# Available Matrix

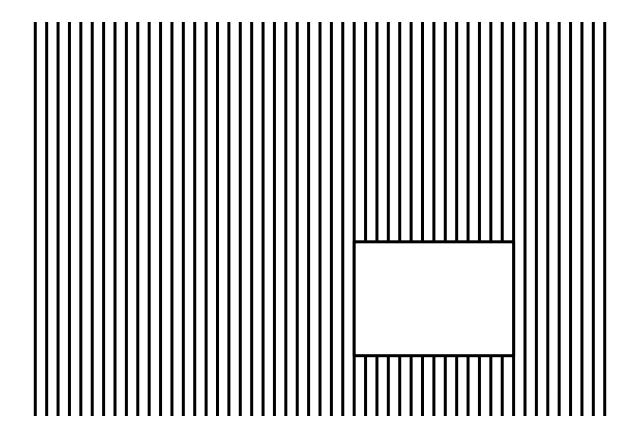
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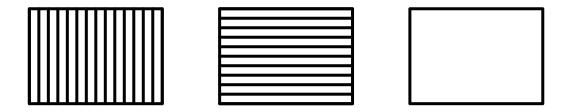
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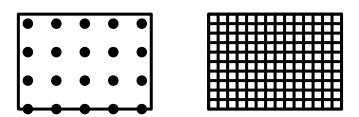
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# Monotematiche

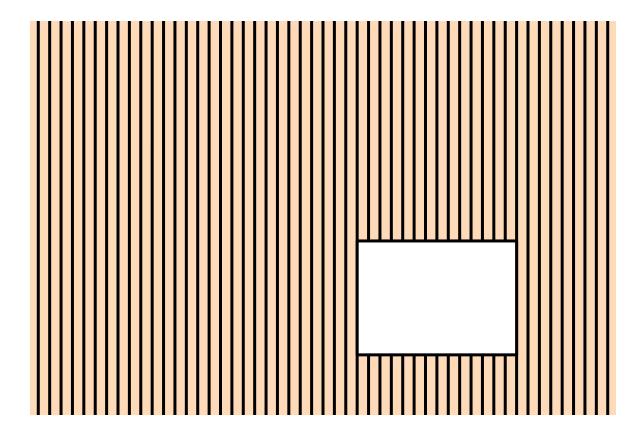
Righe semplici Verticali

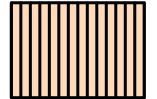


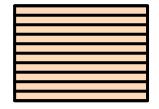




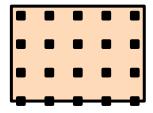
#### Vertical color

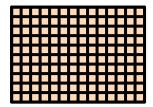




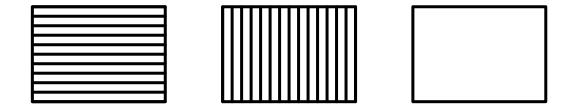


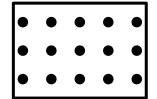


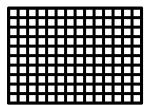




orizontal		 

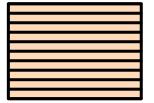


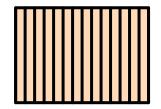




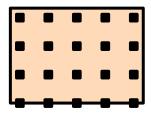
## horizontal color

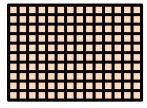
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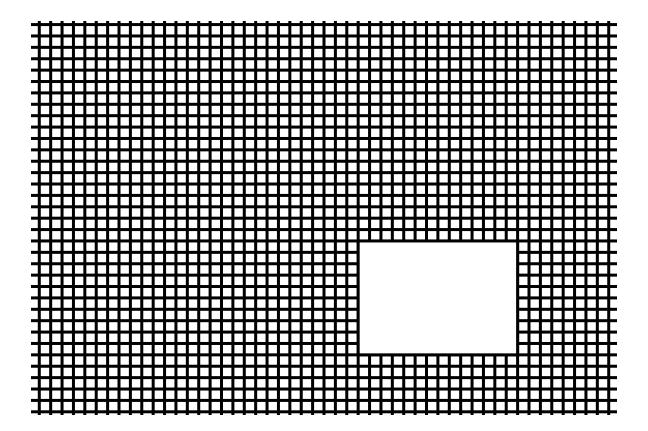


