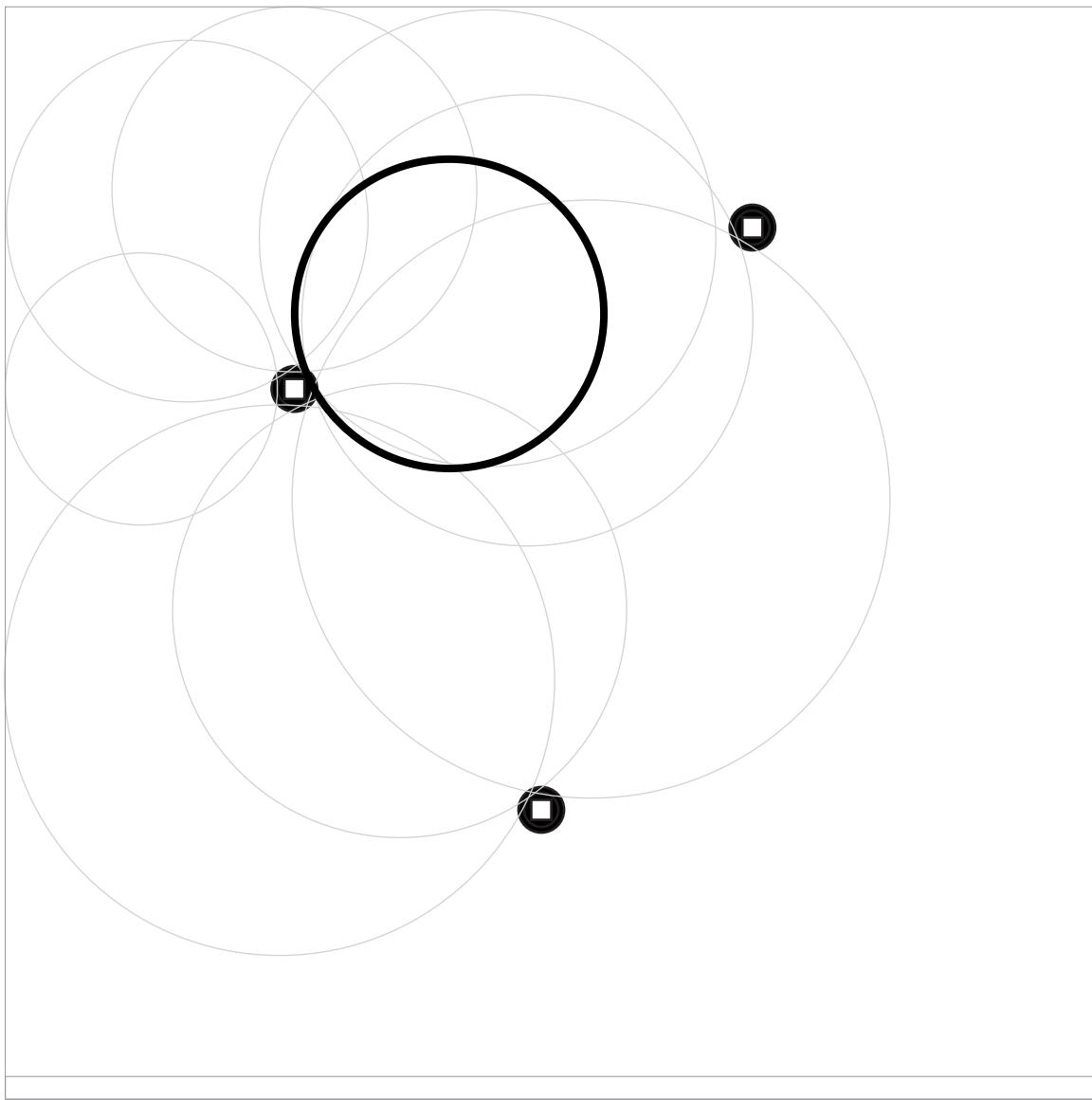
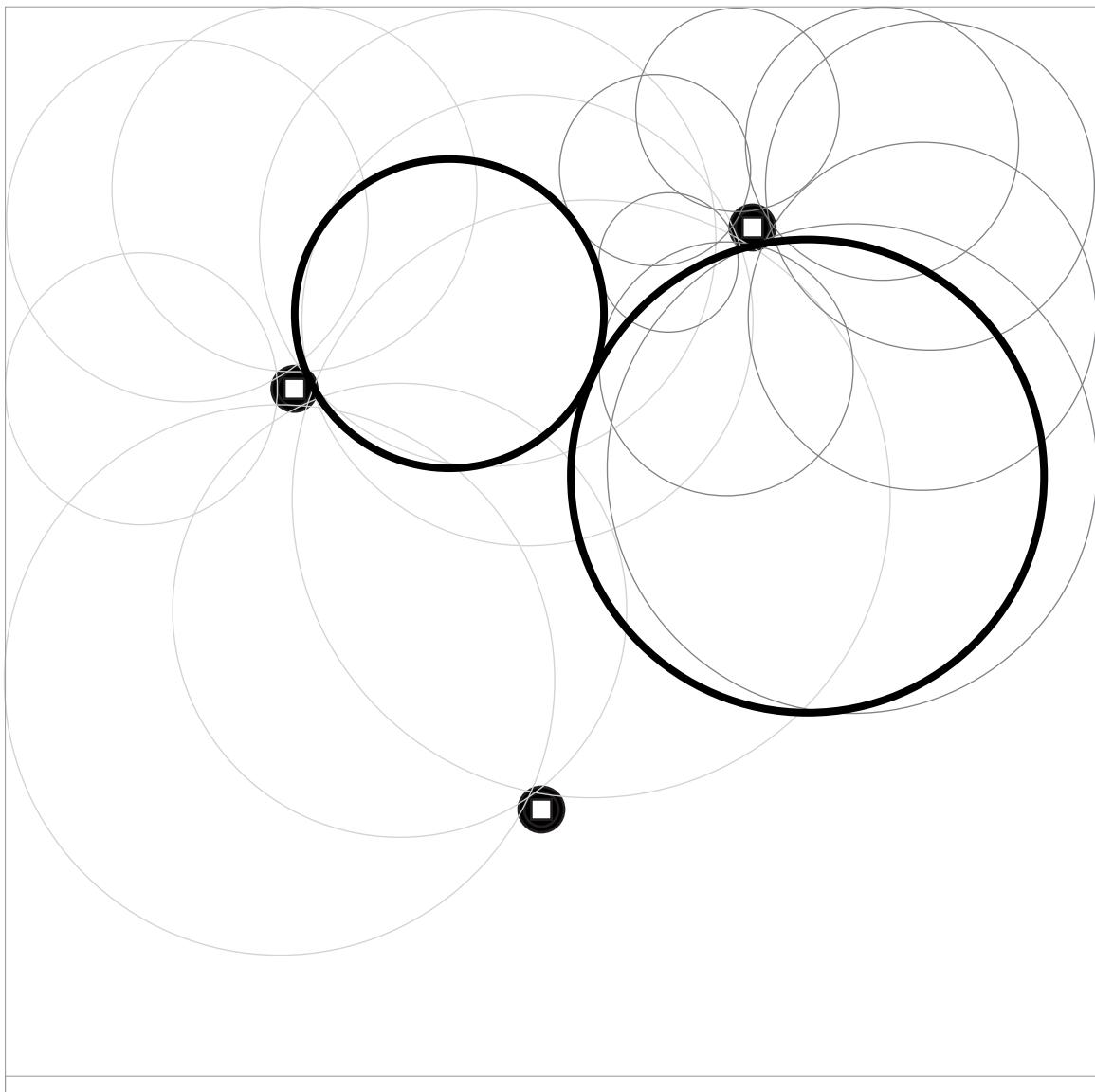


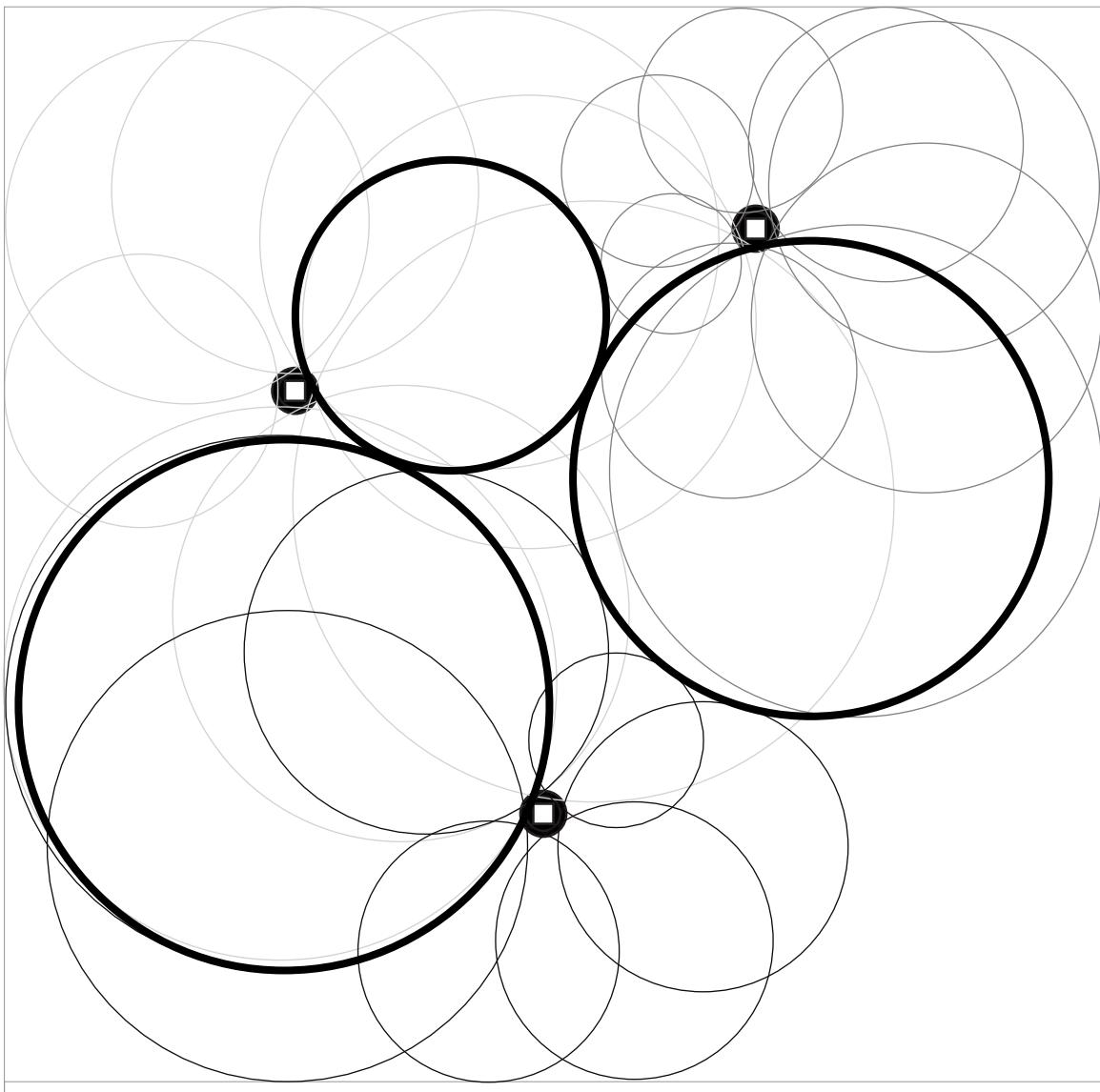
Triangulation



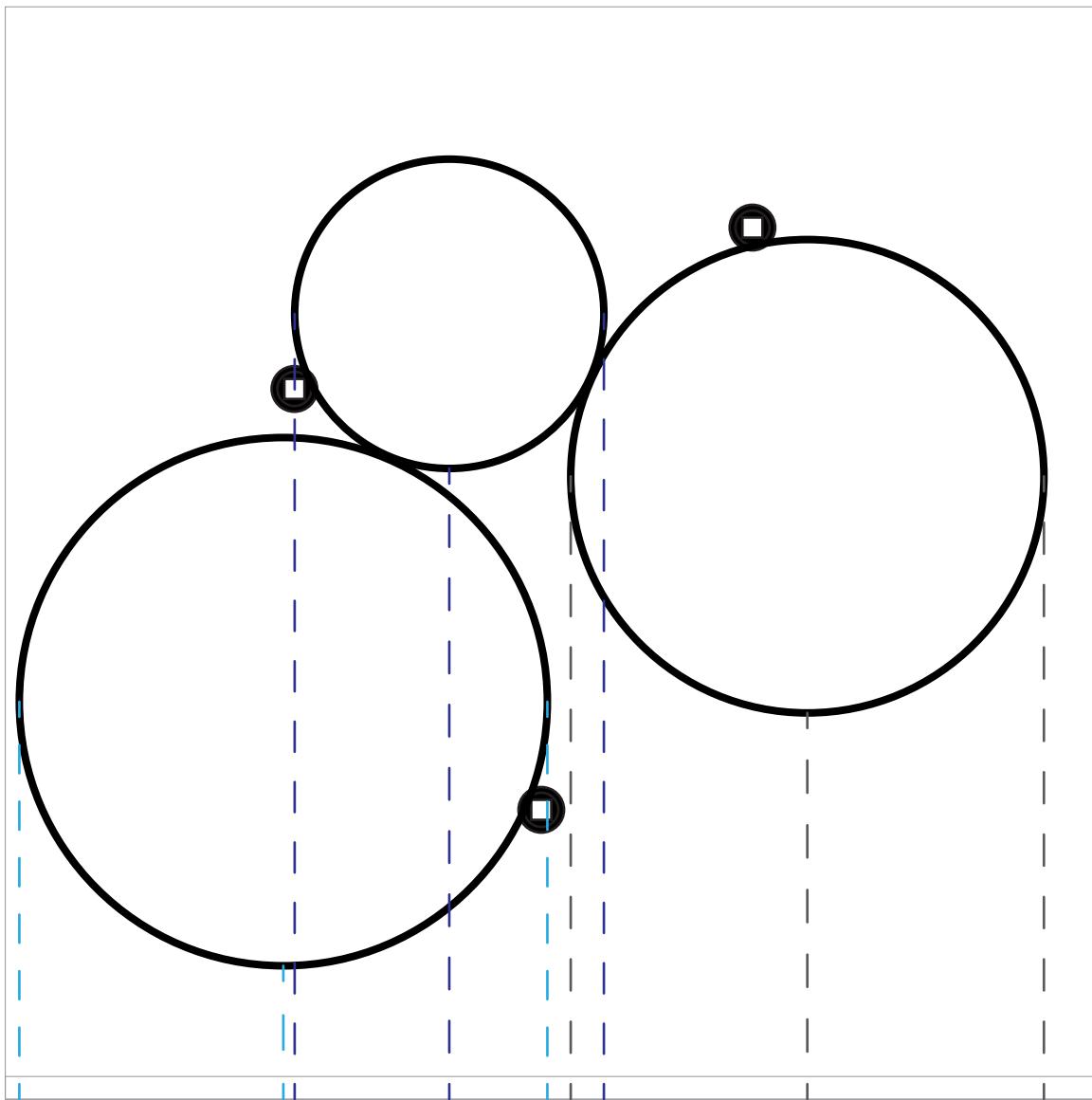
