

Voronoi Pattern (Triangulation / Low Poly / Delaunay)

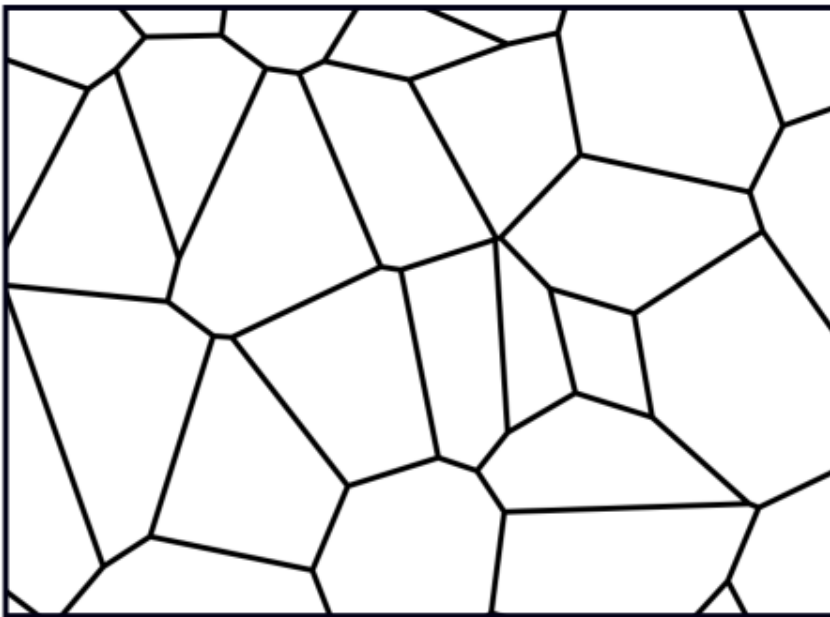
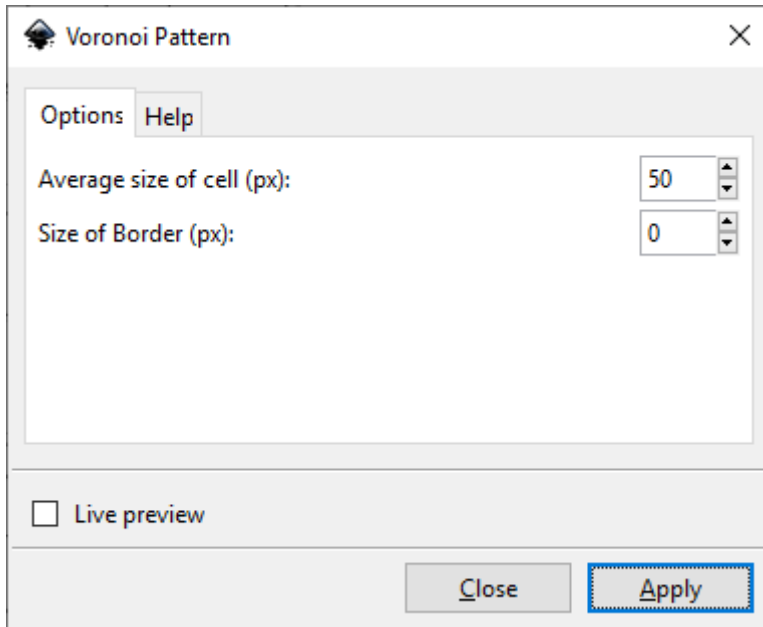
Way 1 to create a cool laserable Voronoi pattern

