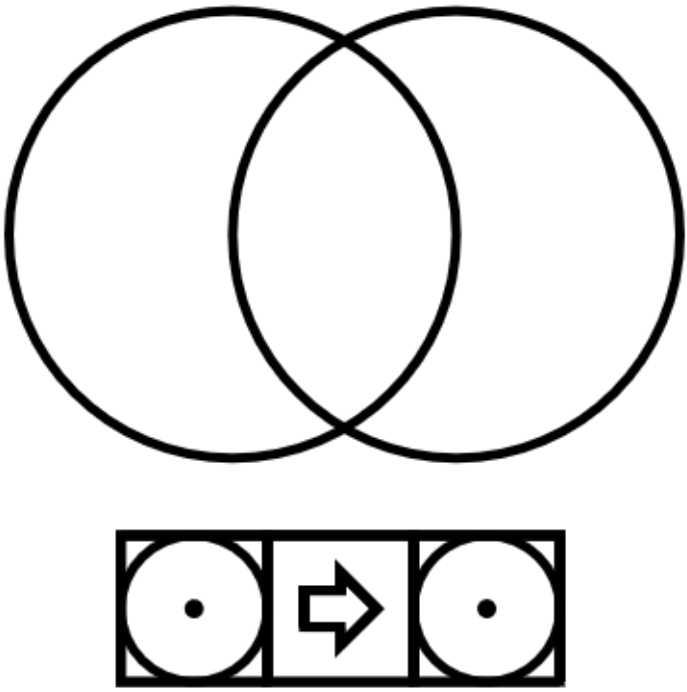

Figure 0.1: The "hello world" of geometric programming, the Vesica Piscis.

## 0.1 2d Web Symbols and Icons

- hello world vesica piscis

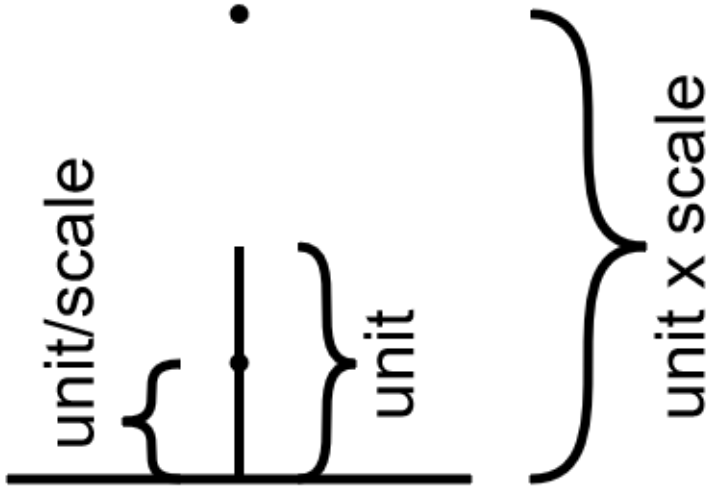


Figure 0.2: Cursor scale.

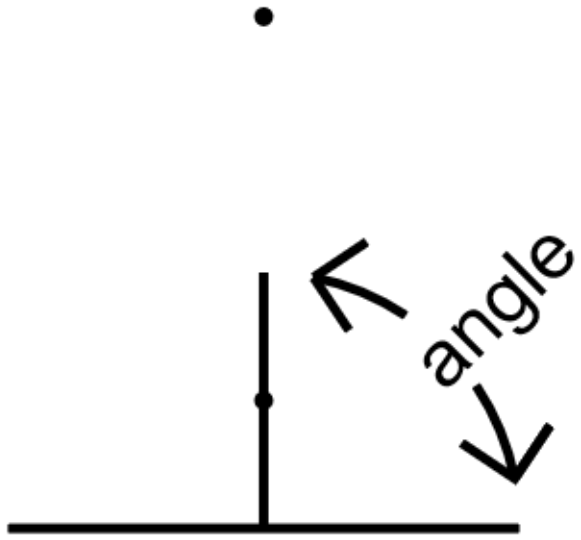


Figure 0.3: Cursor angle.

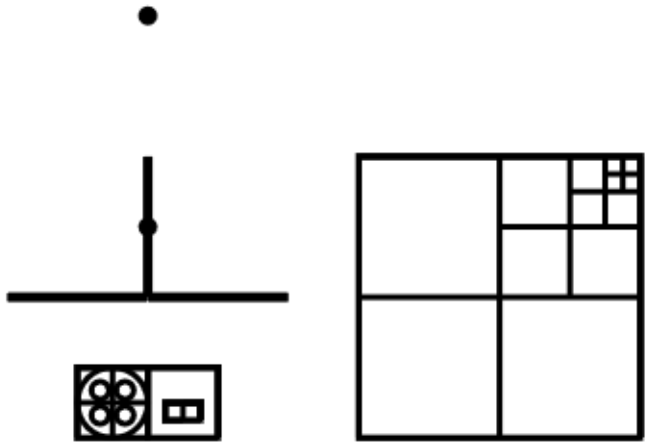

Figure 0.4: Cursor square.

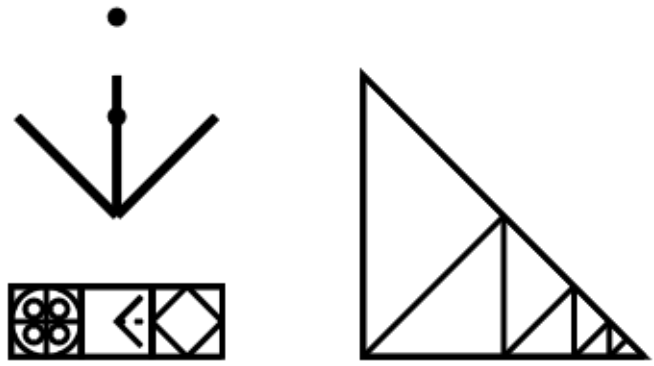

Figure 0.5: Cursor root2.

