Generate from Path

- Voronoi Pattern (Triangulation / Low Poly / Delaunay)

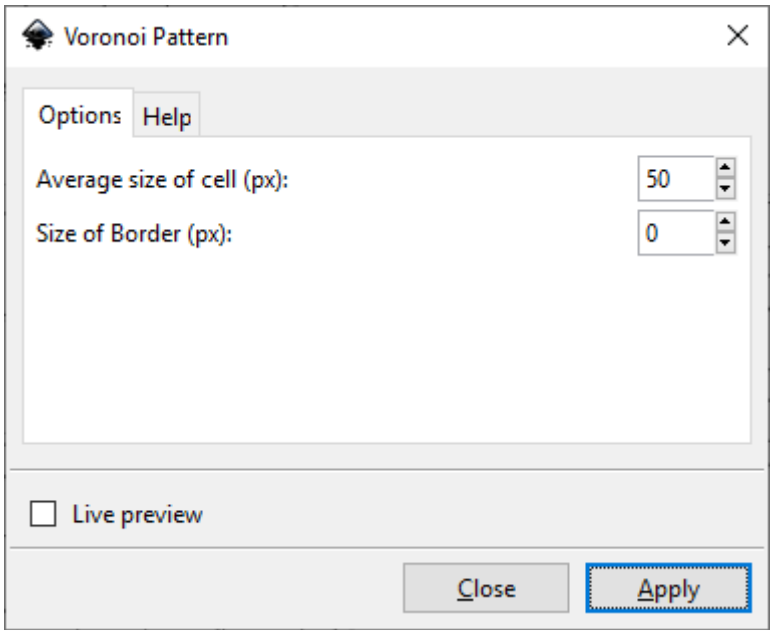
Voronoi Pattern (Triangulation / Low Poly / Delaunay)

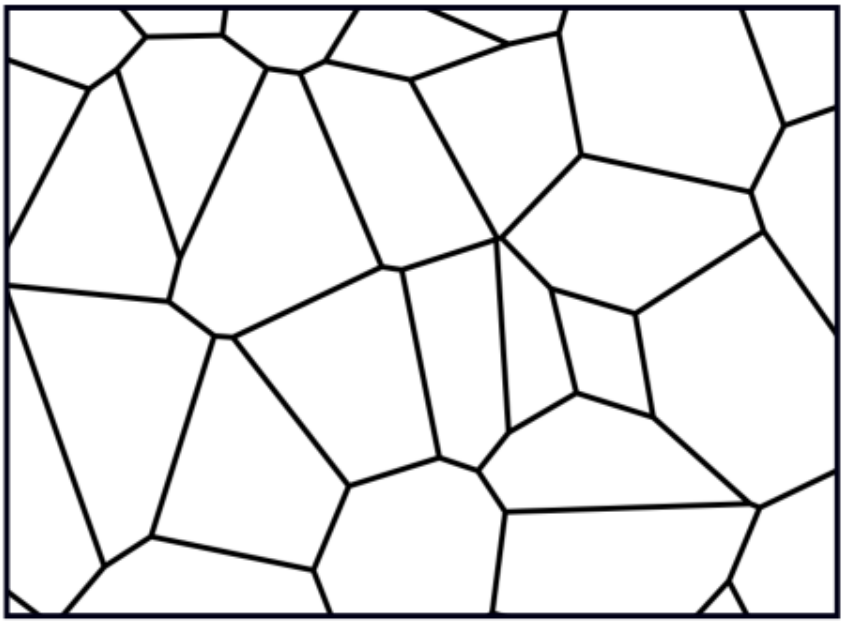
Way 1 to create a cool laserable Voronoi pattern