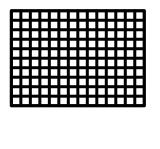


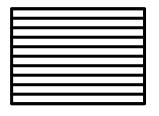


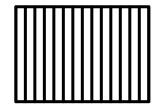


#### Insieme

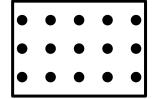




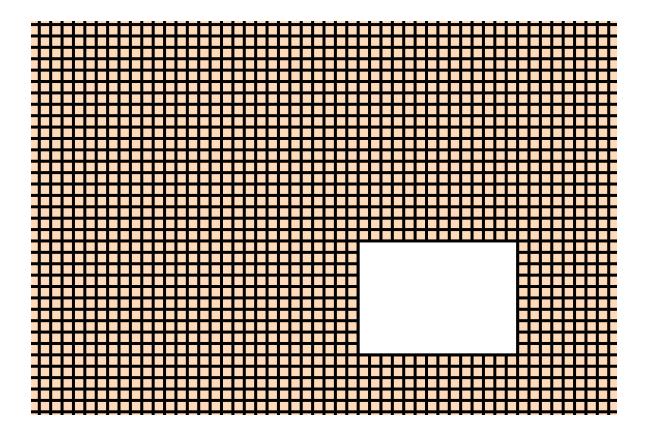


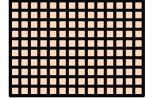


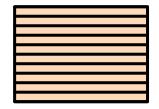


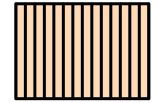


#### Insieme color

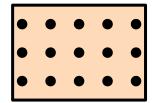




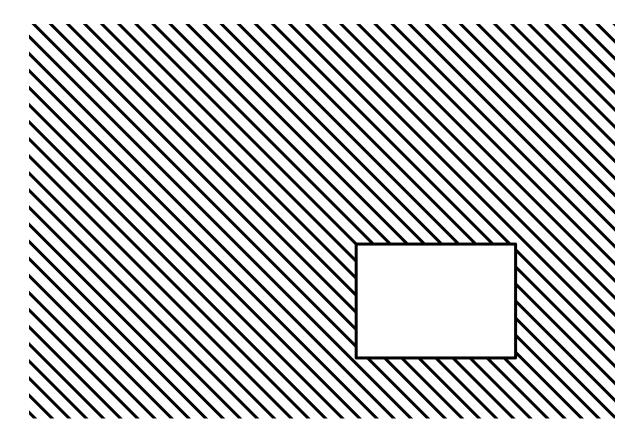




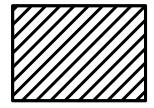




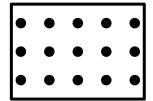
## Diagonale principale

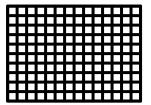




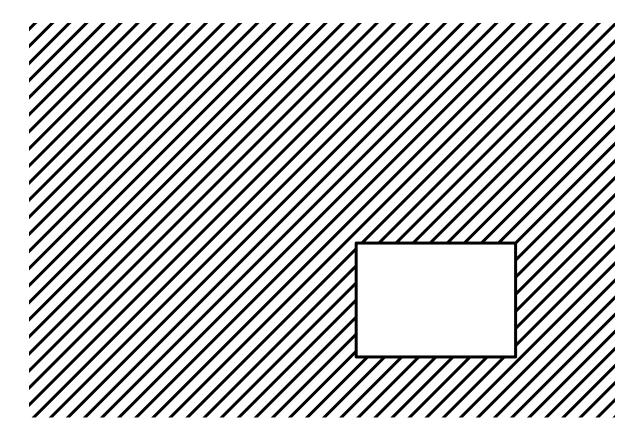




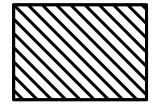




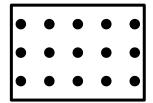
#### Diagonale secondaria

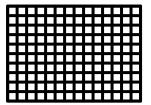




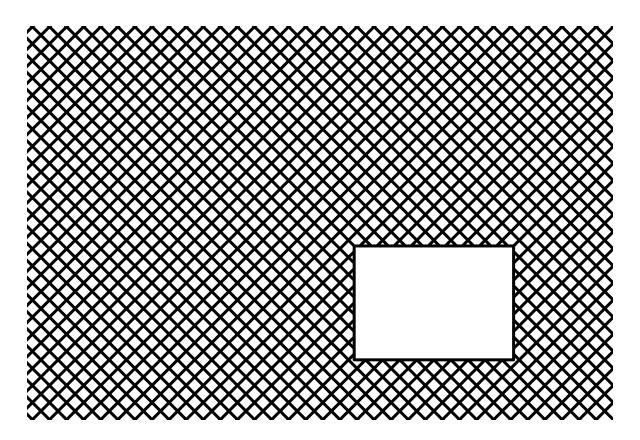


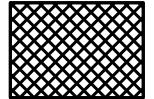


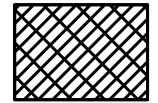




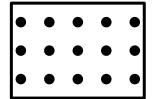
## Insieme (mal di mare)