Way 1 to create a cool laserable Voronoi pattern

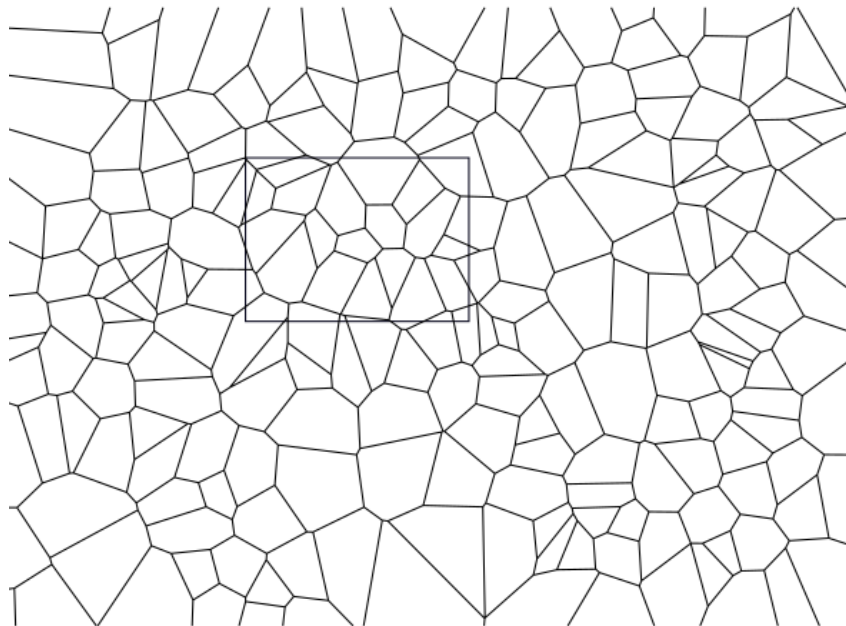
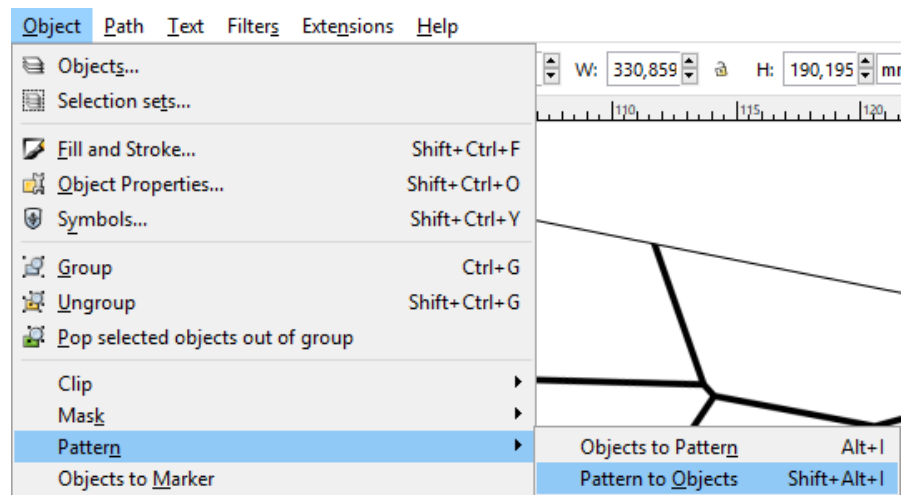
Draw some path (convert your rectangles/objects to path. We need it later for destructive clip)