Way 1 to create a cool laserable Voronoi pattern

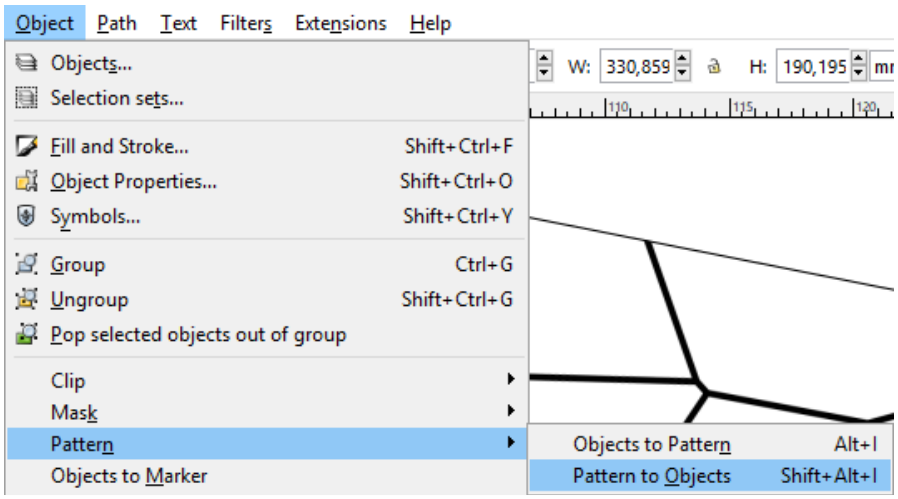
Draw some path (convert your rectangles/objects to path. We need it later for destructive clip)