select a single anchor point. create a randomly sized ring. position the ring so that it is tangent to the anchor circle. the ring is not allowed to overlap with the additional anchor points or leave the boundaries of the outside edge.



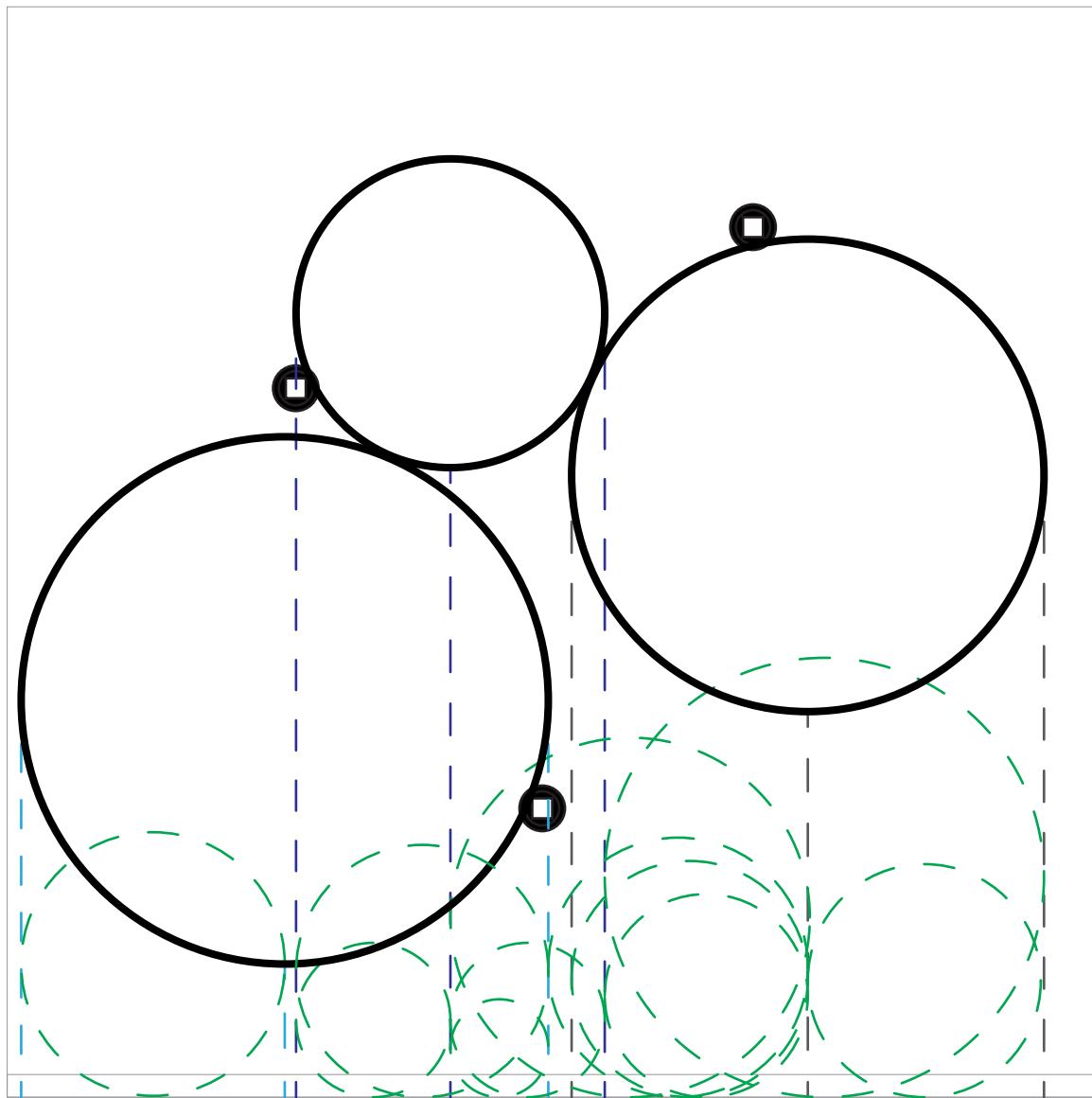
select a 2nd anchor point. draw a second ring as a tangent of the selected anchor point. Again, not allowed to overlap