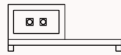
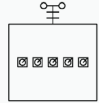


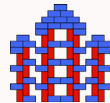
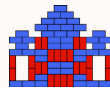
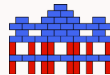
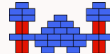
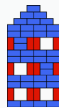
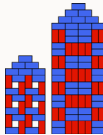
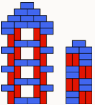
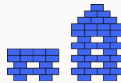
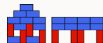
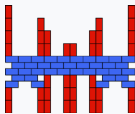
A technical drawings

nuts & bolts *vehicles* *gadgets* *furniture*



block towers

bridges *cities* *houses* *castles*

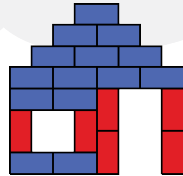


B

concept library *program*

```
horiz()  vert()  
door()  0-9  
roof()  right()  
        window()
```

```
h v h (r 2) h (r 1)  
v (l 1) h (r 2) v  
v (r 4) v v (l 1)  
h (l 2) h (l 2) h  
(l 2) h (r 2) h (l 1)  
h (l 2) h (r 1) h
```



Place a window
next to a door,
then build a
pyramid roof

language