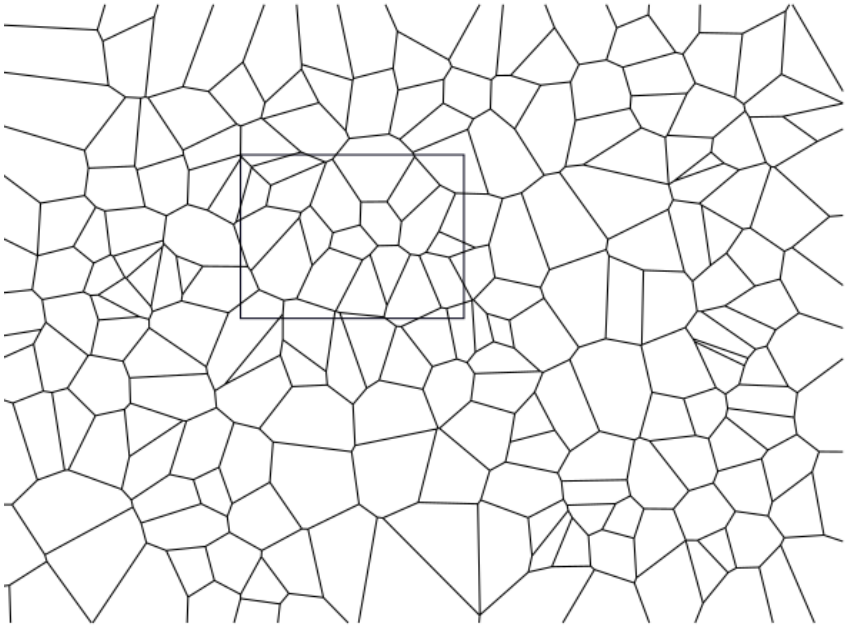
Create Voronoi



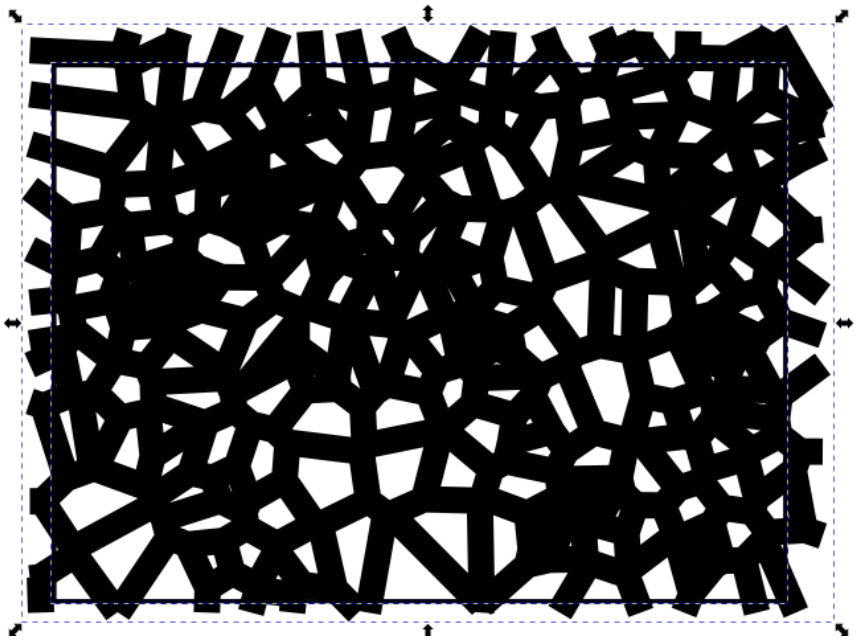


Detach the pattern

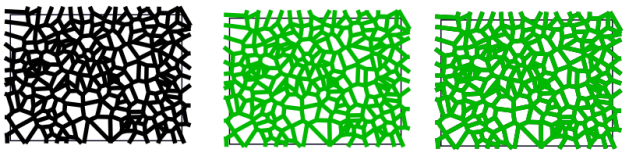


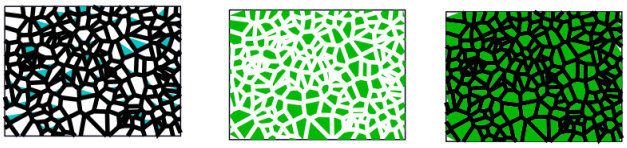


Adjust some sizes and adjust stroke width (e.g. 5 mm), remove fill



Convert contour to path → this keeps the original path in background and creates a new. Belonging to the selection we get different results using Destructive Clip