with other anchor points or rings or leave the outside boundary. the 2nd ring should also be a tangent of the 1st ring or the remaining anchor point.



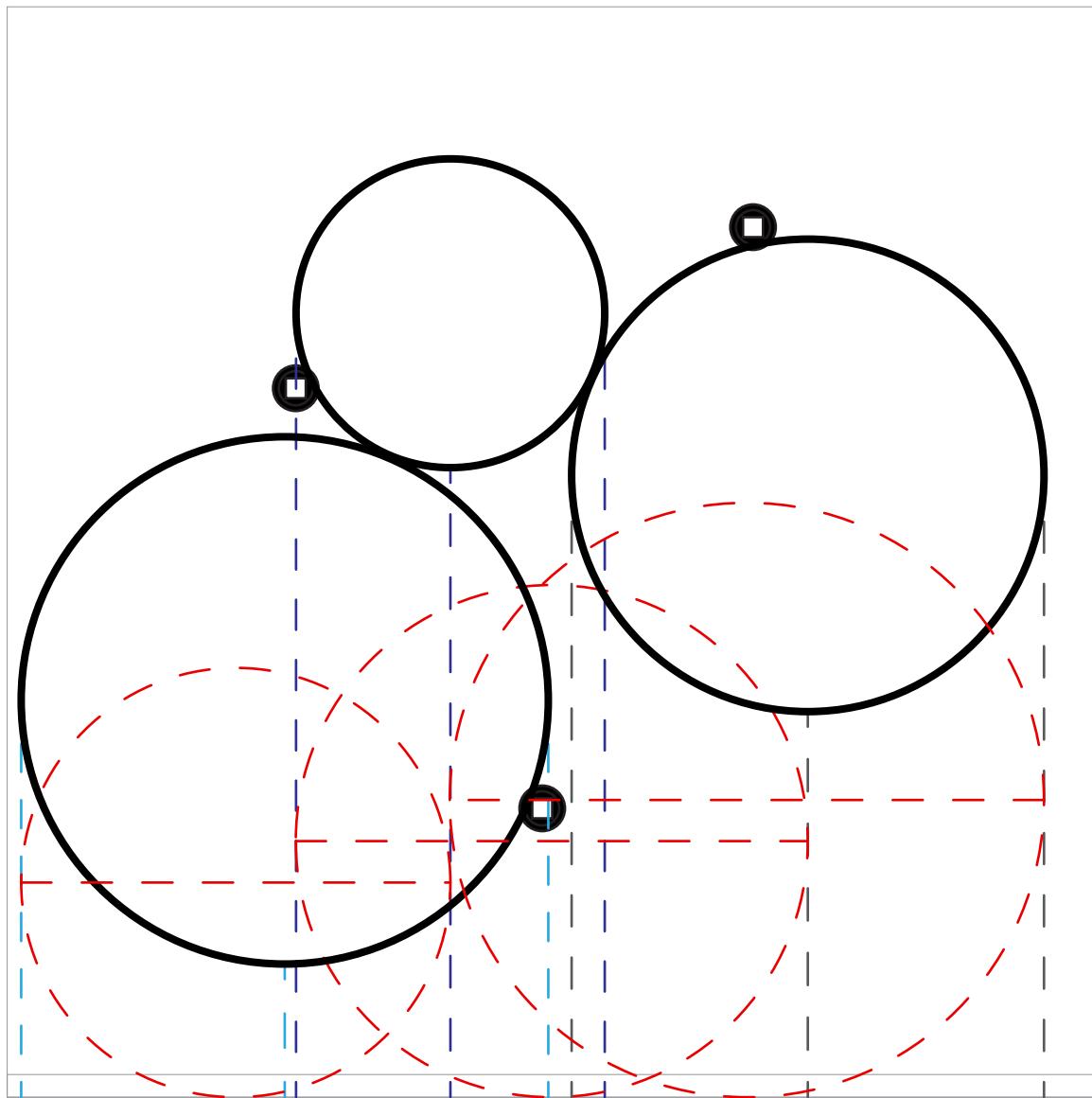