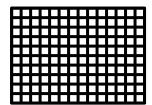




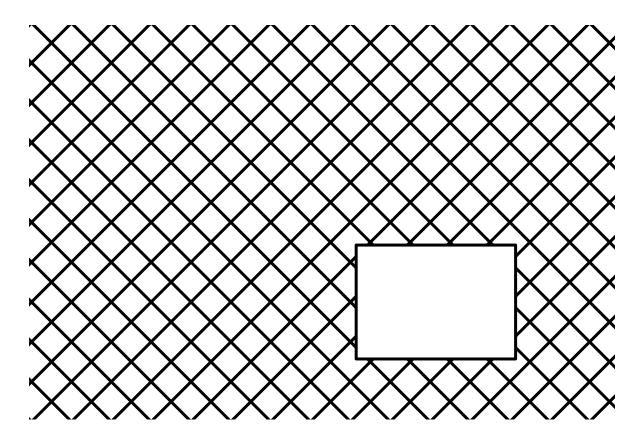




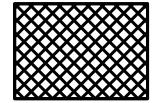




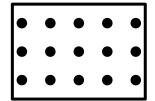
#### Si può variare la distanza

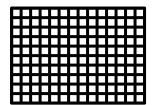




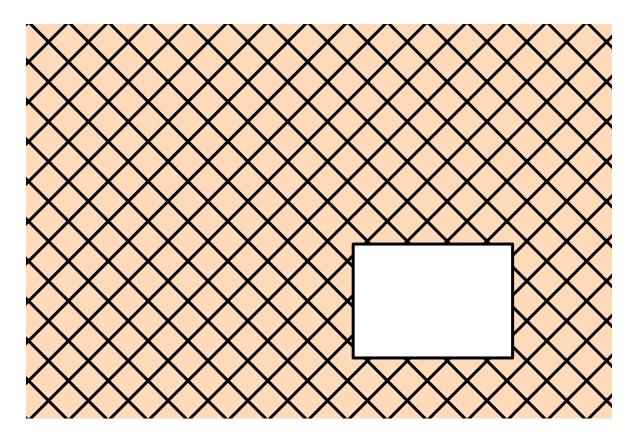




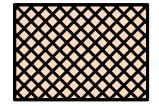




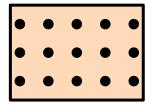
#### Insieme diagonali color

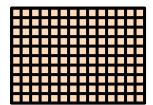




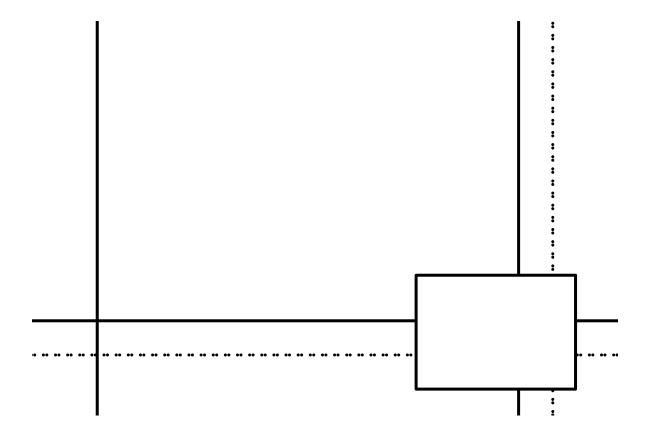


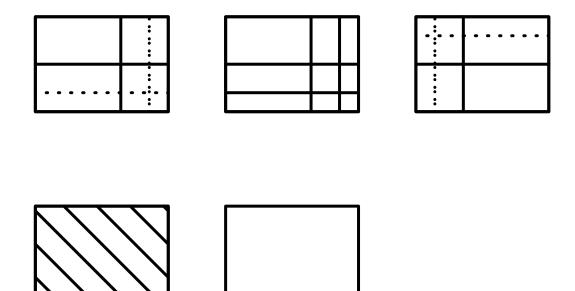




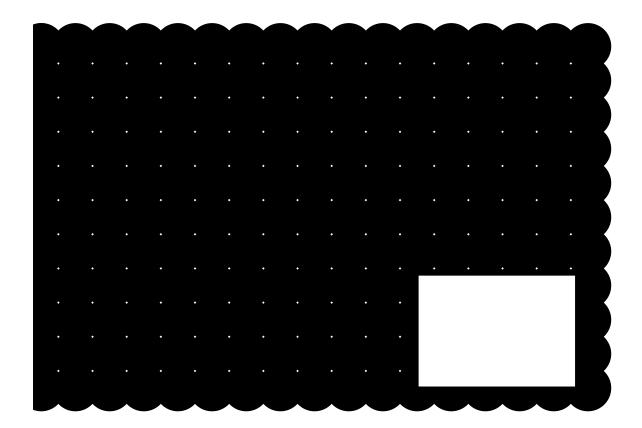


## Più complesse

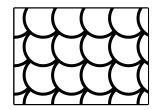




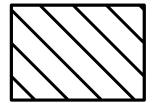
#### Con altre forme

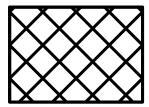


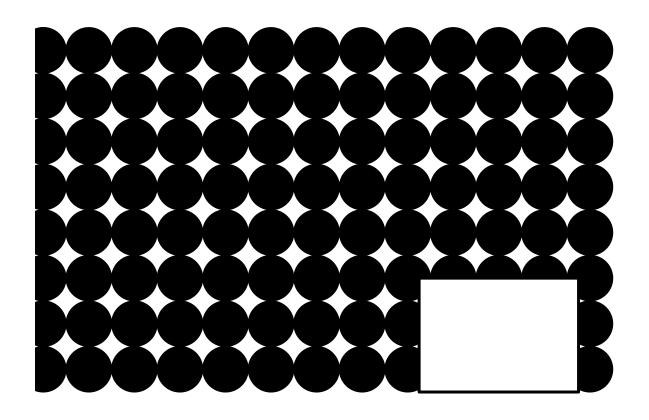


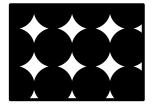


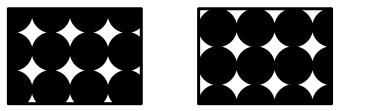




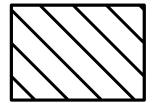


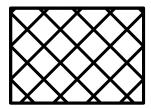


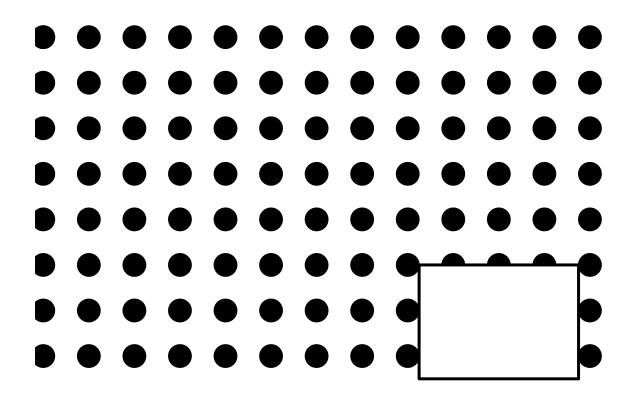


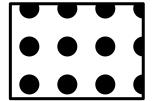


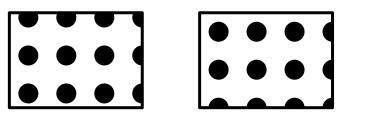




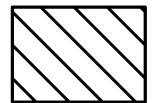


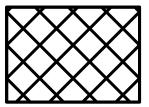


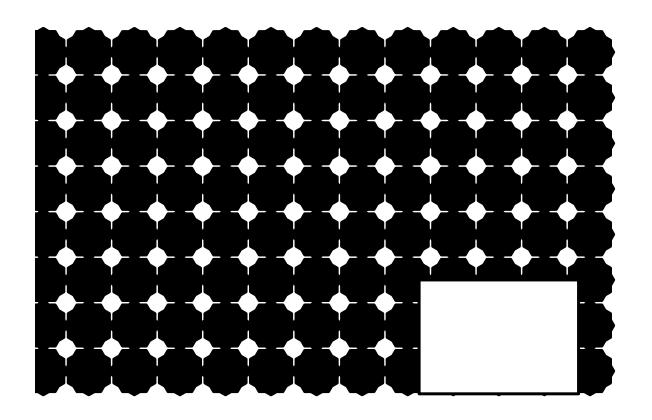


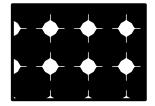


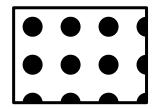




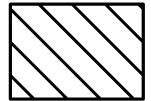


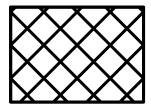


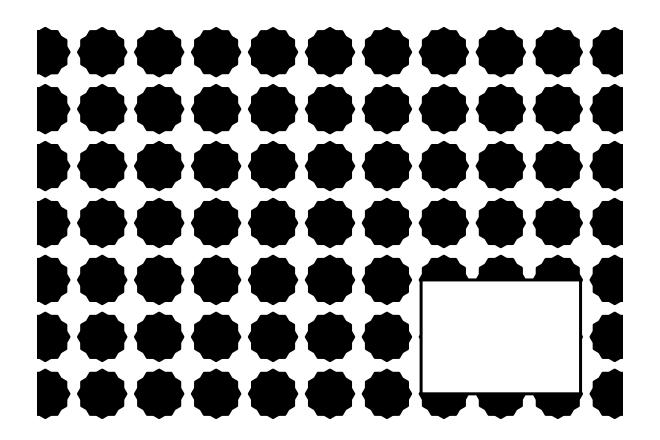




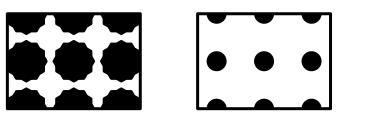


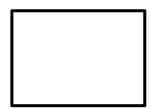


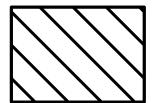


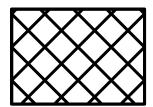






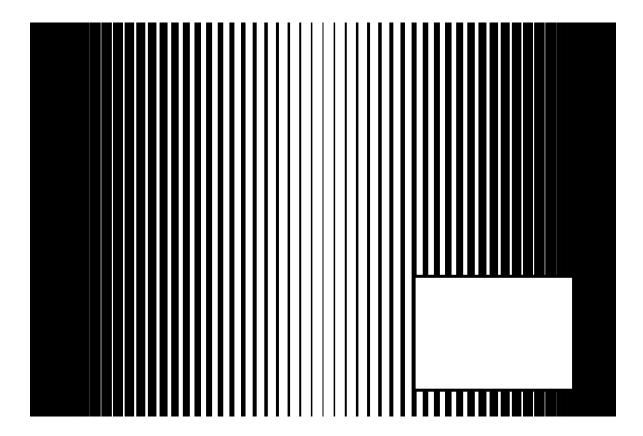




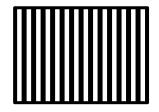


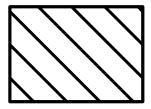
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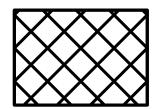
Righe "complesse" verticali Vertical Inner