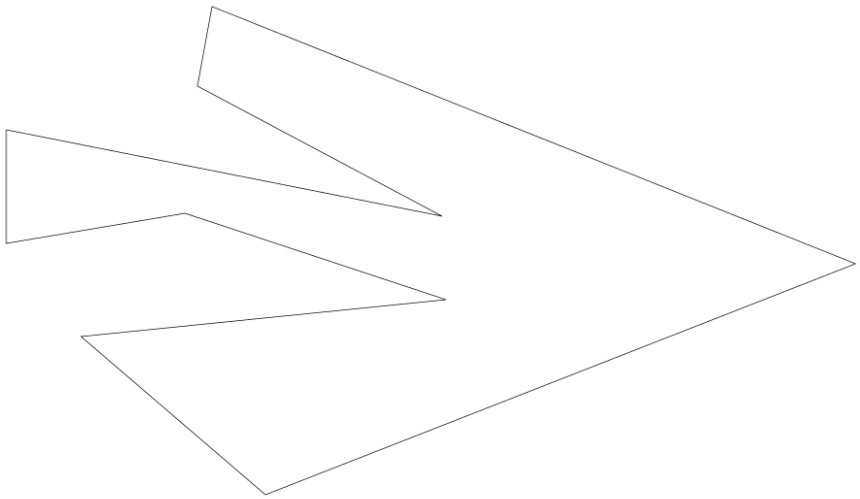
	Original path + destructive clipping / Outline path + destructive clipping / Outline and original path + destructive clipping
Before	

	Original path + destructive clipping / Outline path + destructive clipping / Outline and original path + destructive clipping
After	
After adjusting fill to zero and stroke width to 1px	

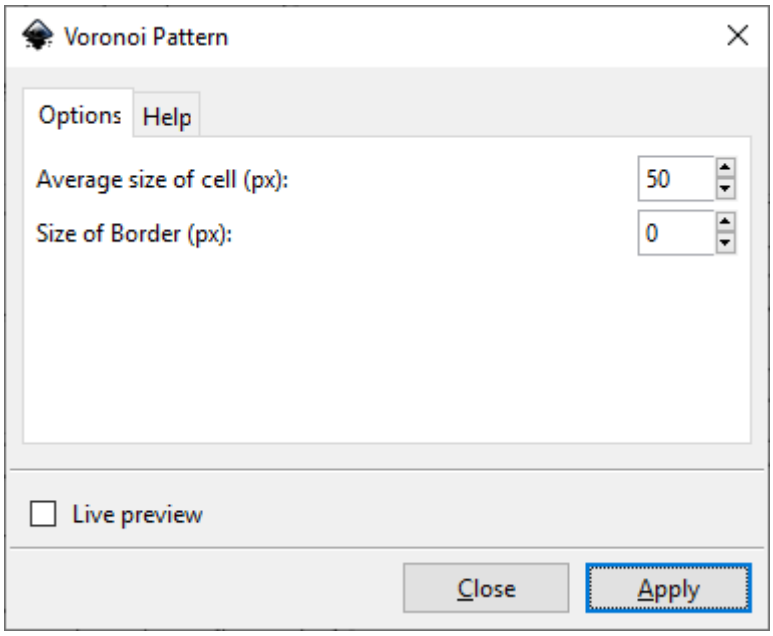
Way 2 to create a cool laserable Voronoi pattern

