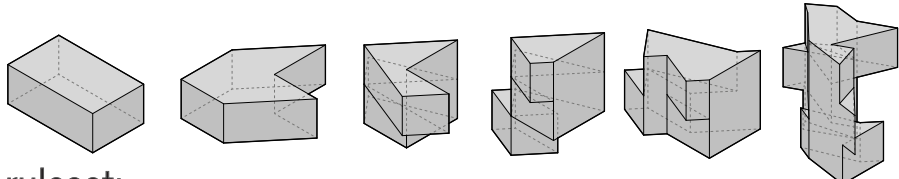


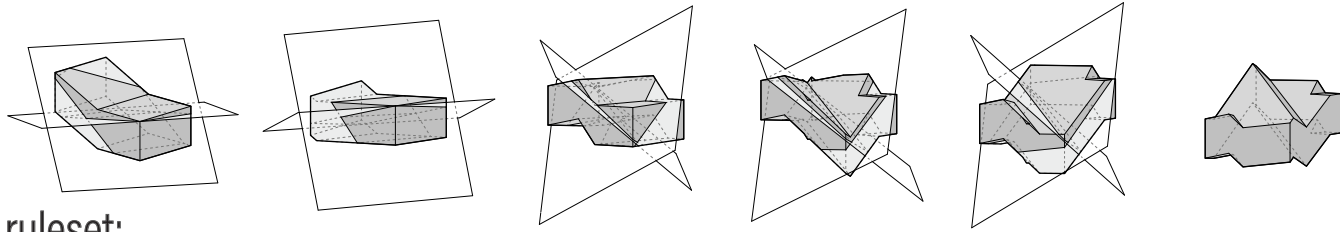
PREVIOUS ITERATIONS

iteration 1



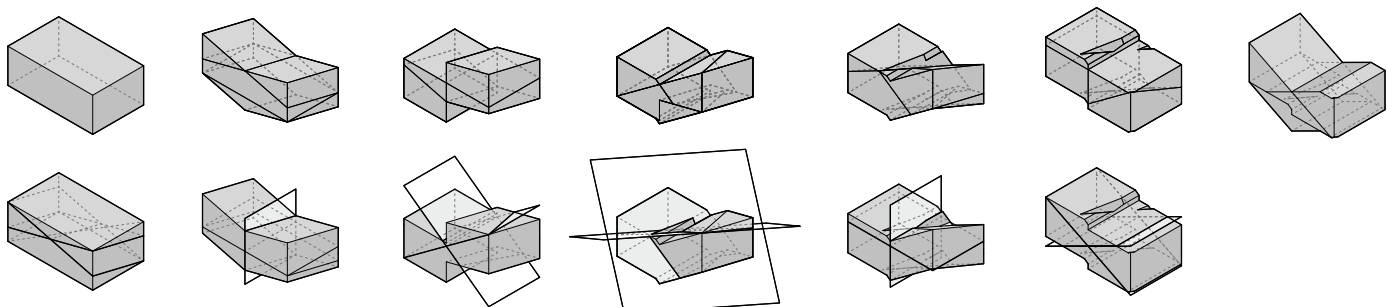
- ruleset:
- 1. split either diagonally or corner to corner.
 - 2. stack vertically.

iteration 2



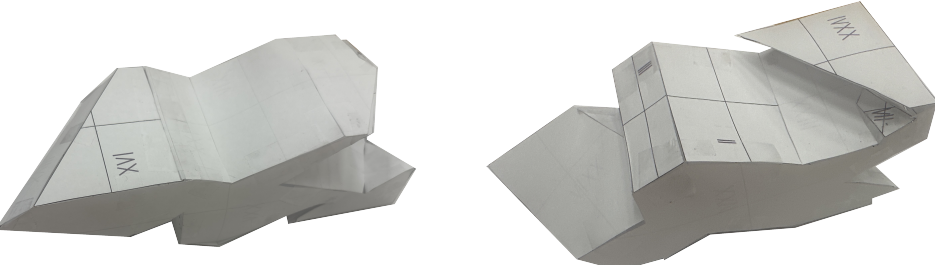
- ruleset:
- 1. split either diagonally or corner to corner.
 - 2. stack vertically.