a 3rd ring should be created as a tangent of the remaining anchor point that is also a tangent of one of the existing rings or anchor point. no overlapping allowed, and must be drawn within the square boundy.



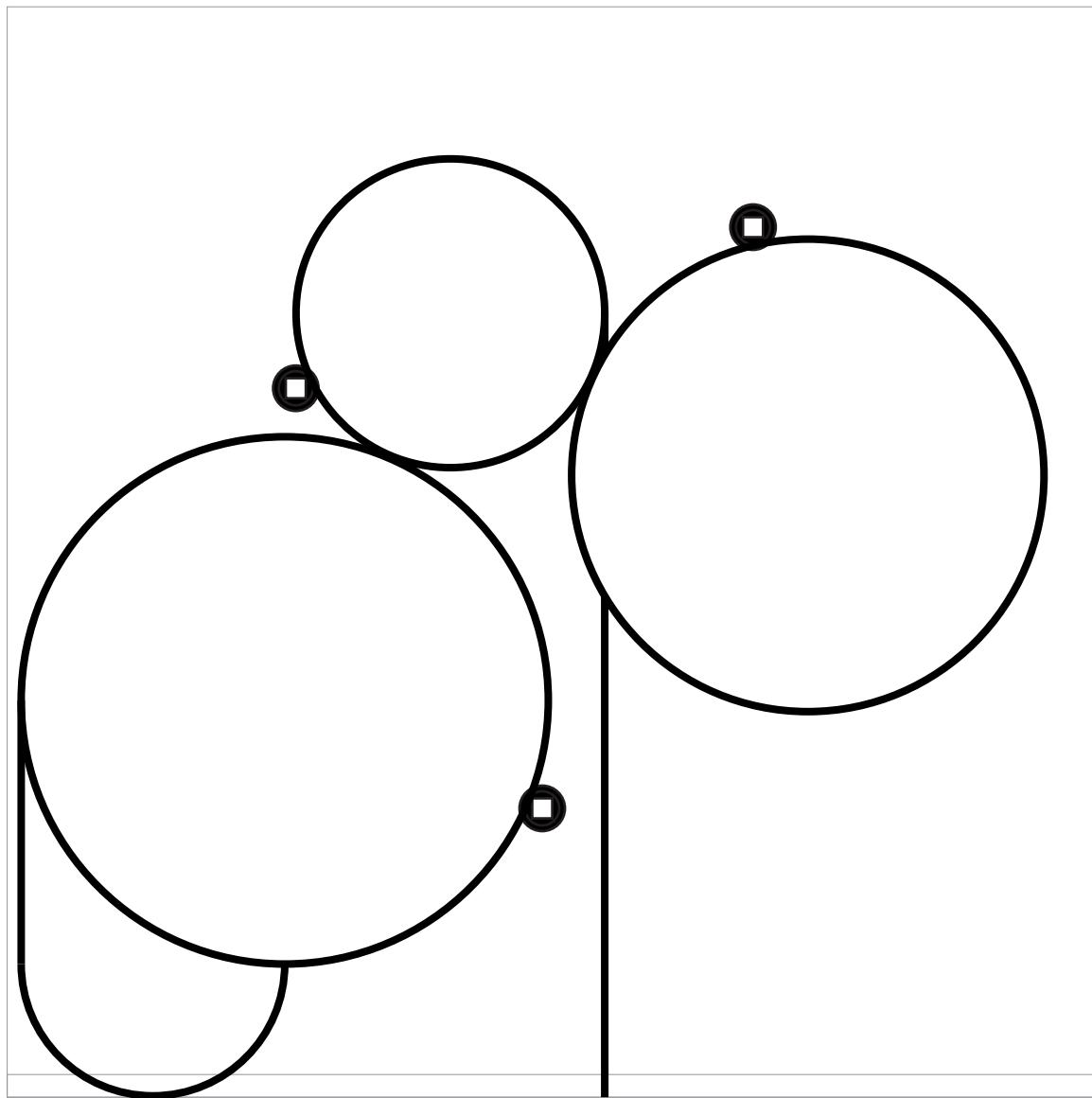
each ring has 3 potential leg positions. exterior left. exterior right. and a line between the floor and the center of each ring.



