

The above design incorporates these procedures:

Hexagon Pattern: `repeat 20[repeat 6[fd 100 rt 60] rt 18]`

Octagon Pattern: `repeat 16[repeat 8[fd 100 rt 45] rt 22.5]`

Decagon Pattern: `repeat 40[repeat 10[fd 100 rt 36] rt 9]`

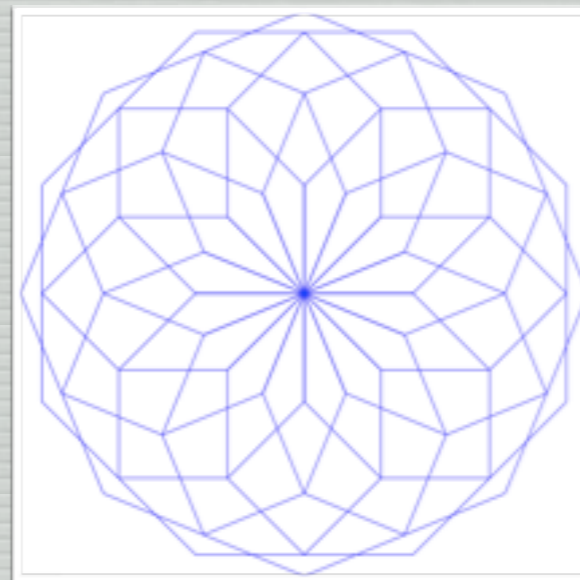
Dodecagon Pattern: `repeat 8[repeat 12[fd 50 rt 30] rt 45]`

I offset each pattern by using a "rt 2" between each, or similar.

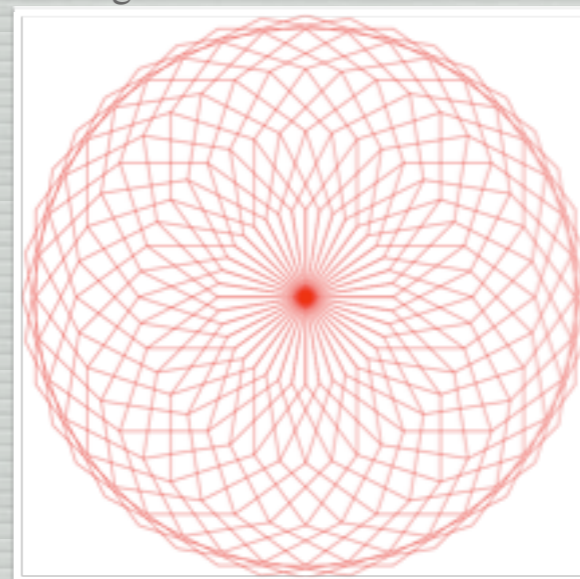
You can also experiment by changing the numbers in the first repeat and last rt, using numbers that multiply to give 360 (such as 10 and 36).

eg. `repeat 36[repeat 6[fd 100 rt 60] rt 10]` would give 36 hexagons, each rotated 10 degrees from the previous one, to complete a full revolution of hexagons.

Octagon Pattern:



Decagon Pattern:



Dodecagon Pattern:

