

Origami Pattern - N-sided Hypar

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Options Mountain creases Valley creases Universal creases Edge Vertices

Type of Hypar Classic Hypar
 Asymmetric triangulation
 Alternating asymmetric triangulation

Radius of polygon 50,000 - +
mm ▾

Number of polygon sides 5 - +

Number of rings 4 - +

Simplify center (probably not suited for odd number of sides)

Implements Hypar (classical hyperbolic paraboloid approximate).

Classic Hypar is the easiest one to fold. However, it's not rigid foldable. More information in:
Demaine, E. D., Demaine, M. L., Hart, V., Price, G. N., Tachi, T. (2011). (Non)Existence of Pleated Folds: How Paper Folds Between Creases. *Graphs and Combinatorics*, 27(3), 377–397. <https://doi.org/10.1007/s00373-011-1025-2>

Live preview

Close Apply

Origami Pattern - N-sided Hypar

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Draw mountains?
 Dashed strokes?

Mountain dash + gap length 1,00 - +

Mountain dash duty cycle 0,50 - +

Width of mountain strokes 0,1 - +

RGB HSL HSV CMYK Wheel CMS

R: 255 - +
G: 0 - +

Options Mountain creases **Valley creases** Universal creases Edge Vertices

Draw valley?

Dashed strokes?

Valley dash + gap length 1,00 - +

Valley dash duty cycle 0,25 - +

Width of valley strokes 0,1 - +

RGB HSL HSV CMYK Wheel CMS

R: 0 - +

G: 0 - +

B: 255 - +

A: 100 - +



RGBA: 0000ffff

Live preview

Close Apply

Options Mountain creases Valley creases **Universal creases** Edge Vertices

Draw universal creases?

Dashed strokes?

Universal dash + gap length 1,00 - +

Universal dash duty cycle 0,25 - +

Width of universal strokes 0,1 - +

RGB HSL HSV CMYK Wheel CMS

R: 255 - +

G: 0 - +

B: 255 - +

A: 100 - +

Options Mountain creases Valley creases Universal creases **Edge** Vertices

- Draw edges?
- Edges as single path?
- Dashed strokes?

Edge dash + gap length 1,00 - +

Edge dash duty cycle 0,25 - +

Width of edge strokes 0,1 - +

RGB HSL HSV CMYK Wheel CMS

R:		0	-	+
G:		0	-	+
B:		0	-	+
A:		100	-	+



RGBA: 000000ff

- Live preview

Close Apply

Options Mountain creases Valley creases Universal creases Edge **Vertices**

- Draw vertices?