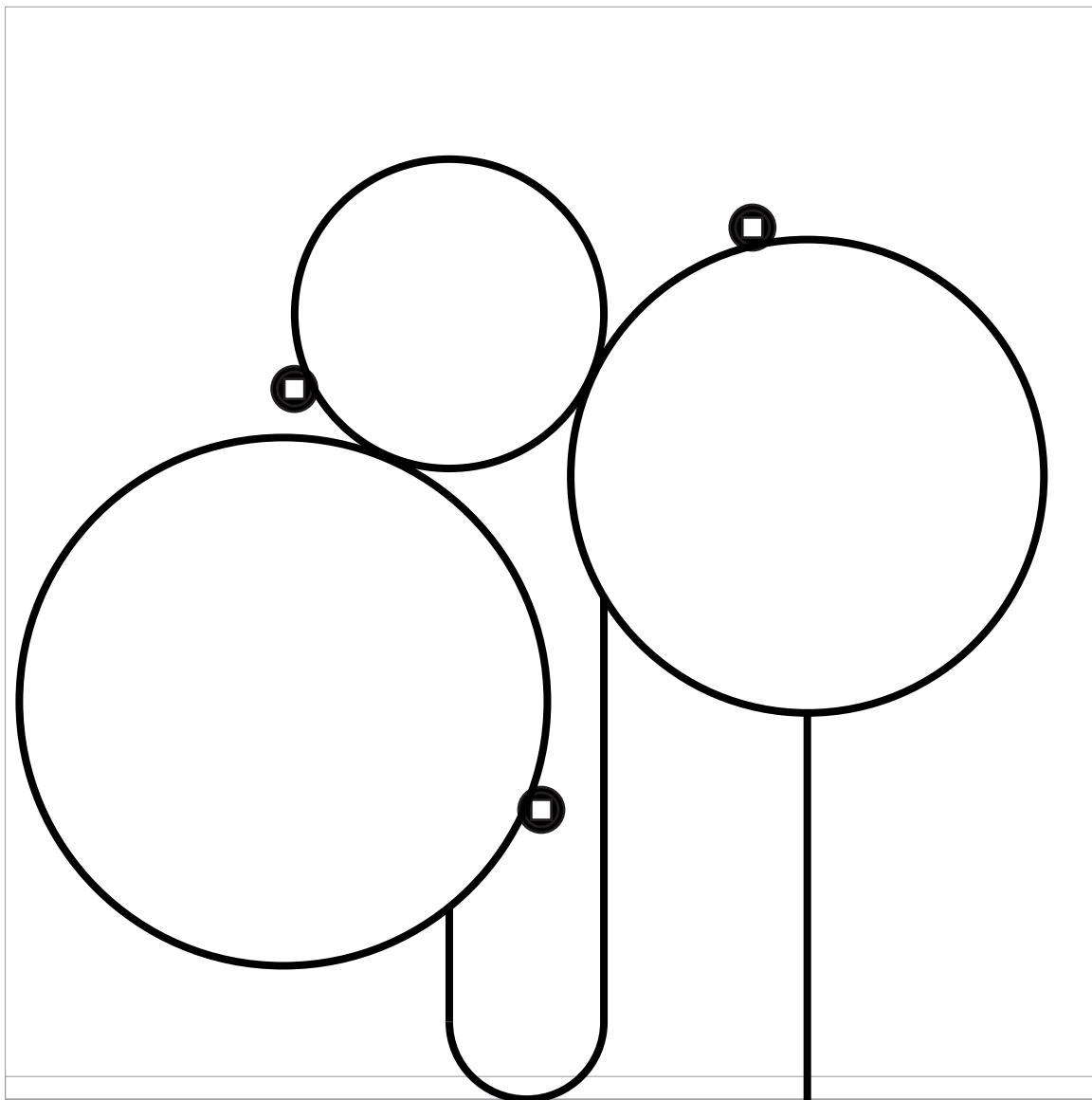
the green dotted rings represent possible round legs. each has a centerpoint that is below the exterior of the any of the rings.