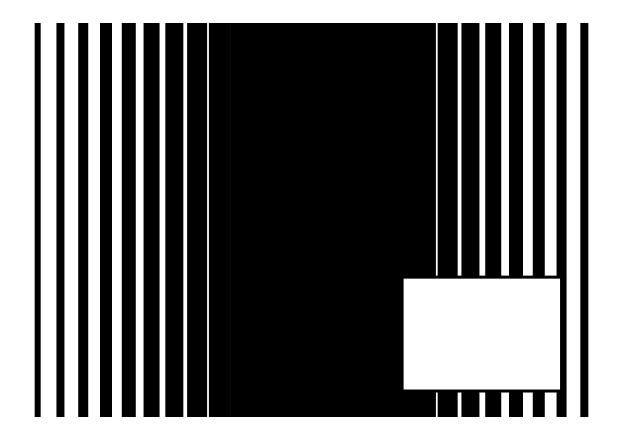




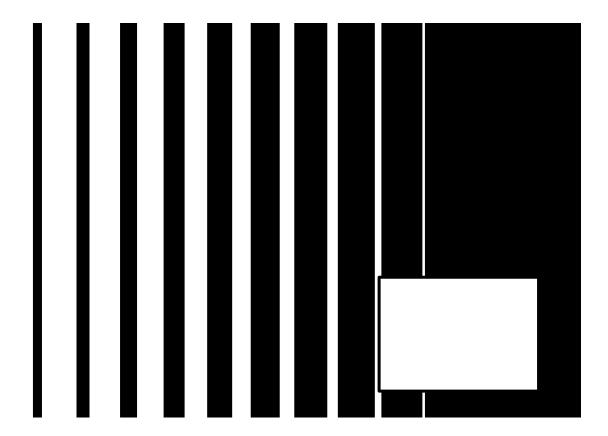




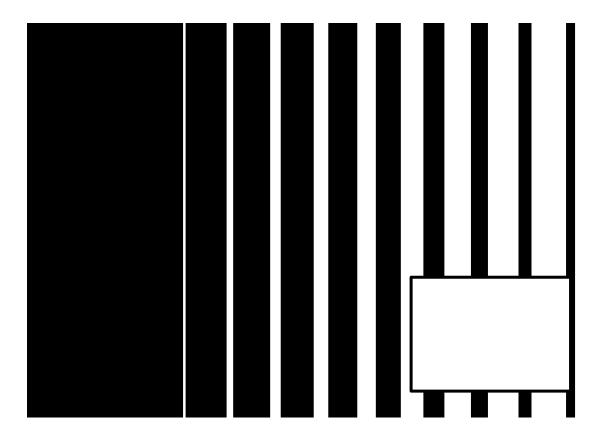
# Vertical Outer



#### Vertical increasing

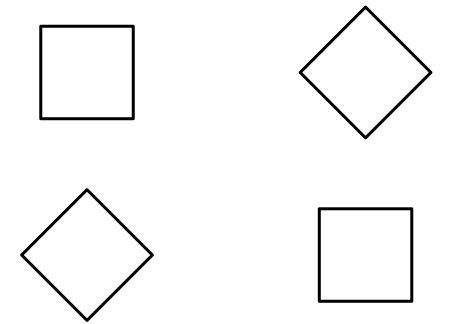


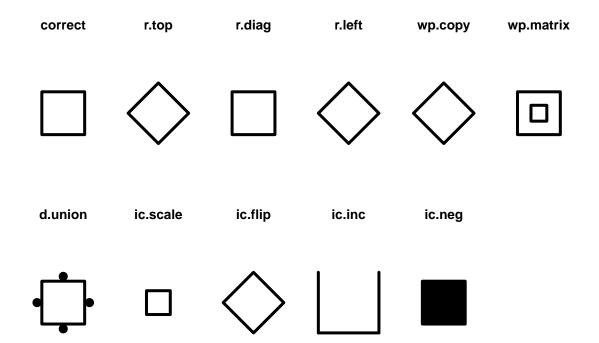
#### Vertical decreasing



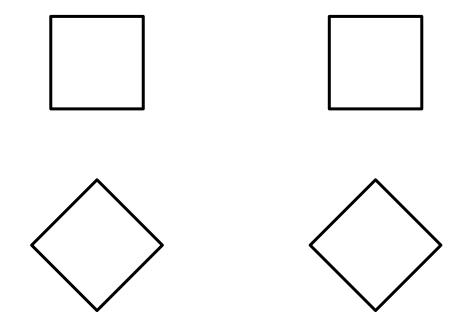
# Matrici $2 \times 2$

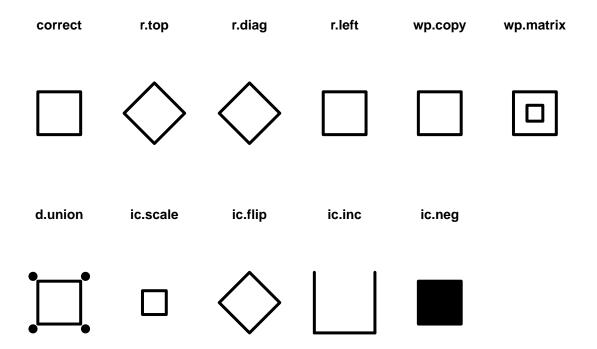
# Rotazione Diagonale





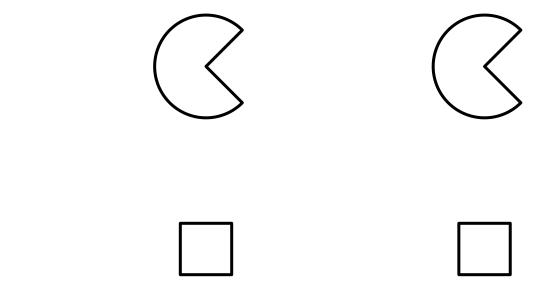
#### Rotazione Verticale





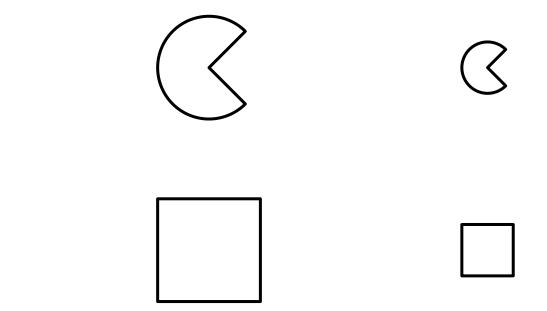
#### Forma e dimensione Verticale

Ci sono problemi, perché qui bisogna mettere ben 3 forme e prende come corretta la forma che non è visibile



C'è l'ellisse! ma noi non abbiamo l'ellisse! DC!

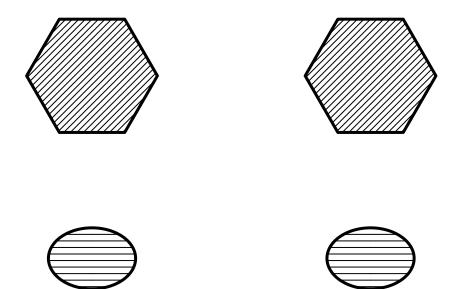
correct	r.top	r.diag	r.left	wр.сору	wp.matrix
	$\bigcirc$	$\bigcirc$		$\bigcirc$	
d.union	ic.scale	ic.flip	ic.inc	ic.neg	
	_	$\Diamond$	Ш		

