



Fig. 1. Basic elements of kolam.

2. PsyKolo3D

2.1. Six basic elements of kolam pattern

Figure 1 shows six kinds of basic patterns of Kolam. A point, at which a stroke of a basic pattern goes to a neighbor basic pattern, is called as a connecting terminal. We classify them into six kinds of basic patterns in the number and the form of the connecting terminals. Connecting Terminals 0 are called “Circle”. Connecting Terminals 1 are called “Tear”. Connecting Terminals 2 are called “Horse Saddle” and “Eye”. Connecting Terminals 3 are called “Fan”. Connecting Terminals 4 are called “Diamond”.

Each of the six basic patterns is pasted on each of the six sides of a PsyKolo block. The six basic patterns become 16 patterns, considering rotated patterns into 4 directions. These patterns are represented with rotating of PsyKolo block.

2.2. Kolam pattern block

The rules of this content are to arrange PsyKolo3D blocks in the field and then to form a pattern drawn with a single stroke on the upper sides of all blocks. Shows six basic