

Softwares

- 1) Polyhedra and tilings (iOS, macOS, Windows):
<http://www.geometrygames.org/KaleidoTile/index.html.en>.
- 2) Flying in curved space (iOS, macOS, Windows):
<http://www.geometrygames.org/CurvedSpaces/index.html.en>.
- 3) Web app for various curvature tilings (simple):
<http://timhutton.github.io/hyperplay/>.
- 4) Java app for Islamic tilings:
<https://sourceforge.net/projects/taprats/>.
- 5) Mac app for geometric designs:
<https://itunes.apple.com/us/app/girih-polygon-pattern-design/id1400485589>.
- 5') Web app:
<http://girihdesigner.com>.
- 6) Professional-level app for real crystals (free for students through ETH IT Shop, <https://idesnx.ethz.ch>):
<http://crystalmaker.com>.
- 7) Mac app for children's games in a 3D torus (just for fun):
<http://www.geometrygames.org/TorusGames/index.html.en>.
- 8) Links to more math software:
http://xahlee.info/math_software/mathPrograms.html.
- 9) More:
<http://www.geometrygames.org>

More advanced stuff:

- 1) Java app for Penrose tiling:
<https://sourceforge.net/projects/rhombi/>.
- 2) Java app for non-periodic tilings:
<https://sourceforge.net/projects/quasitiler/>.
- 3) Java app for tilings:
<https://sourceforge.net/projects/tilefarm/>.