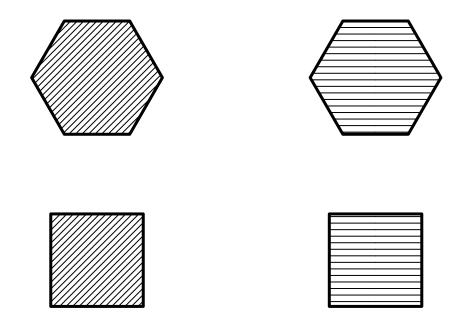


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# Forma e riempimento

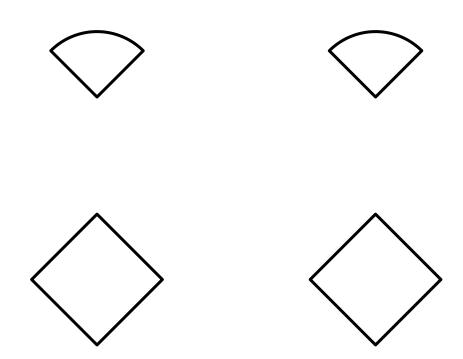
#### Verticale

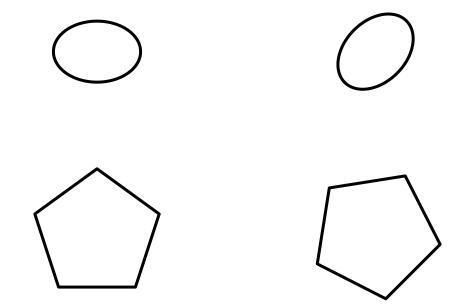




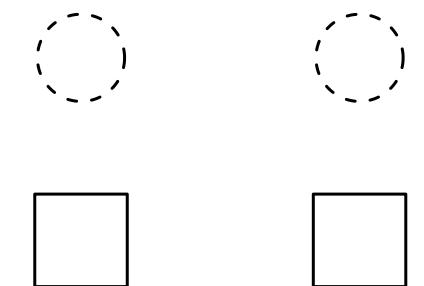
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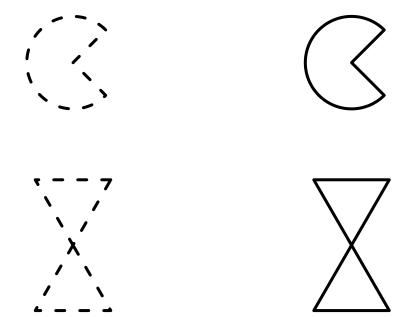
Forma e orientamento Forma e orientamento Verticale



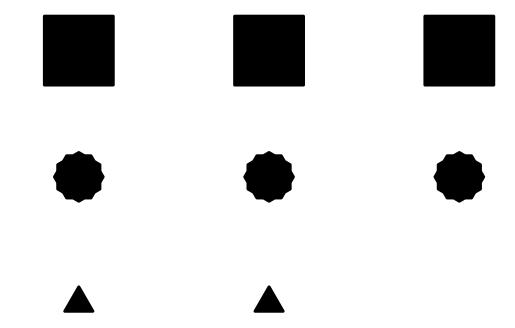


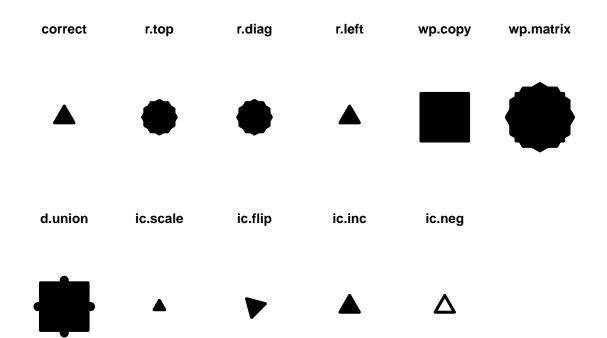
# Forma e bordo Verticale



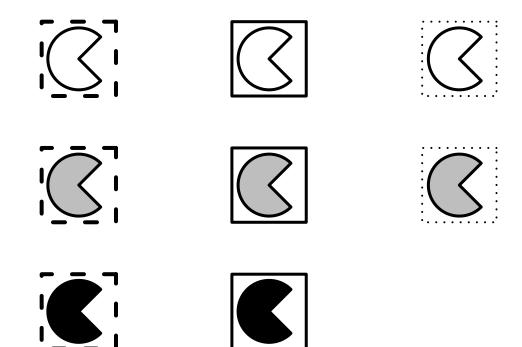


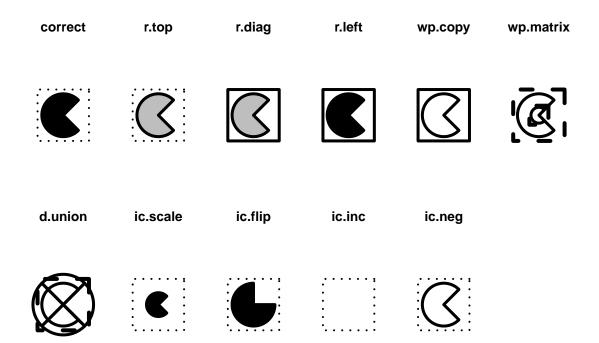
# $\label{eq:matrici} \textbf{Matrici} \ \ 3 \times 3$ Forma e dimensione Verticale





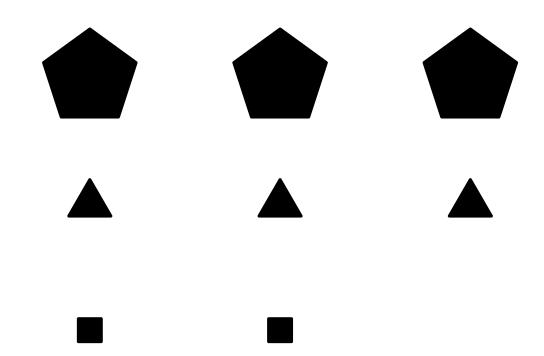
# Gemella 1





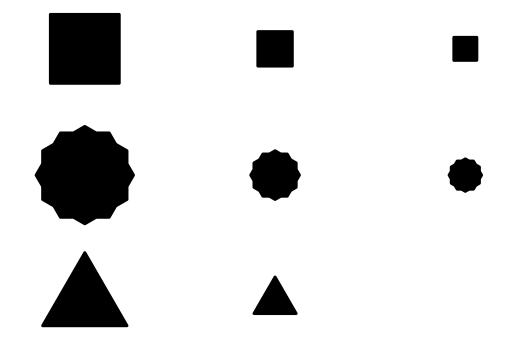
#### ${\bf Gemella~2}$

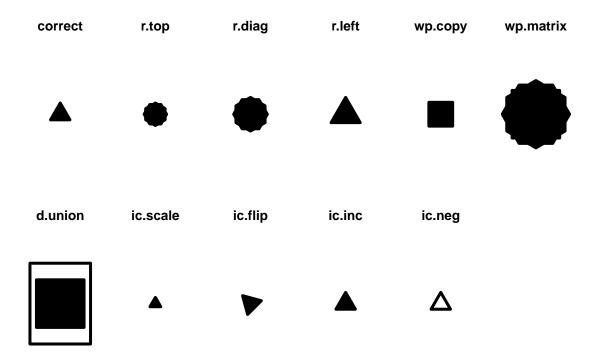
Odio massimiliano dal profondo del mio cuore



correct	r.top	r.diag	r.left	wр.сору	wp.matrix
d.union	ic.scale	ic.flip	ic.inc	ic.neg	
	•	•	Ш		

# Forma e dimensione Verticale e orizzontale



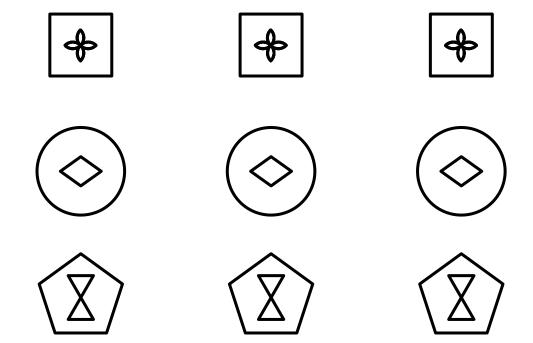


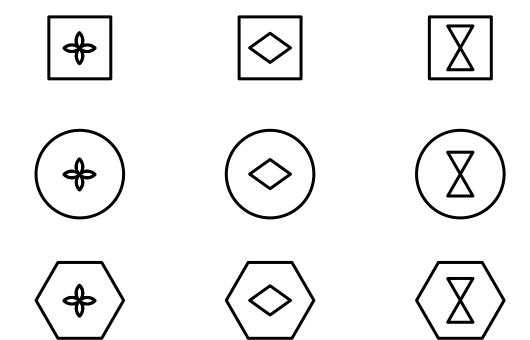
#### ${\bf Gemella}\ {\bf 1}$

(gemella 1 è elisa)