Way 2 to create a cool laserable Voronoi pattern

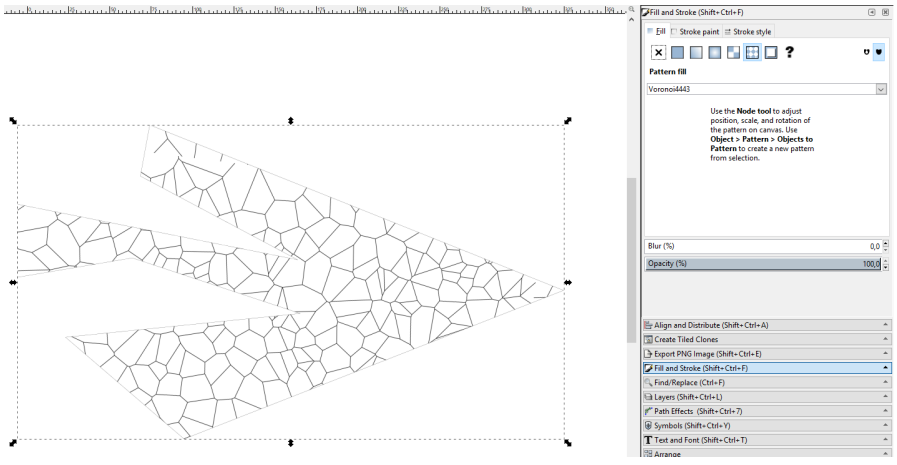
Draw some path



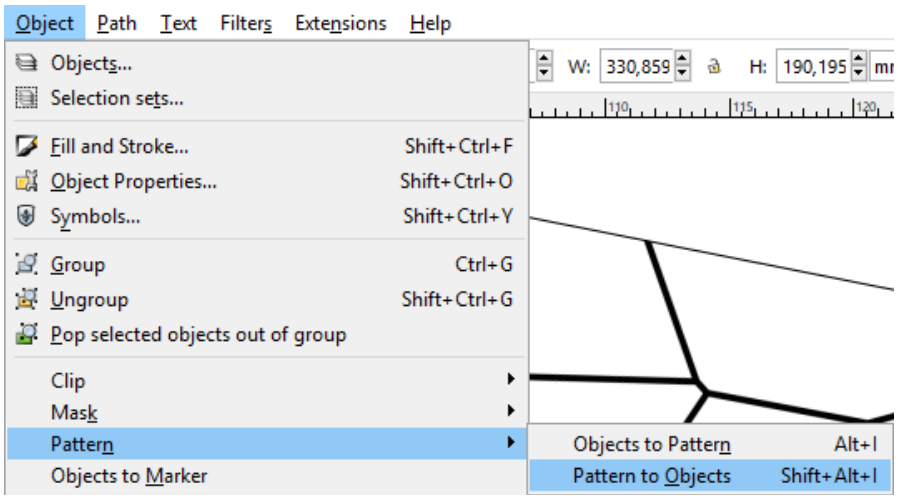
Apply Pattern

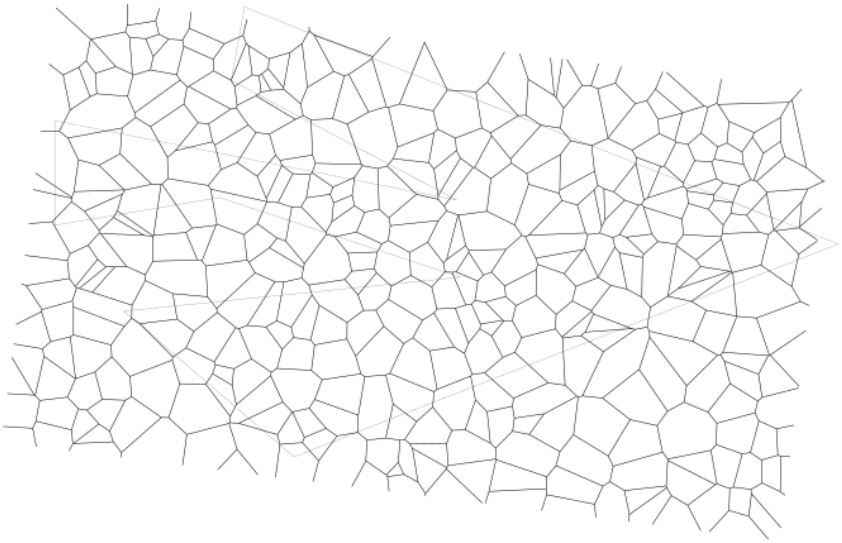


See the generated fill pattern

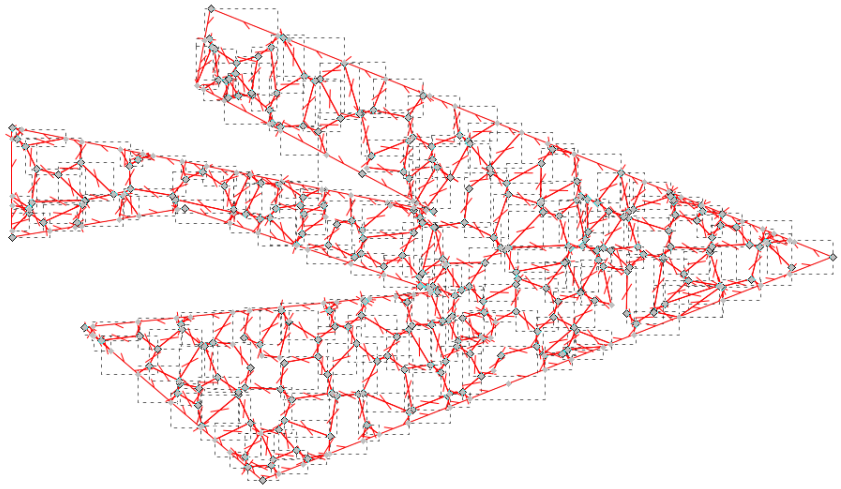


Covert pattern to object

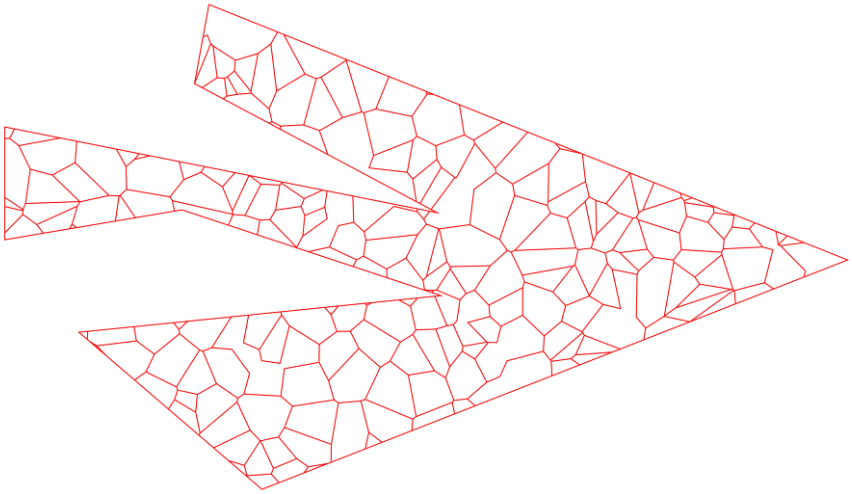




Path → Division: Select the boundary path and the pattern



Combine to have one path



See also https://www.instructables.com/id/Delaunay-Mosaics