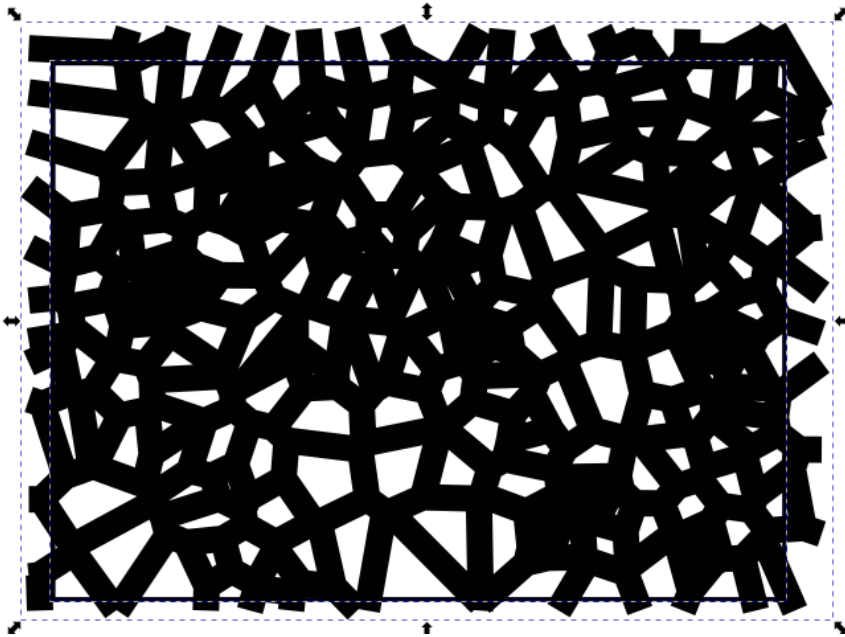
Create Voronoi



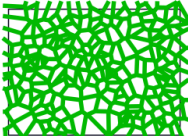
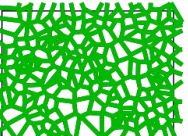
Detach the pattern

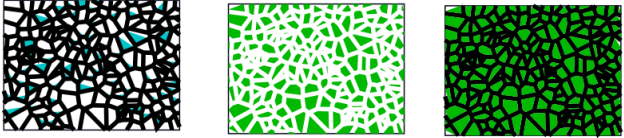


Adjust some sizes and adjust stroke width (e.g. 5 mm), remove fill



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](#)

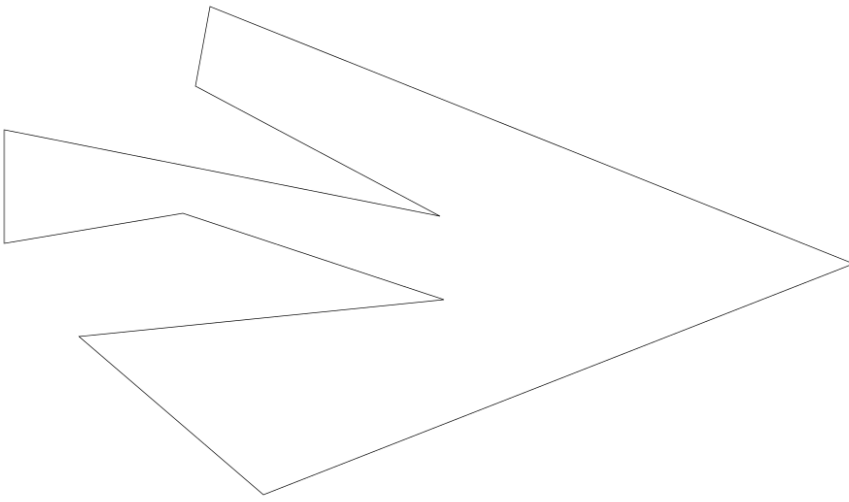
	Original path + destructive clipping / Outline path + destructive clipping / Outline and original path + destructive clipping		
Before			

	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	

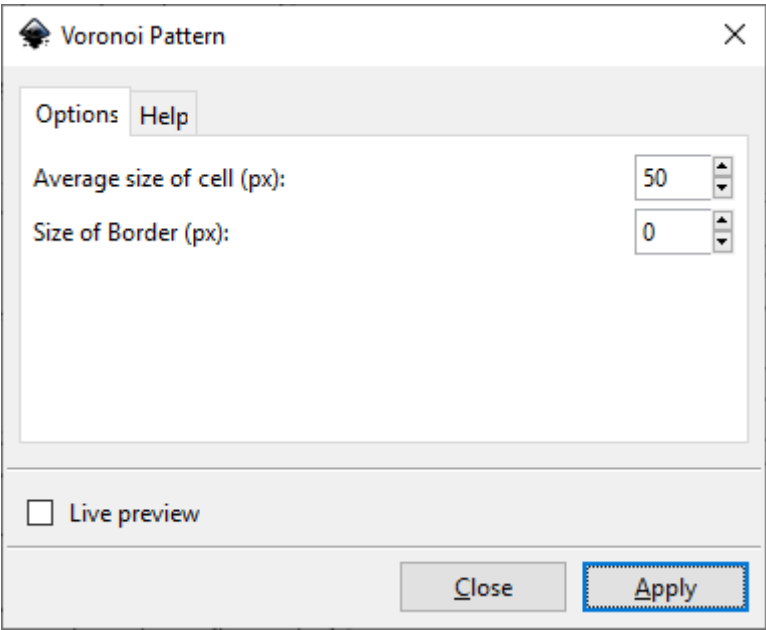
Way 2 to create a cool laserable Voronoi pattern

