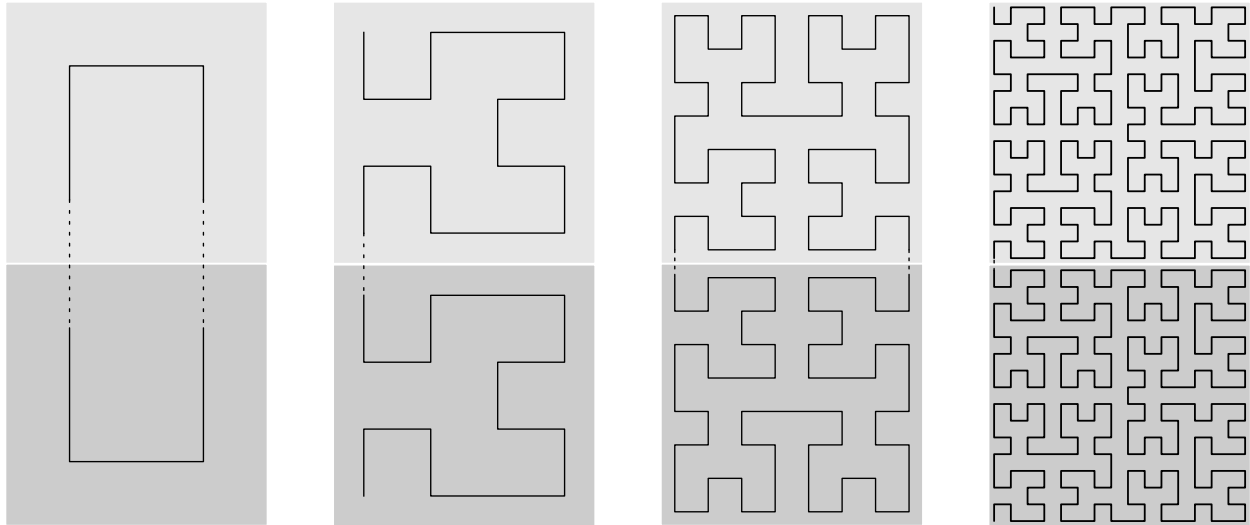


Hilbert Curve Tiling Problem

Iterations of the Hilbert curve alternate between entering / exiting bounds on the same side and opposite sides. Any iteration can either tile two squares or a line of squares, but neither arrangement can tile the faces of a cube.



Surface-Tiling Curve Dodecahedron Problem

A non-branching net is required for a surface-tiling curve to make a unicursal path on a polyhedron's surface. Non-branching dodecahedron nets are composed of a mix of pentagons attached to one another on adjacent sides and non-adjacent sides. A path traversing a non-branching net would have to enter / exit each pentagon in two different ways and so could not be segmented into a single tile.

