

5 May 99
(Revised from
13 Aug 91)

①

Creating Stellation Diagrams

We now look at the mathematics of constructing a stellation diagram for a given face F of a polyhedron P . (see Figure 1(a)). Let P be the plane containing F , and let b be the point in P such that the vector \underline{b} from O (the barycenter of the polyhedron) to b is normal to P .

Now suppose we desire to find the line in the stellation diagram for F determined by the face F_1 . If P_1 is the plane containing F_1 , we simply seek the line ℓ which is the intersection of the planes P and P_1 .

In order to create a graphical representation of ℓ (such as might be done using a computer program), it is helpful to impose a coordinate system on P . We choose b as our origin, and select an arbitrary vector \underline{r} , parallel to P , as a "reference vector", which we may imagine as the direction of a "positive y-axis" in our diagram. (See Figure 2.)

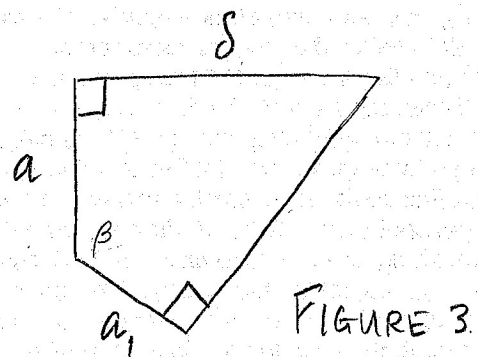
5 May 99 (2)

As is evident from examining Figure 2, if we determine the distance δ from b to l and the angle θ which l makes with the reference vector \underline{r} , we may suitably situate l in \mathcal{P} , the facial plane of \mathcal{F} .

Finding δ is an exercise in Euclidean geometry.

Referring to Figure 3, the industrious reader could no doubt conclude that

$$\delta = \frac{a_1 - a \cos \beta}{\sin \beta} \quad (1)$$



(This formula is valid for both acute and obtuse θ .)

In our case (see Figure 1(b)), we have

$$a = \|\underline{b}\|, \quad a_1 = \|\underline{b}_1\|, \quad \cos \beta = \frac{\underline{b} \cdot \underline{b}_1}{\|\underline{b}\| \|\underline{b}_1\|}; \quad (2)$$

substituting these values in (1) yields

$$\delta = \frac{\|\underline{b}_1\| - \|\underline{b}\| \cos \beta}{\sin \beta} = \frac{\|\underline{b}\| (\|\underline{b}_1\|^2 - \underline{b} \cdot \underline{b}_1)}{\sqrt{\|\underline{b}\|^2 \|\underline{b}_1\|^2 - (\underline{b}_1 \cdot \underline{b}_2)^2}} \quad (3)$$

5 May 99 (3)

When our polyhedron \underline{P} is such that all faces are the same distance from the barycenter of \underline{P} , we must have $\|\underline{b}\| = \|\underline{b}_1\|$, so that (3) becomes

$$\delta = \|\underline{b}\| \frac{1 - \cos \beta}{\sin \beta} = \|\underline{b}\| \tan \frac{\beta}{2}. \quad (4)$$

It is an easy matter to find θ ; we simply have

$$\cos \theta = \frac{\underline{r} \cdot (\underline{b}_1 \times \underline{b}_1)}{\|\underline{r}\| \|\underline{b}_1 \times \underline{b}_1\|} \quad (5)$$

With the use of (3) and (5), it is possible to write a short computer program which produces a stellation diagram given the face normals (such as \underline{b}) for our polyhedron \underline{P} . If \underline{P} is the dual of an Archimedean solid \underline{A} , then the face normals for \underline{P} may be described by vectors from the barycenter of \underline{A} to the vertices of \underline{A} . For some of the simpler duals (such as the triakis tetrahedron), these calculations may reasonably be done by hand.

For completeness, we briefly remark on the determination of \underline{b} (see Figure 4). If \underline{b} in the facial plane of \mathcal{F} is such that the vector \underline{b} from O to \underline{b} is normal to the facial plane \mathcal{P} , we may find \underline{b} as follows.