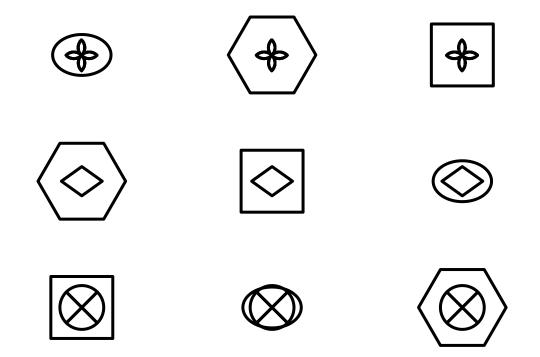
:::

# Forma e rimepimento Verticale

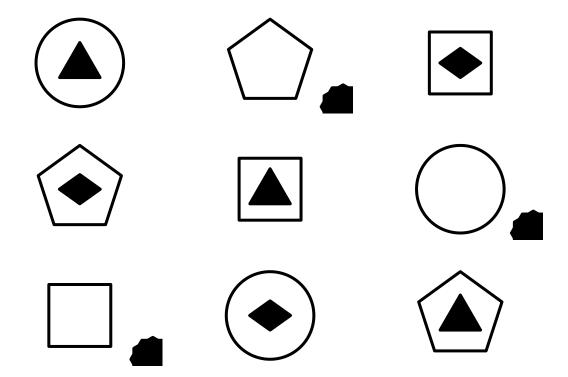




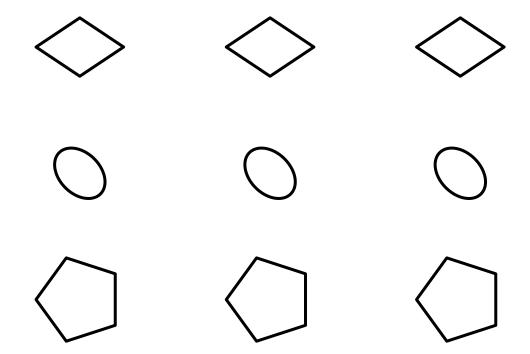
TL-LR per la prima regola, V per la seconda

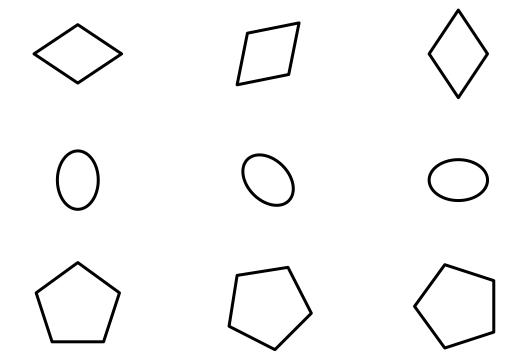


TL-LR per la prima, TR-LL per la seconda

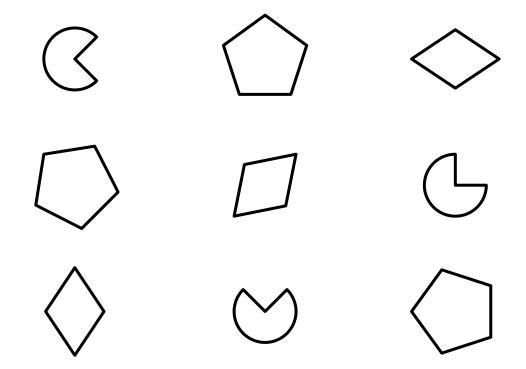


# Forma e orientamento Verticale

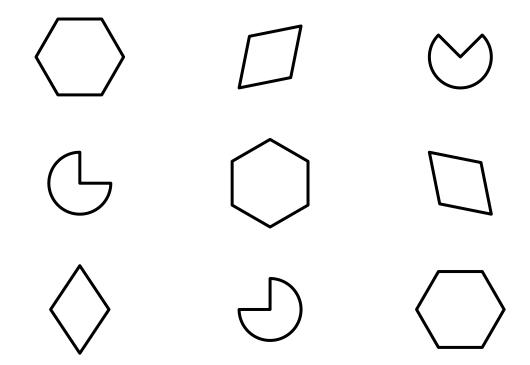




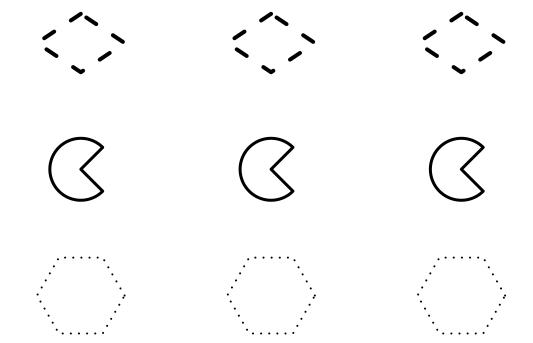
TL-LR sulla prima, verticale sulla seconda

