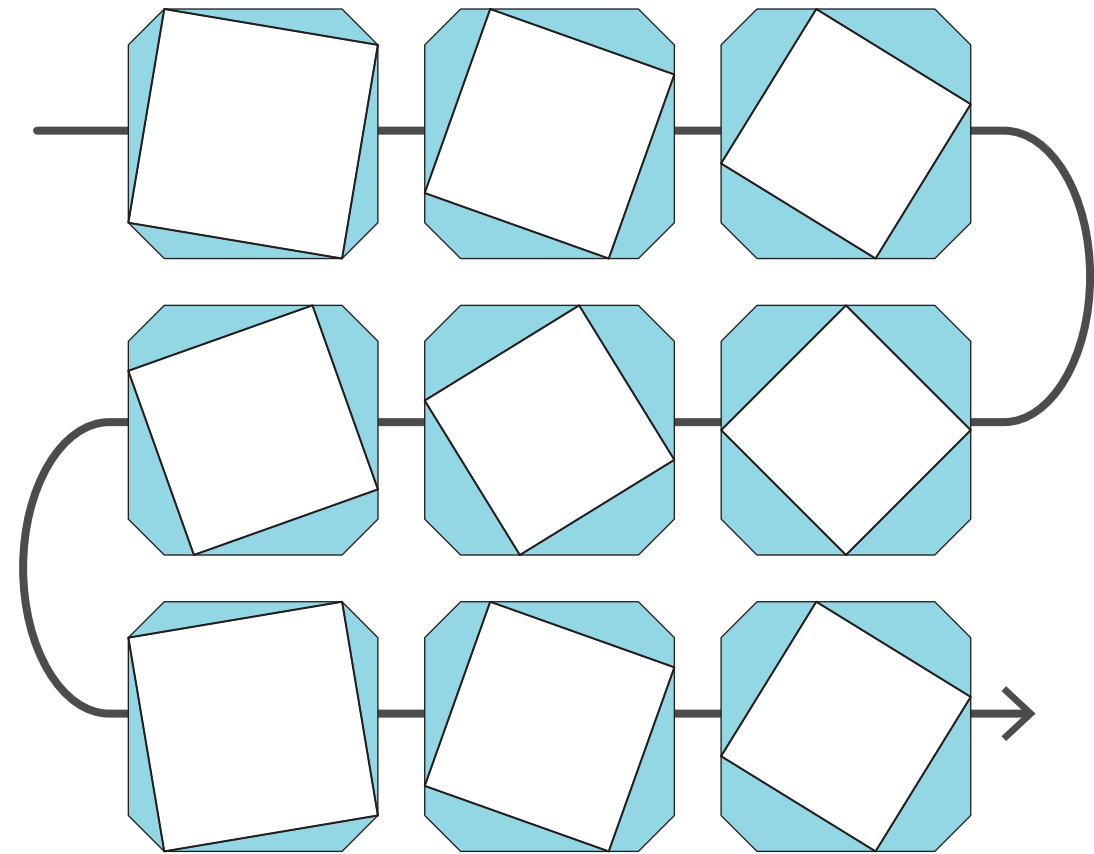
PHASE 2 | ROTATE SQUARE CLOCKWISE
KEEPING CONTACT WITH
BOUNDS OF THE BLOCK



PHASE 3 | REPEAT UNTIL INITIAL
CONDITION IS CREATED.



TILING | grid



TILING | linear

AS THE TOP AREA OF THE BLOCKS DECREASES WITH THE SQUARES ROTATION
THE HEIGHT OF THE BLOCK IS RAISED. AS IT RAISES THE SHADE OF THE TOP LIGHTENS.

