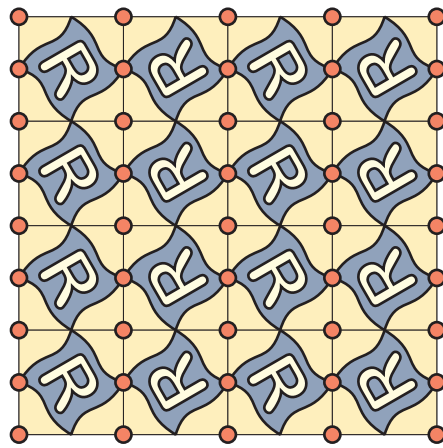


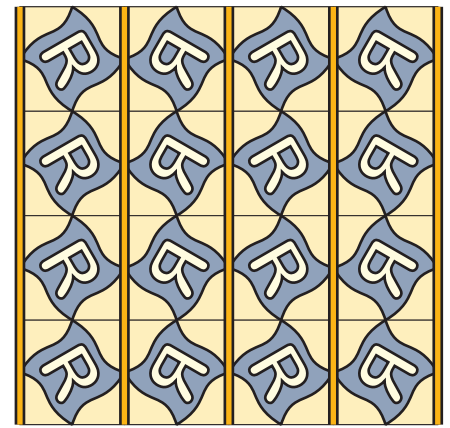
01 p1 1-0-0

Translations only



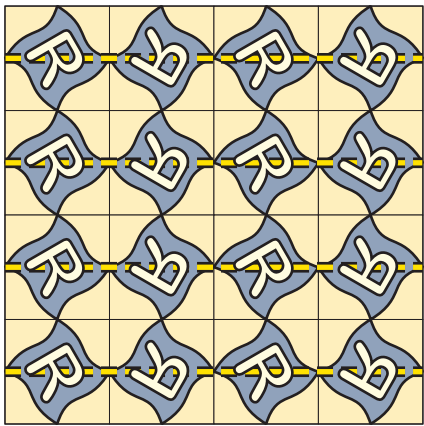
02 p2 2-0-0+

Half-turns



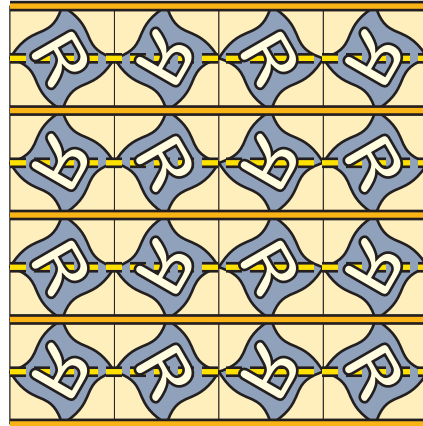
03 pm 1-1-0

Flips in one direction



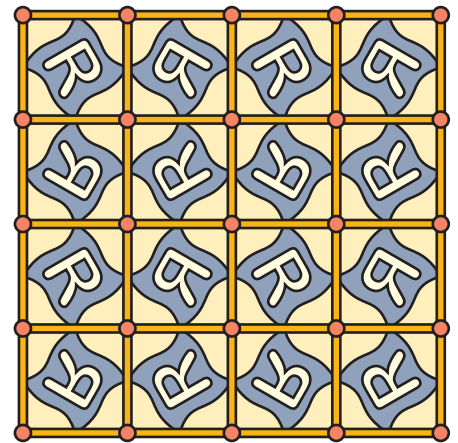
04 pg 1-0-1

Glide reflections in one direction



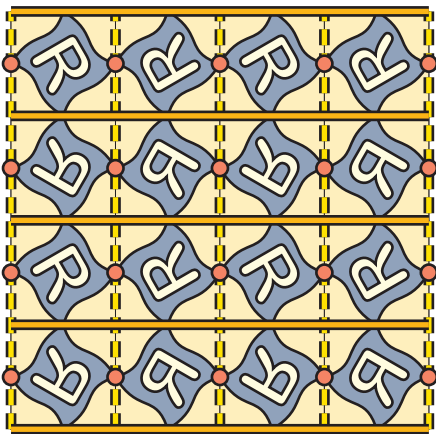
05 cm 1-1-1

Flips and glide reflections in one direction, with parallel axes



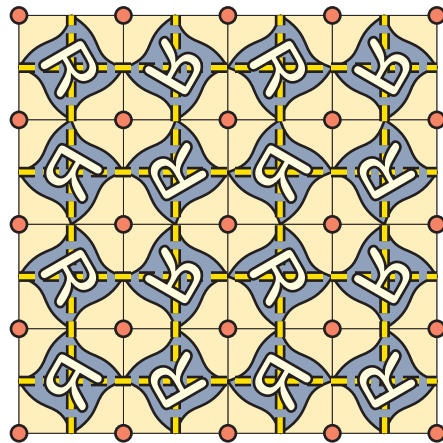
06 pmm 2-2-0

Flips in two directions; half-turns where axes cross



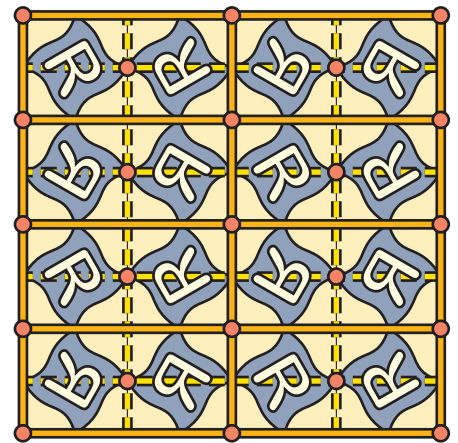
07 pmg 2-1-1