iteration 3

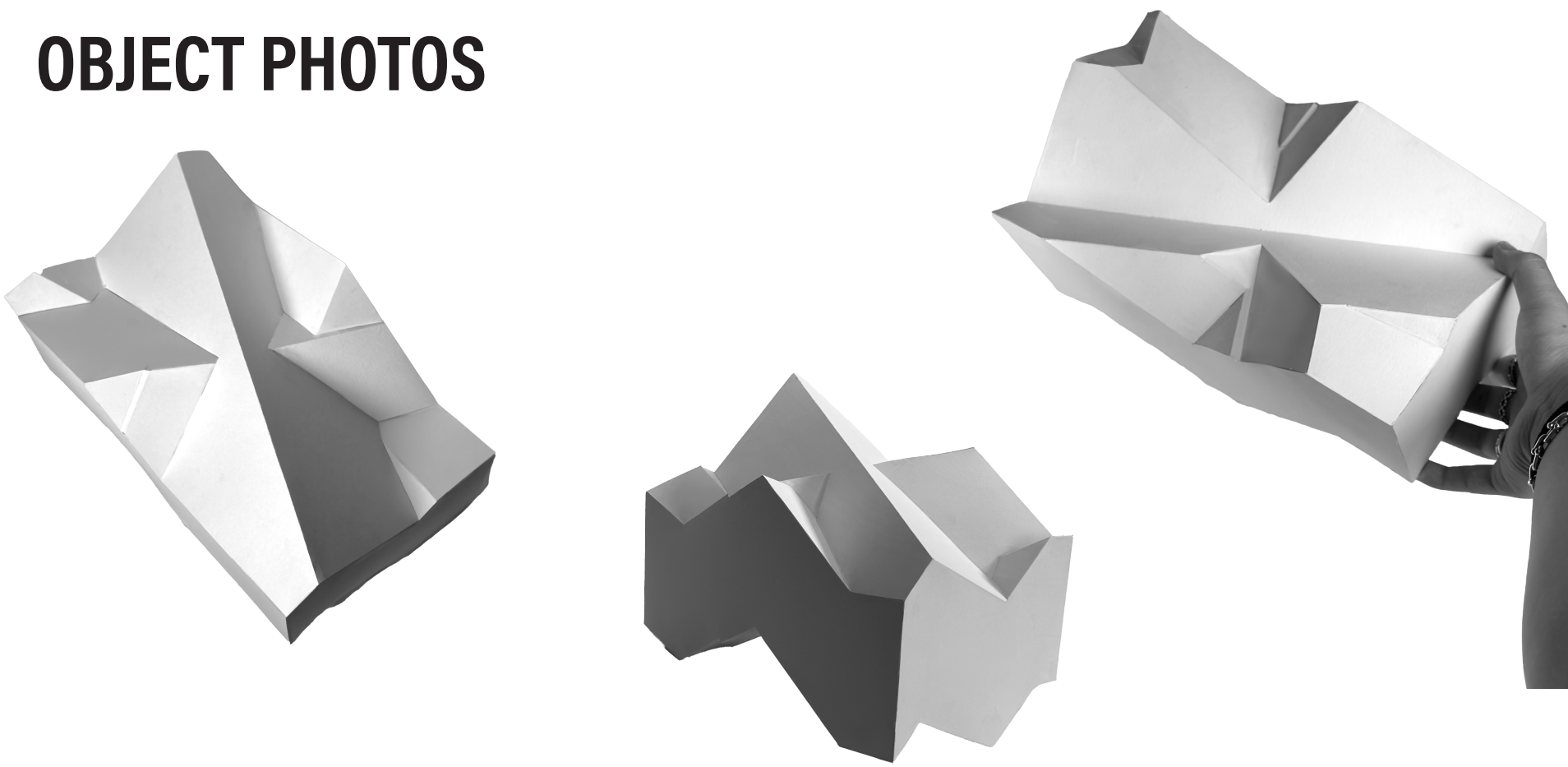


- ruleset:
- 1. split either orthogonally, diagonally, or corner to corner.
 - 2. if orthogonally split: shift vertically
 - if diagonally split: stack vertically
 - if corners are split: stack vertically

