```
mtre = toytree.mtree(trees)
# Fig. 3a: draw a grid of trees
mtre.draw tree grid(nrows=1, ncols=3, edge type='c');
# Fig. 3b: draw a grid of trees with fixed tip order to show discordance
mtre.draw tree grid(nrows=1, ncols=3, edge type='c', fixed order=True);
# Fig. 3c: draw a cloud of trees overlapping to show discordance
mtre.draw cloud tree(edge style={"stroke-opacity": 0.1}, edge type='c');
```

load a multitree object from a list of newick strings