Flips and glide reflections with perpendicular axes; half-turns on glide axes



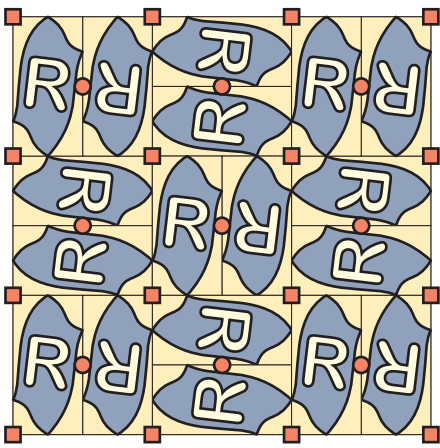
08 pgg 2-0-2+

Glide reflections in two directions; half-turns off axes



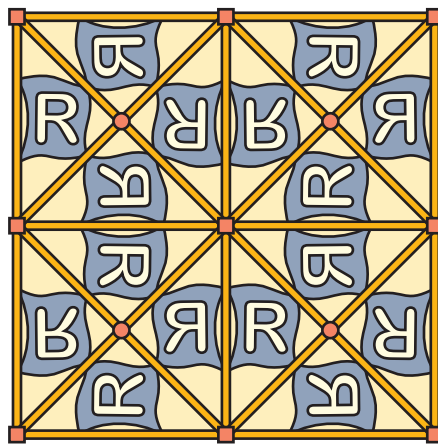
09 cmm 2-2-2

Flips and glide reflections in two directions; half-turns where like axes cross



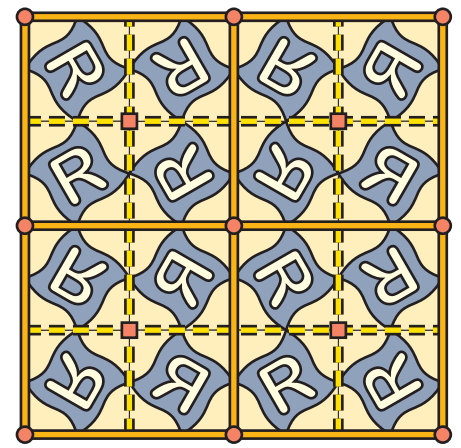
10 p4 4-0-0+

Half-turns and quarter-turns



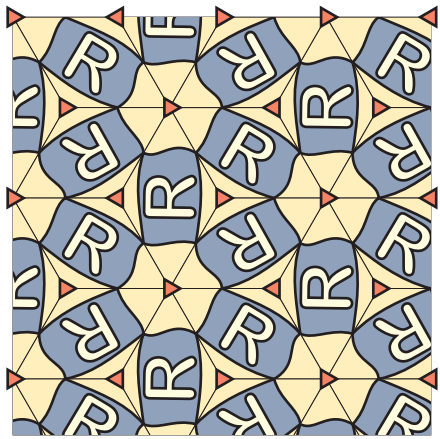
11 p4m 4-4-0

Flips in four directions;
half-turns and quarter-turns



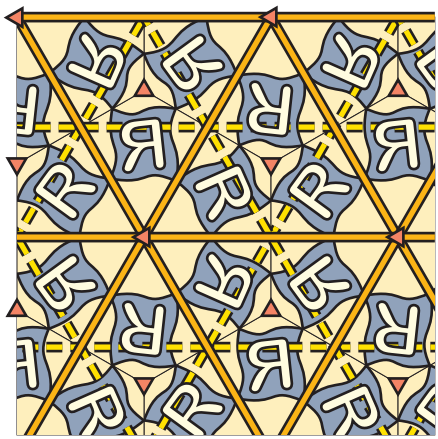
12 p4g 4-2-2

Flips and glide reflections in
two directions; half-turns and
quarter-turns



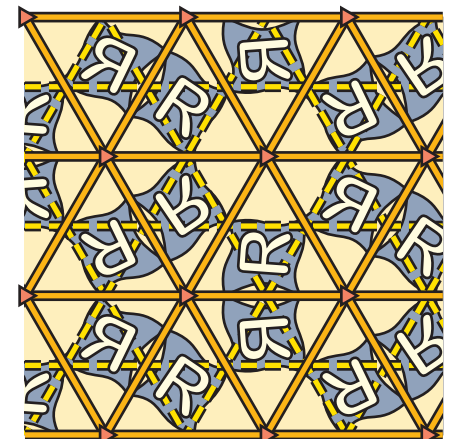
13 p3 3-0-0+