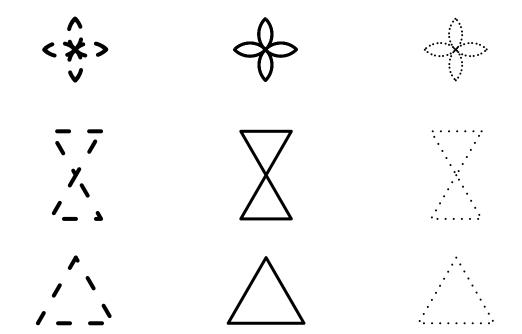


TR-LL sulla prima, TL-LR sulla seconda

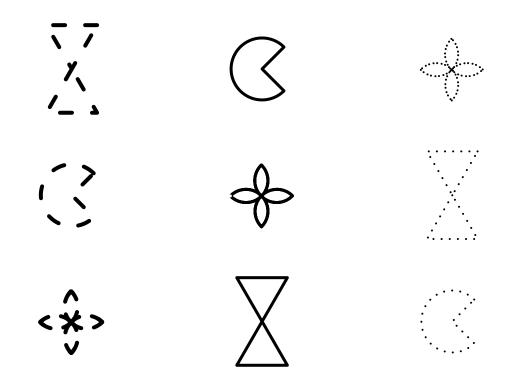


# Forma e bordo Verticale

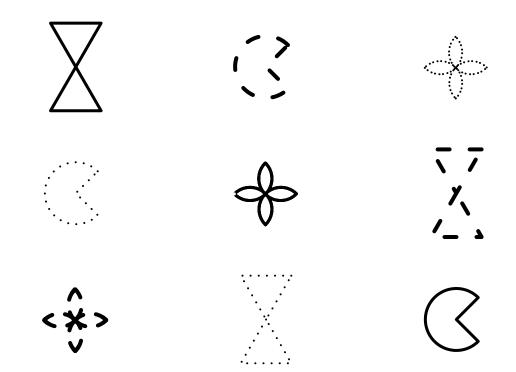




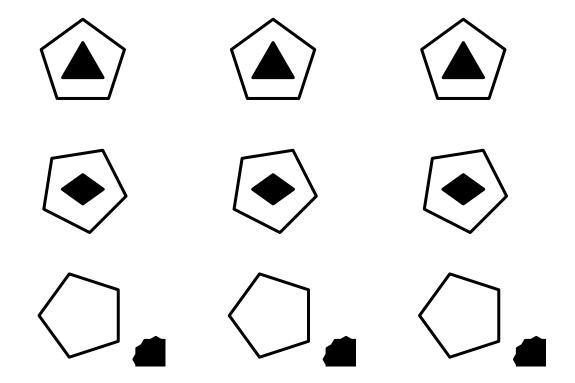
TL-LR sulla prima, V sulla seconda



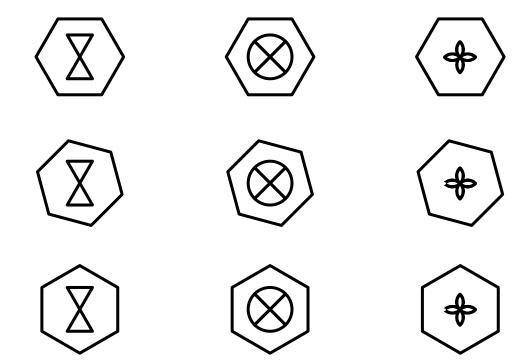
TL-LR sulla prima, TR-LL sulla seconda



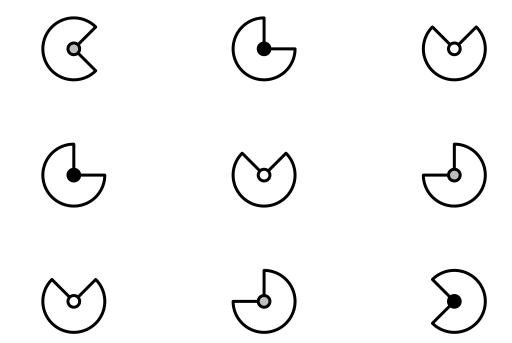
## Rimepimento e orientamento Verticale



#### ${\bf Vertical} \,\, {\bf e} \,\, {\bf orizzontale}$

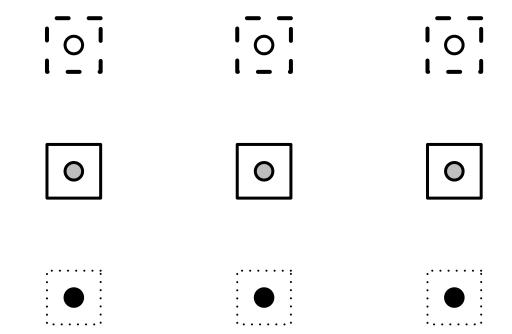


## TL-LR entrambe

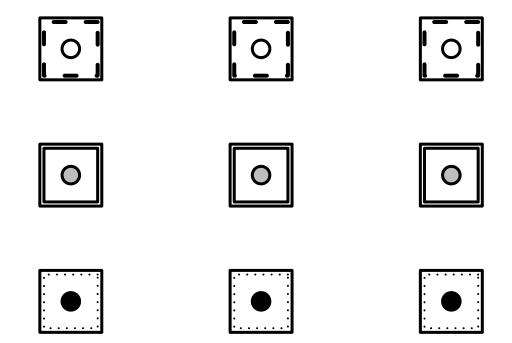


## Riempimento e bordo

### Verticale



#### Bonus



### Verticale e orizzontale











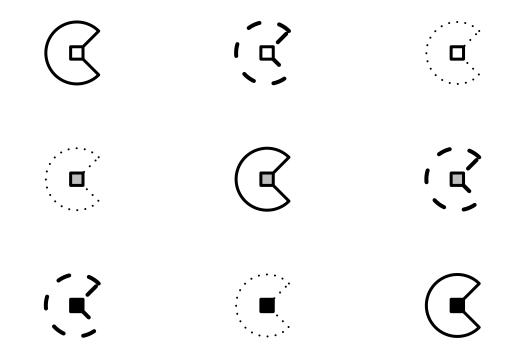




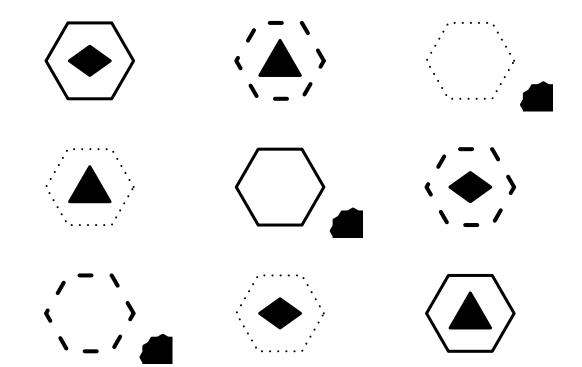




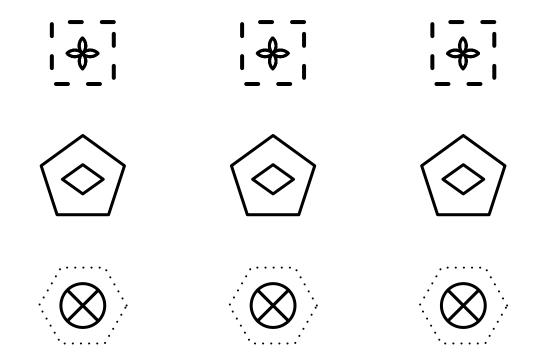
TL-LR, Verticale



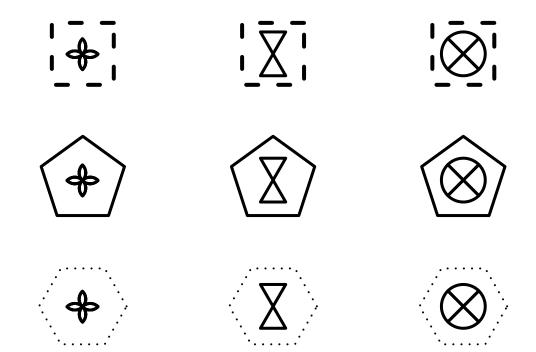
## TL-LR



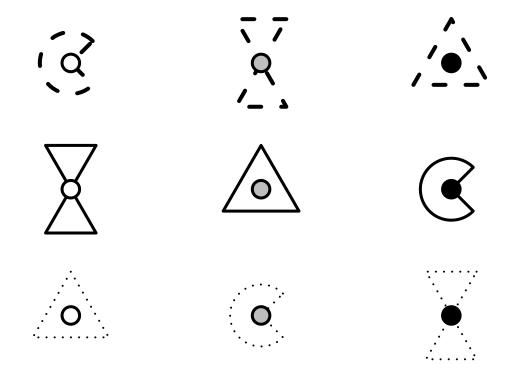