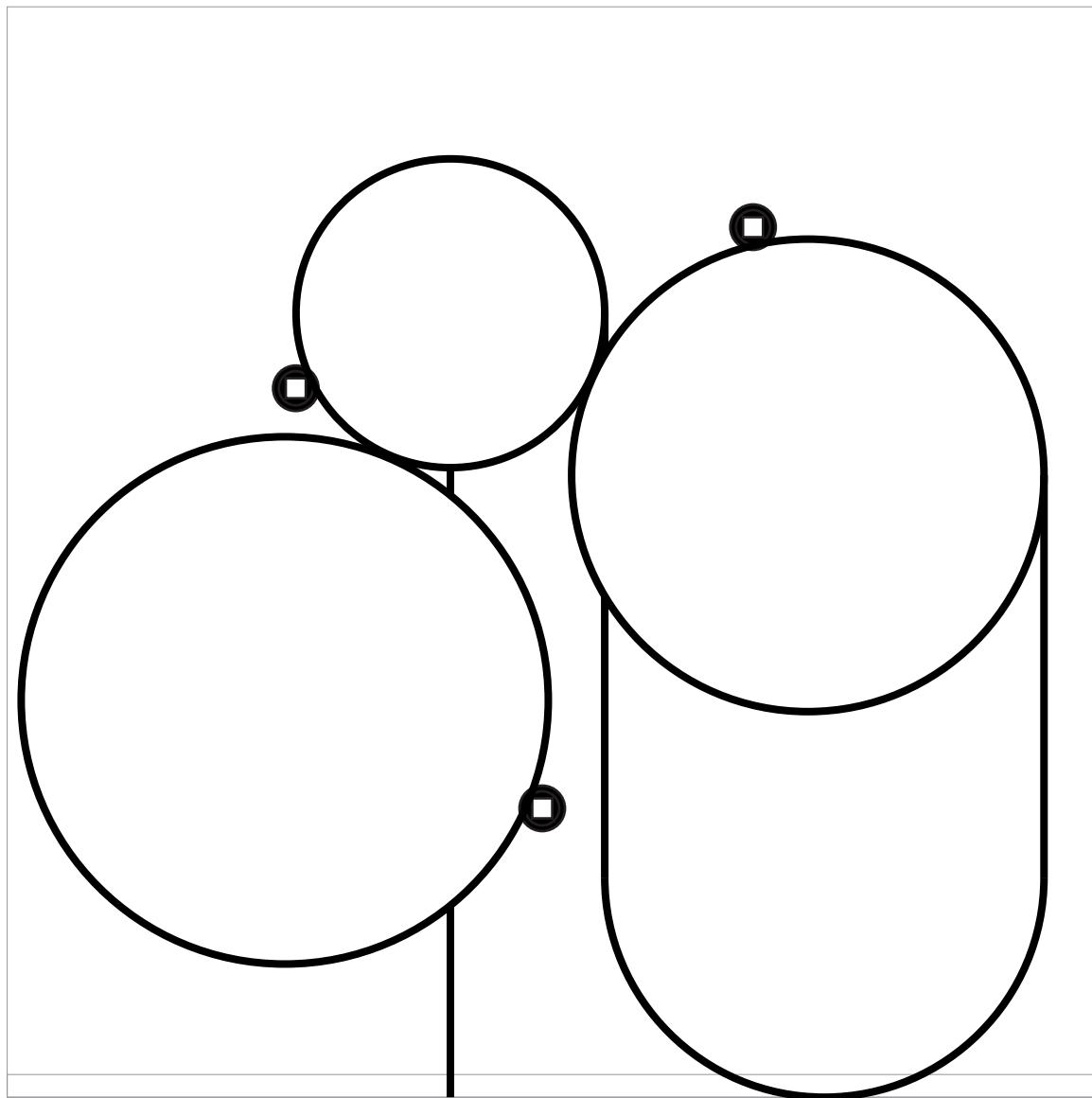
the red dotted rings represent round legs that will not work. each has a centerpoint that exists above an existing frame ring.



example 1



example 2



example 3