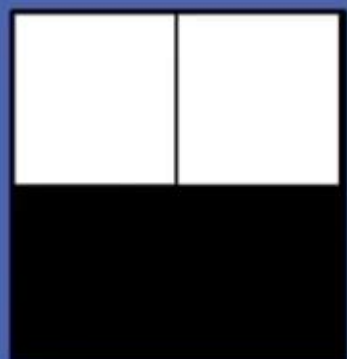


# A four pixel camera



# Simple rules can't do it



solid



vertical



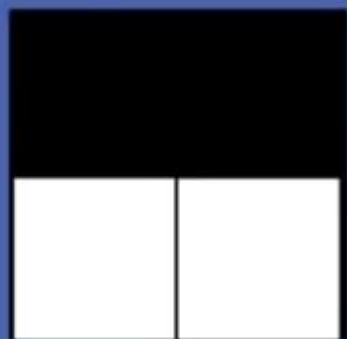
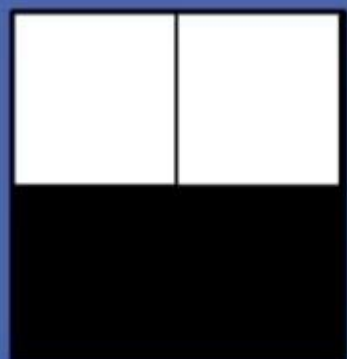
diagonal



horizontal



# Simple rules can't do it



solid



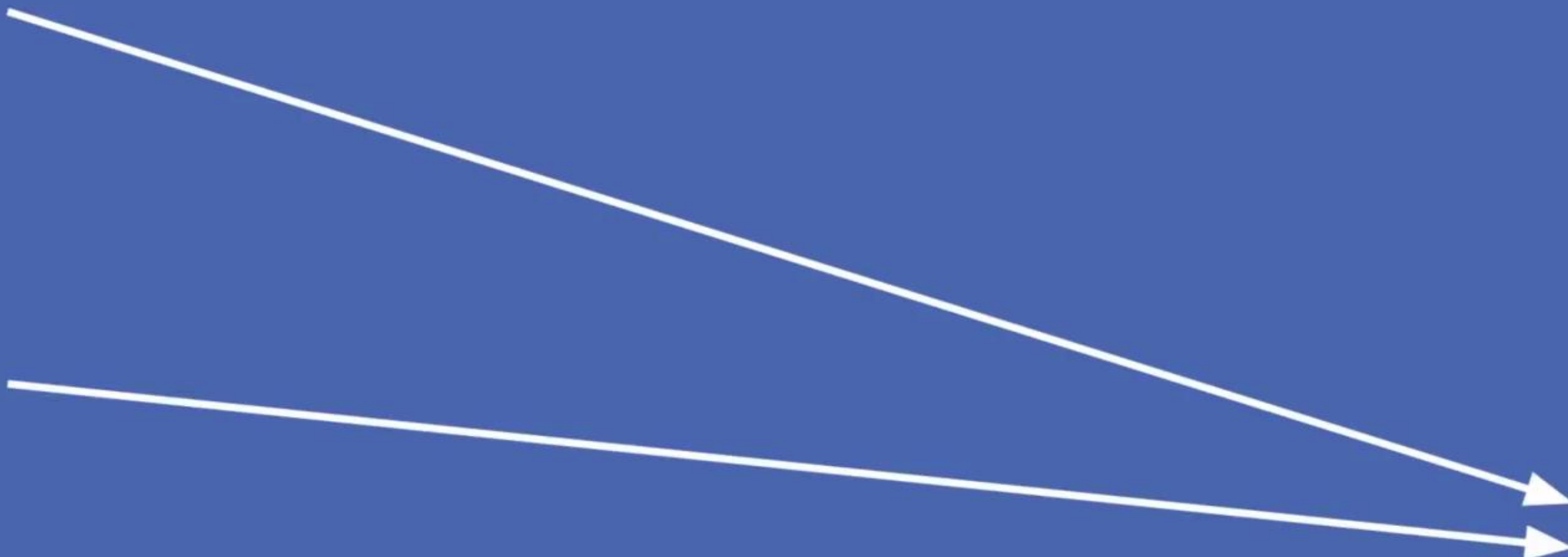
vertical



diagonal



horizontal



# Input neurons

