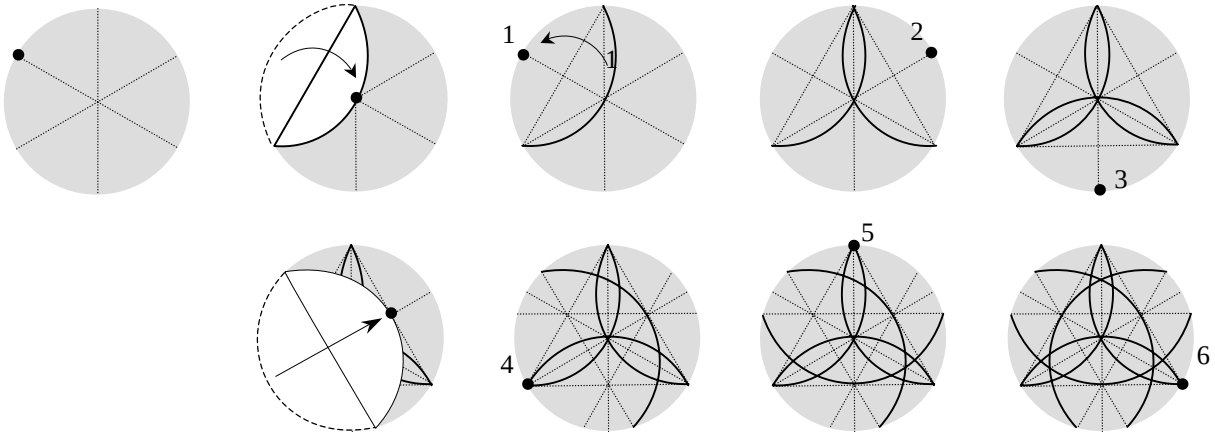
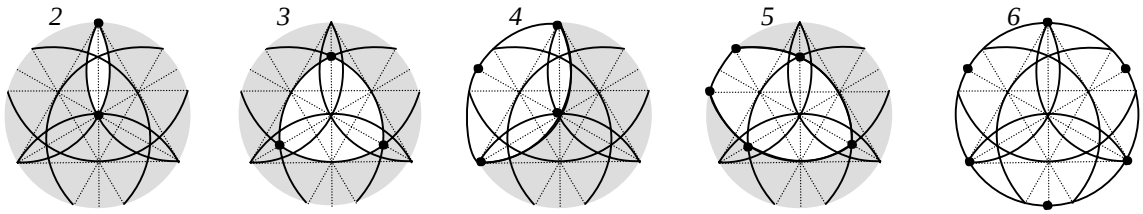
Folding circles is about touching points, but it is the circumference that moves, not straight lines. The circle as its own compass extends ways to explore 2-D design using the tetrahedron folding.

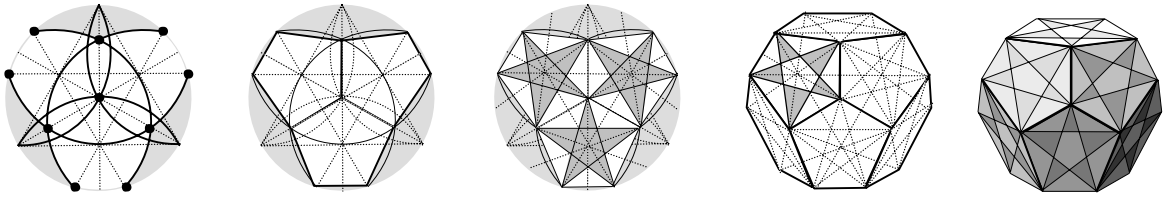
Below. Start by folding 3 diameters. Fold the triangle and trace the circumference edge with each fold, 1, 2, ,3. Keeping the circle open fold the inside triangle tracing the circumference edges 4, 5, 6. on the circle.



Below. Four shapes are formed by the overlapping of folds, including the full circle in the 3 diameter folds. Each of the 3 off center shapes (*2, 4, 5*) appears 3 times. The two centered shapes (*3, 6*)only once. Each is in a progression of number of points that define the shapes.



Above. The *2, 3, 4, 5, and 6 point systems* of curved shapes correspond to the more familiar polygons. The small vesica is an exception. *Two* points are usually drawn as a straight line and not a shape. *Three* points are formed by the 3 folds. *Four* is the full width radial vesica, the rhomboid of two intersecting circles. *Five* points is an incomplete vesica defining a pentagon with only 3 curved lines. *Six* curved lines of the hexagon is the complete circle. Here the circle reveals proportionally the 4 primary shapes imprinted by tracing the folded circle.



Above. The 3 arcs forming the small triangle show 10 points forming 3 pentagons (p.167). From that information we can draw the pentagon star and locate the points to draw a picture of the dodecahedron. This is simply another way to decode compressed spatial information.