

Figure 1: drones 2 method 1 vertices 12 base 0

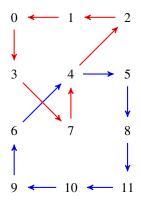


Figure 2: drones 2 method 1 vertices 12 base 4

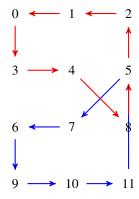


Figure 3: drones 2 method 1 vertices 12 base 5

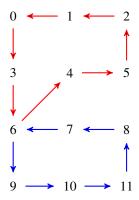


Figure 4: drones 2 method 1 vertices 12 base 6

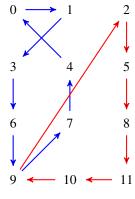


Figure 5: drones 2 method 1 vertices 12 base 0

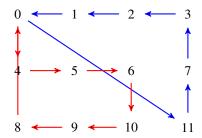


Figure 6: drones 2 method 1 vertices 12 base 0

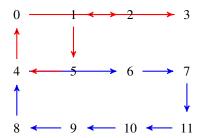


Figure 7: drones 2 method 1 vertices 12 base 4

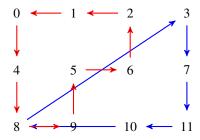


Figure 8: drones 2 method 1 vertices 12 base 3

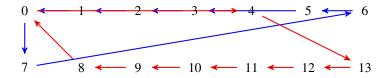


Figure 9: drones 2 method 1 vertices 14 base 0

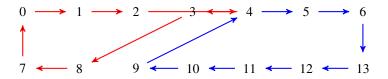


Figure 10: drones 2 method 1 vertices 14 base 4

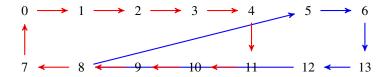


Figure 11: drones 2 method 1 vertices 14 base 5

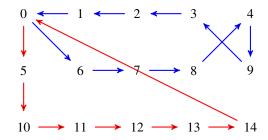


Figure 12: drones 2 method 1 vertices 15 base 0

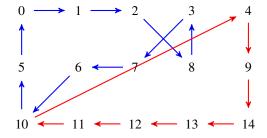


Figure 13: drones 2 method 1 vertices 15 base 0

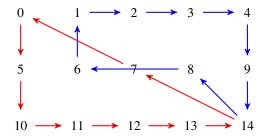


Figure 14: drones 2 method 1 vertices 15 base 1

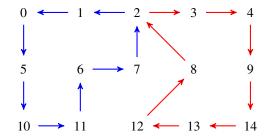


Figure 15: drones 2 method 1 vertices 15 base 0

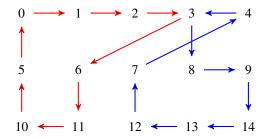


Figure 16: drones 2 method 1 vertices 15 base 3

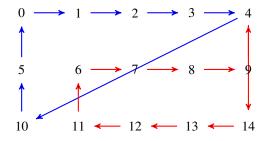


Figure 17: drones 2 method 1 vertices 15 base 0

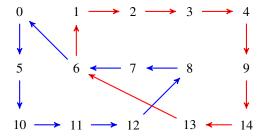


Figure 18: drones 2 method 1 vertices 15 base 0

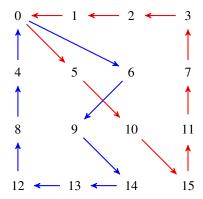


Figure 19: drones 2 method 1 vertices 16 base 0

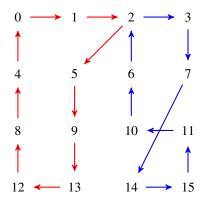


Figure 20: drones 2 method 1 vertices 16 base 2

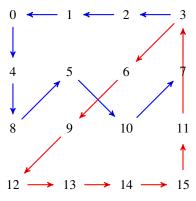


Figure 21: drones 2 method 1 vertices 16 base 0

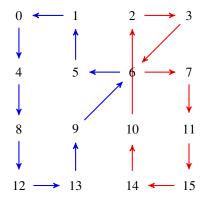


Figure 22: drones 2 method 1 vertices 16 base 0

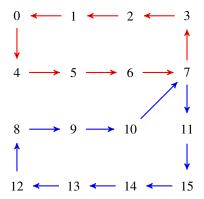


Figure 23: drones 2 method 1 vertices 16 base 7

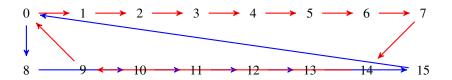


Figure 24: drones 2 method 1 vertices 16 base 0

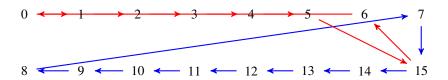


Figure 25: drones 2 method 1 vertices 16 base 7

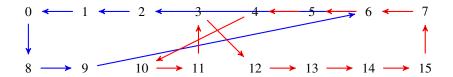


Figure 26: drones 2 method 1 vertices 16 base 0

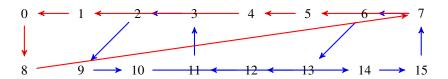


Figure 27: drones 2 method 1 vertices 16 base 2

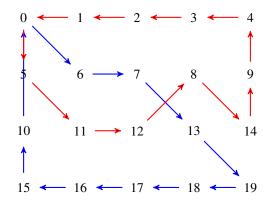


Figure 28: drones 2 method 1 vertices 20 base 0

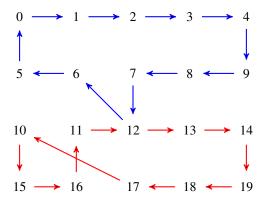


Figure 29: drones 2 method 1 vertices 20 base 12

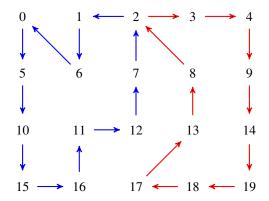


Figure 30: drones 2 method 1 vertices 20 base 2

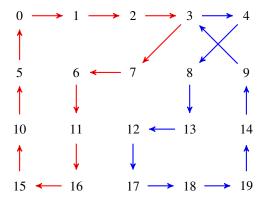


Figure 31: drones 2 method 1 vertices 20 base 3