## Start with a P2P Triangle

1. The Base Triangle

2. Combine two base triangles to make a bigger (double) triangle - if the design is symmetrical there will only be one combination, but if asymmetrical there will be two.

3. Combine two of the double triangles to make a quadruple triangle- if the design is symmetrical there will only be one combination, but if asymmetrical there will be two.

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4. Combine two of the simple (base) triangles to make a block. Symmetrical designs will result in only one block and asymmetrical in two.

5. Combine two of the double triangles to create a more complex block (4 block). Symmetrical vs. Asymmetrical will again be a factor.

6. Combine two of the quadruple triangles to achieve an even more complex block. Symmetry will again play a part.

7. Combine four of the 2 part blocks to create different 8 part blocks.

8. Combine four of the 4 part blocks to create a 16 part block.

9. Each of the Triangle combinations can be used to create frames.


10. Use any of the triangle combinations for borders.

11. Use Path Pattern to create other shapes.

12. Combine patterns to create larger more intricate designs.