Way 2 to create a cool laserable Voronoi pattern

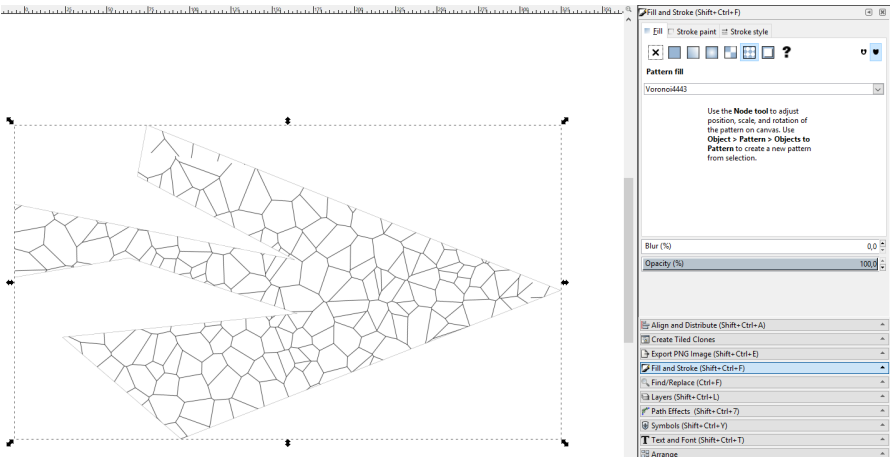
Draw some path



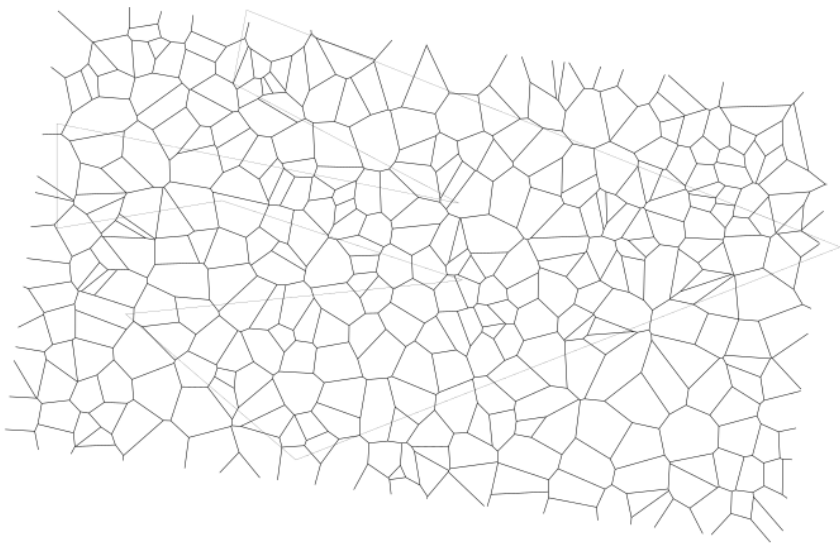
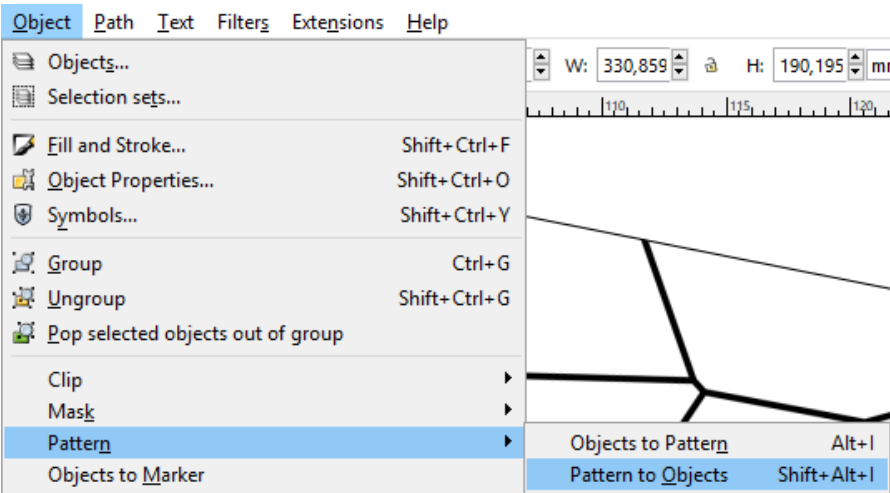
Apply Pattern