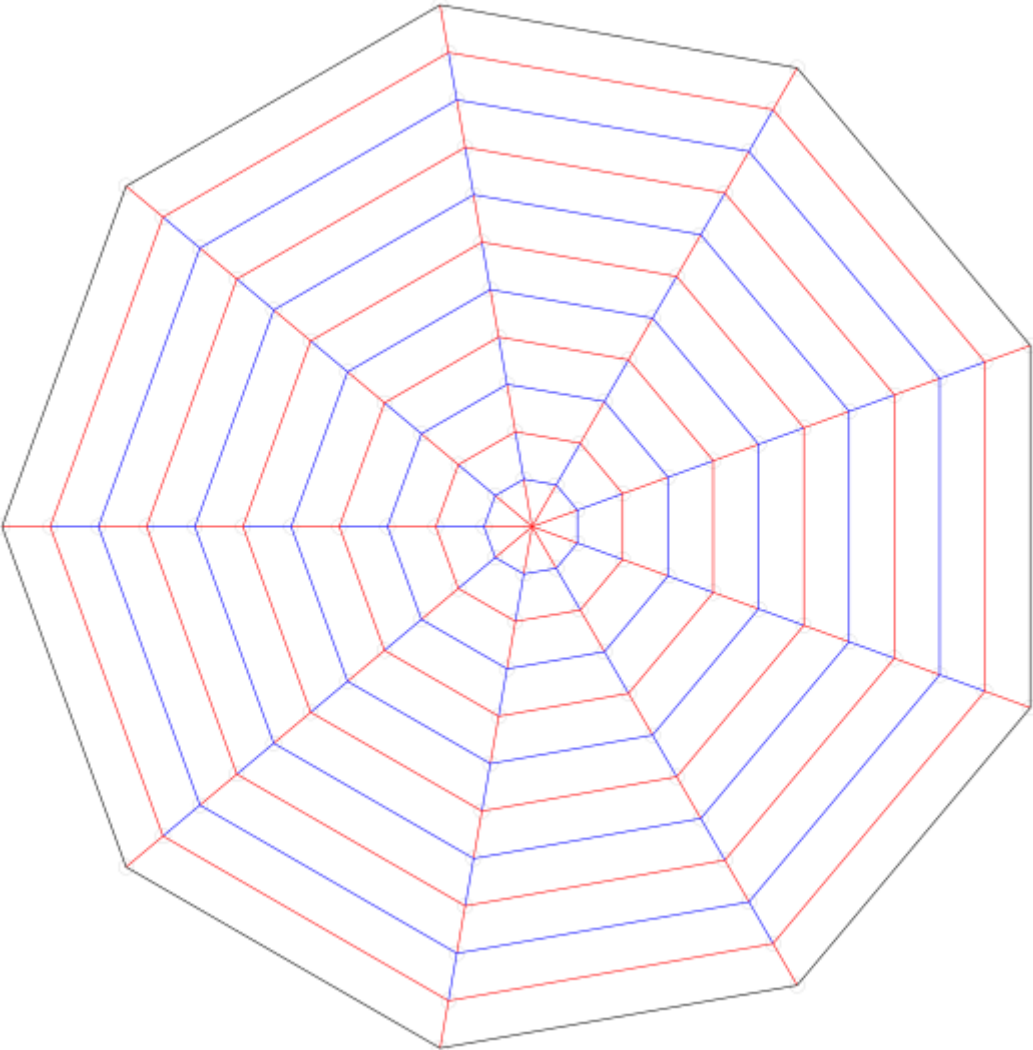
Radius of vertices 0,7 - +

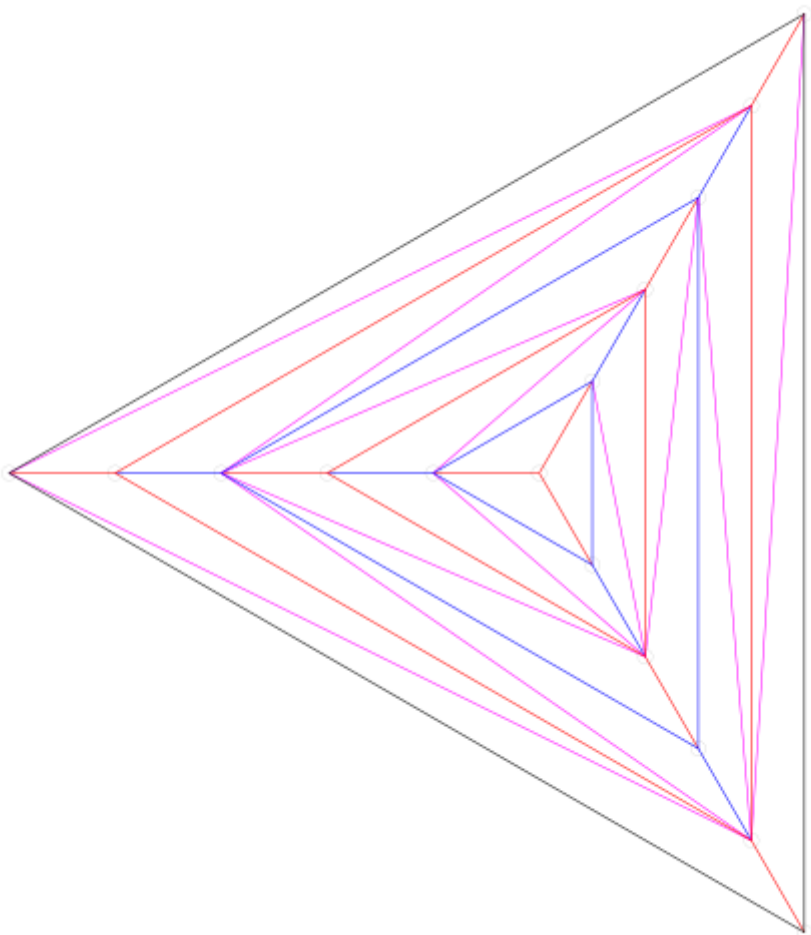
Width of vertex strokes 0,0 - +

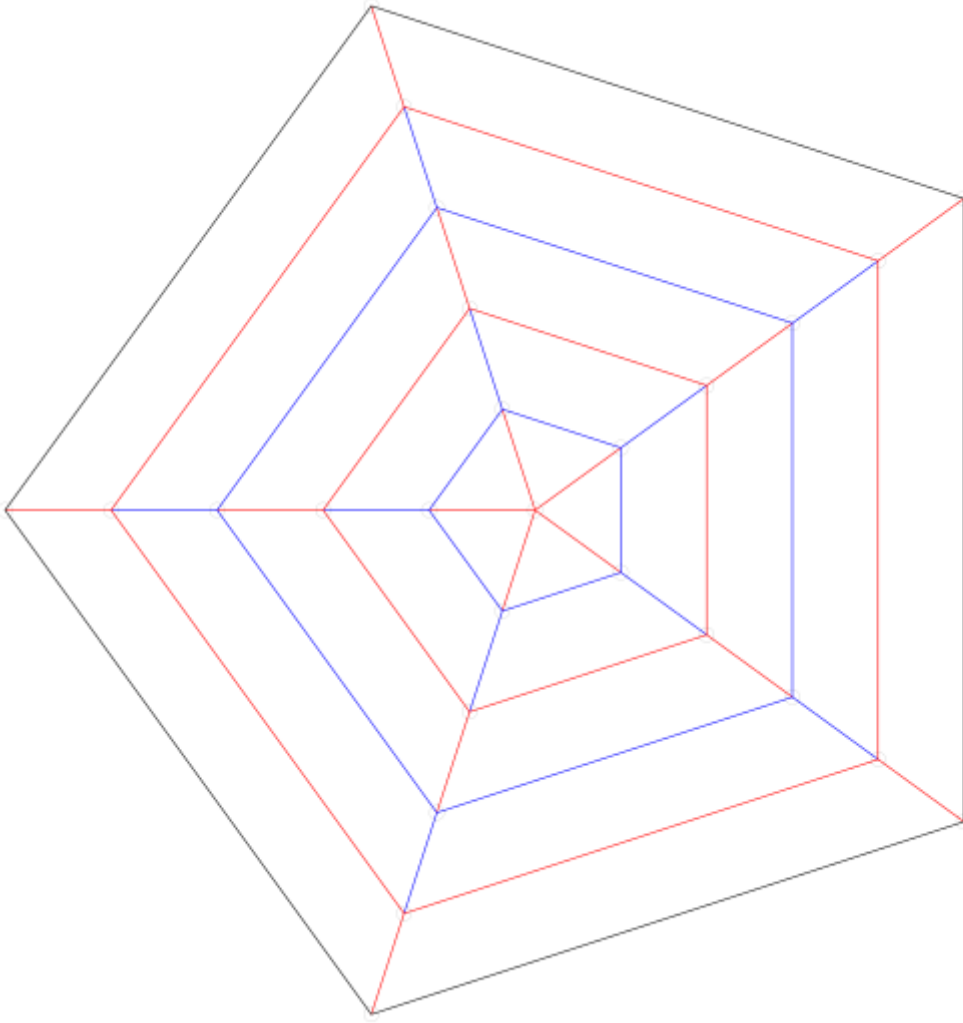
RGB HSL HSV CMYK Wheel CMS

R:		0	-	+
G:		0	-	+
B:		0	-	+
A:		100	-	+

Example Output







Version #1

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