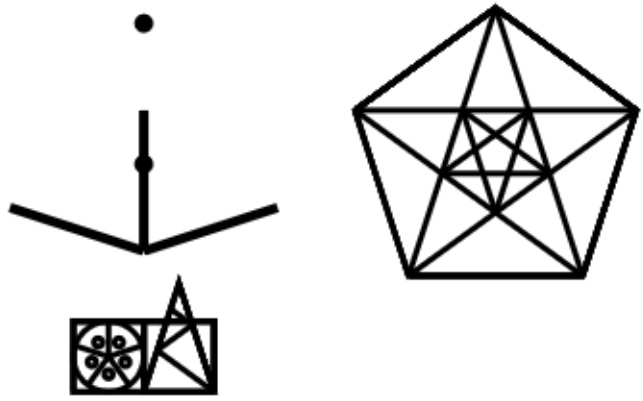

Figure 0.6: Cursor golden ratio.

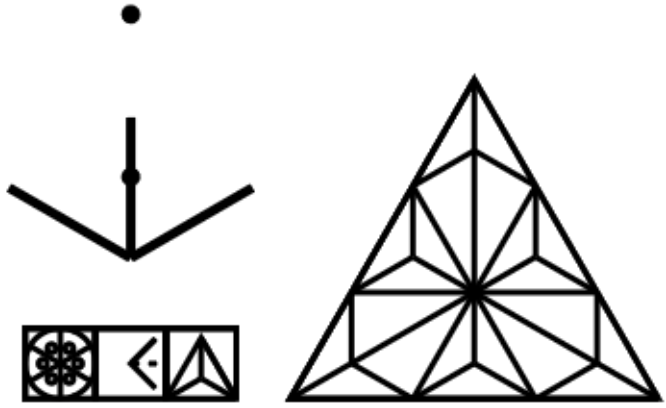

Figure 0.7: Cursor root 3.

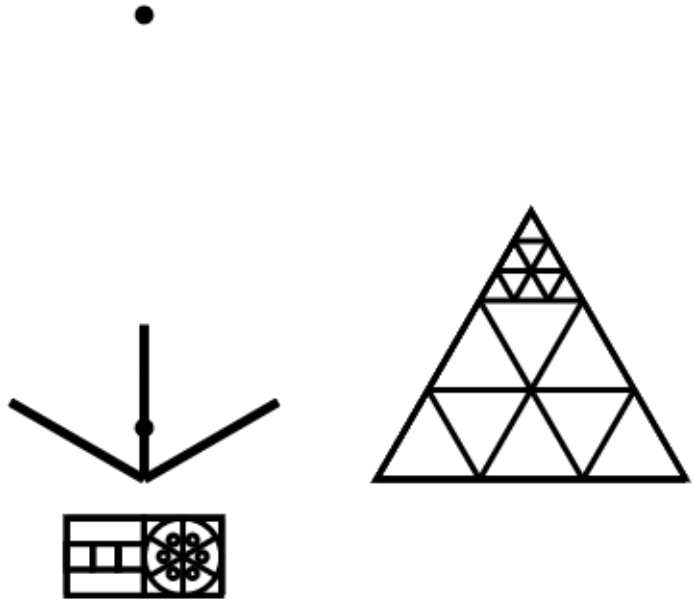

Figure 0.8: Cursor 3.

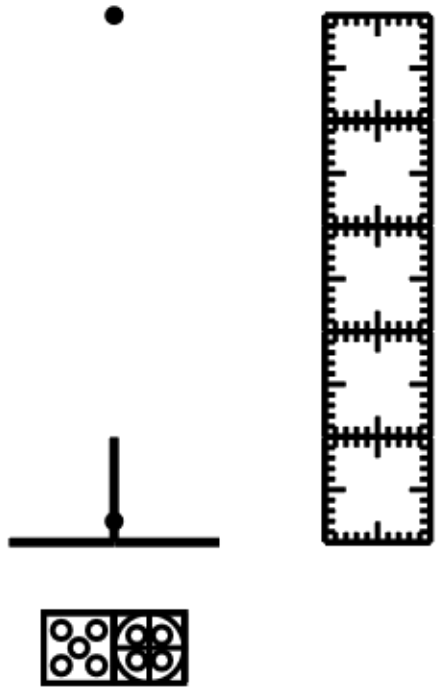

Figure 0.9: Cursor 5.

- symbols, how they work with hypercube,
- editing, cursor, keyboards, control panels, modes
- symmetries and scales, different methods of geometron(AG)
- cursor,movements, basic constructions(segment, circle, arc, dot)
- layers, colors, lines, style json, working with styles, transparency in hex colors, finding colors
- bezier curves
- paths
- character stack
- fonts
- flags
- tracing symbols from images
- editing the hypercube and shape table, sharing them, import and export of hypercube, sharing of bytecode
- canvas,svg/png/base64 workflow, laser cut shapes production, practical graphics for manuscripts and web, iconsymbols, usage in jupyter notebooks, how the JSON embeds in the SVG, how the symbol feed works, how the setup of JSON works,
- control panels, softkey interfaces, writing geometron apps, how to replicate in other systems from scratch
- examples of using the GVM in JS, documentation of geometron.js, how to use