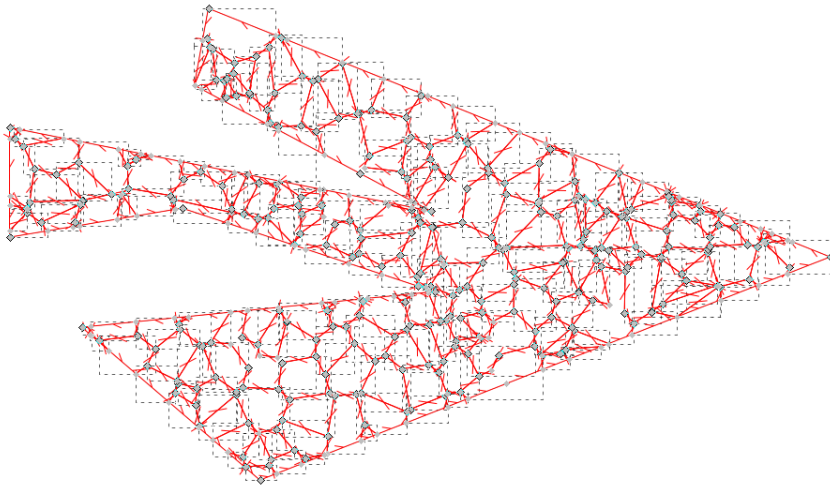
See the generated fill pattern



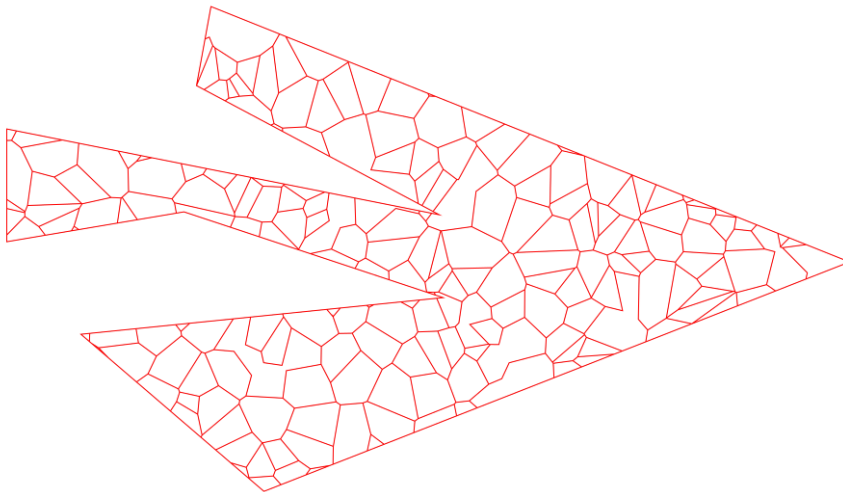
Covert pattern to object



Path → Division: Select the boundary path and the pattern



Combine to have one path



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

Version #5

Erstellt: 2026-04-16 20:33:33 CEST von Mario Voigt

Zuletzt aktualisiert: 2026-04-16 20:43:25 CEST von Mario Voigt