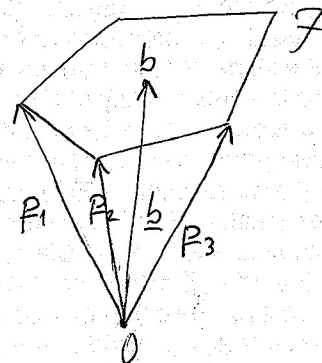


FIGURE 4

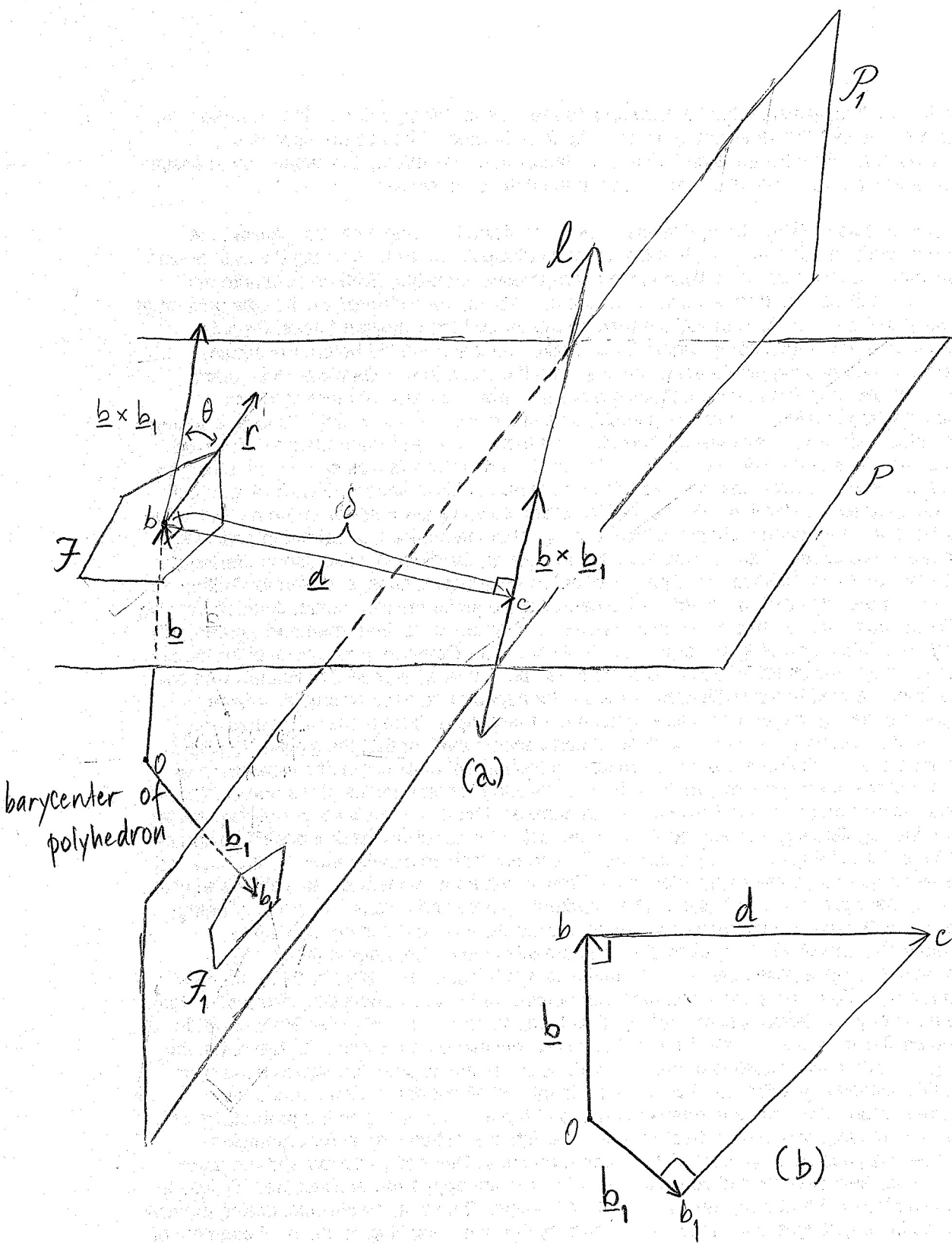
Let P_1 , P_2 , and P_3 be three vectors from O to vertices of \mathcal{F} , and put

$$\underline{n} := (P_2 - P_1) \times (P_3 - P_1).$$

A routine calculation gives us

$$\underline{b} = \frac{(\underline{n} \cdot P_1) \underline{n}}{\underline{n} \cdot \underline{n}} \quad (6)$$

As usual, any permutation of the subscripts "1", "2", and "3" yields the same result.



Two-dimensional cross-section of \underline{b} , \underline{b}_1 , and \underline{d} .

FIGURE 1.

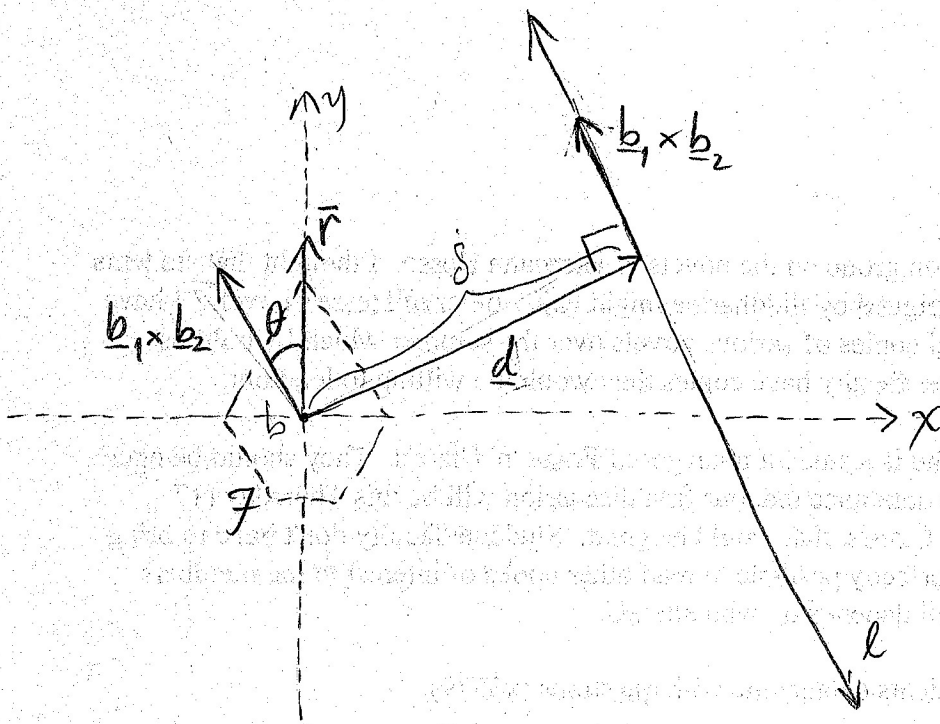


FIGURE 2.