

## 1. Load data



**COMPUTE**  
Token(s)  
Construct(s)

**SELECT**  
Color(s)  
TG

**GRASP**  
Token(s)

## 2. Build constructs

**ORGANIZE**  
Construct  
AM

**CREATE**  
Construct  
AM

## 3. Combine constructs

**ARRANGE**  
Constructs  
AM

**ALIGN**  
Constructs

**MOVE**  
Construct(s)

**ROTATE**  
Constructs

## 4. Correct

**REMOVE**  
Construct(s)  
AM

**INCREASE**  
Construct(s)

**DECREASE**  
Construct(s)

**OPTIMIZE**  
Construct(s)

**MERGE**  
Constructs

**SPLIT**  
Construct(s)