iteration 4: physical model



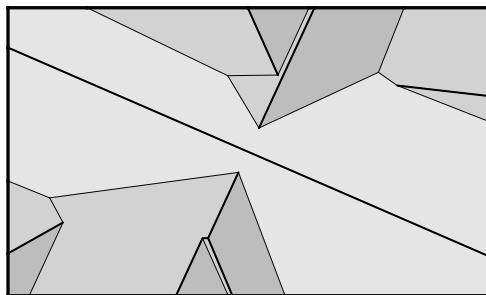
OBJECT PHOTOS



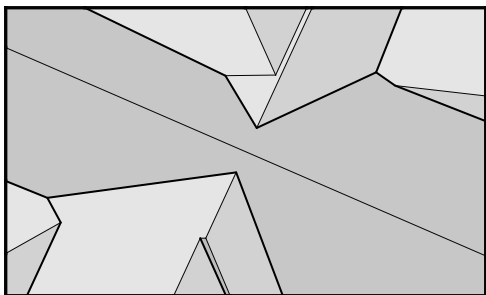
OBJECT DRAWINGS

plans

1" : 1/4"

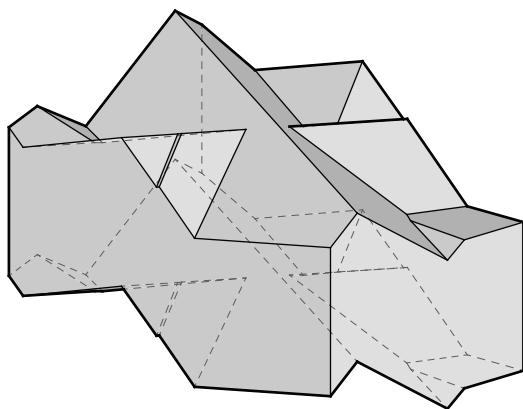


top



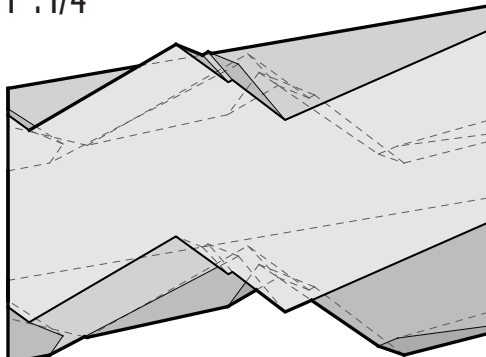
bottom

axon

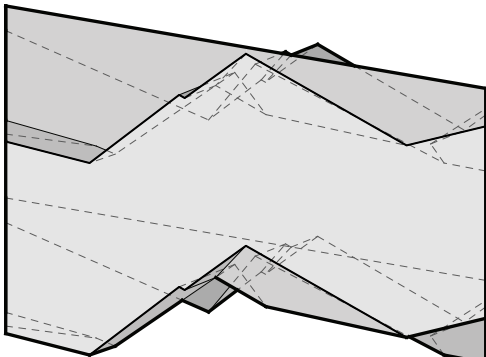


elevations

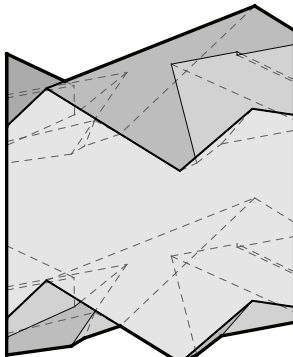
1" : 1/4"



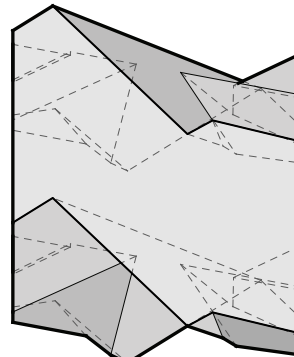
front



back



left



right

PROCESS DIAGRAM

3A → 3B → 2A → 2B → 1A → 1B

TRANSLATING

- 1. the blocks are ordered from top to bottom (1-4) based on highest and lowest points.
 - 2. if the blocks exist on the same plane, then the blocks are ordered from left to right.
 - 3. the numbered blocks are vertically stacked from highest to lowest numerical value.
 - 4. after each set of splits, the number of translated blocks decrease by 1.
- the diagram shows the 1st block as RED, 2nd as BLUE, 3rd as YELLOW, and 4th as GREY.*

SPLITTING

taking the object's bounding box, a set of 2 splits are made:
split A cuts from upper left corners to lower right corners.
split B cuts upper right corners to lower left corners.

END RULE

when there are no more blocks to stack, the computation ends.