Third-turns



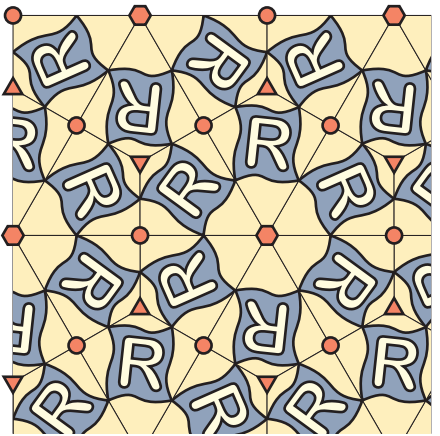
14 p31m 3-3-3+

Flips and glide reflections in
three directions; third-turns on
and off axes



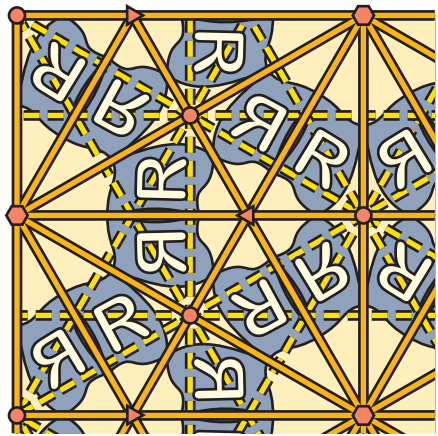
15 p3m1 3-3-3

Flips and glide reflections in
three directions; third-turns
on flip axes crossings



16 p6 6-0-0+

Half-turns, third-turns, and
sixth-turns



17 p6m 6-6-6

Flips and glide reflections in
six directions; half-turns,
third-turns, and sixth-turns

14

Pattern number

p31m

IUC notation

3-3-3+

Rotational order,
number of flip directions,
number of glide directions,
+ if there are rotations not
centered on flip or glide axes

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