## Forma riempimento bordo Verticale



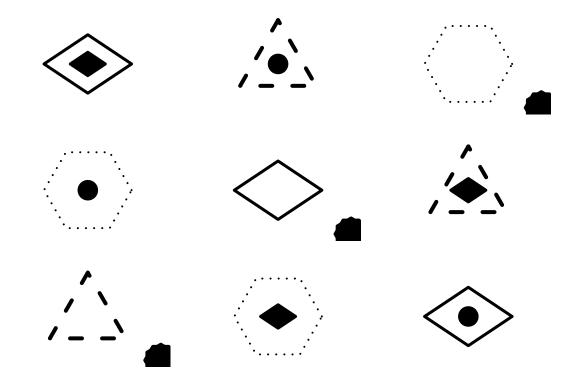
## Verticale e orizzontale



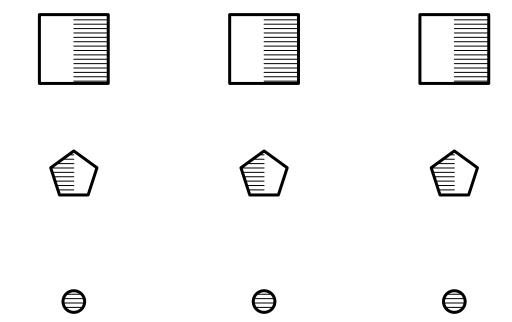
TL-LR, Verticale



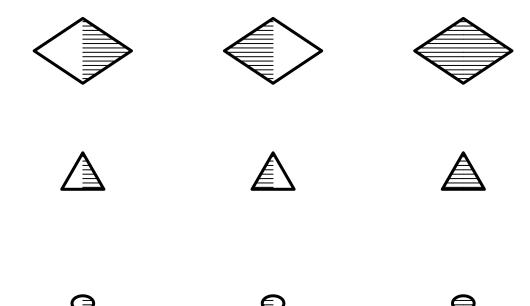
## $\mathrm{TL}\text{-}\mathrm{LR},\ \mathrm{TR}\text{-}\mathrm{LL}$



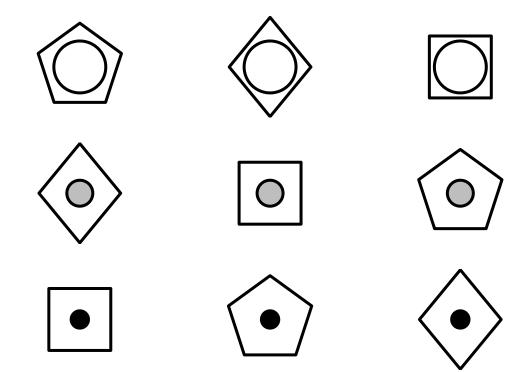
## Forma riempimento dimensione Verticale



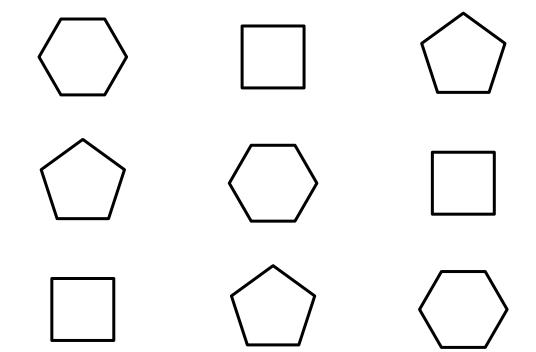
## Verticale e orizzontale

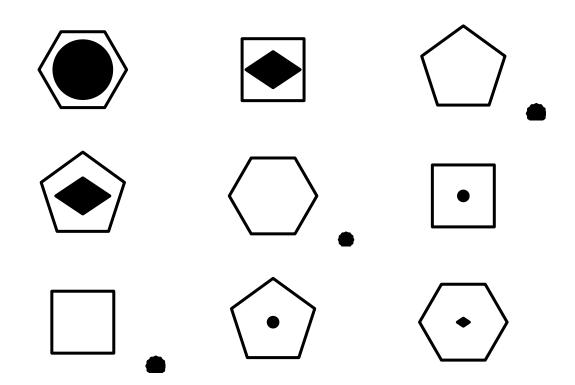


TL-LR, Verticale

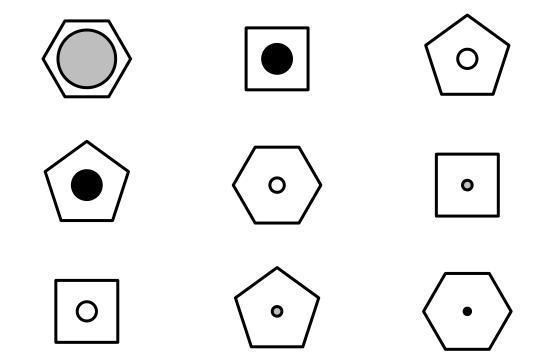


TR-LL, + altro





### Bonus

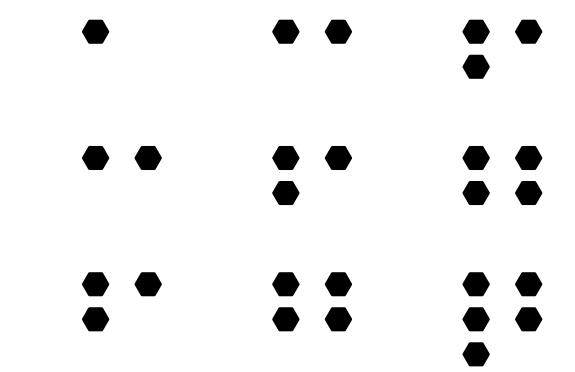


## Progressione Quantitativa

LL-TR (crescente orizontale e decrescente verticale)

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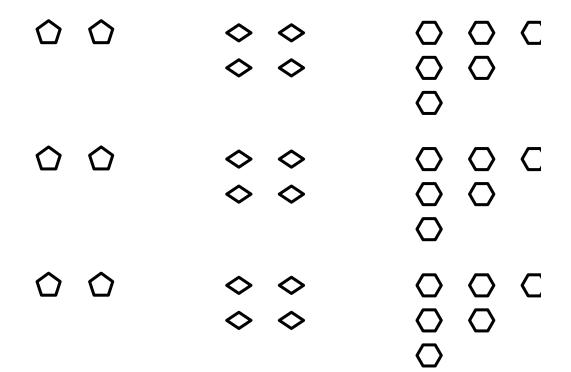
## TL-LR



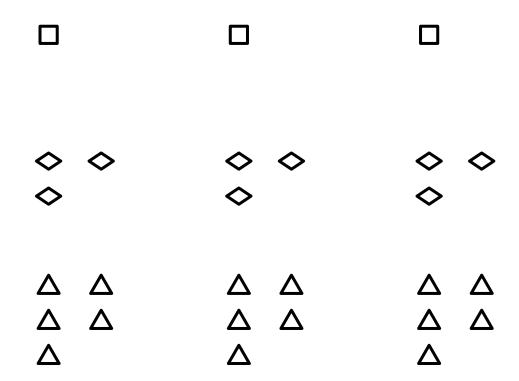
# Forma, Progressione Quantitaiva V su entrambe le regole

$\bigcirc$	$\bigcirc$	$\bigcirc$
ΔΔ	ΔΔ	ΔΔ
O O	O O	0 0

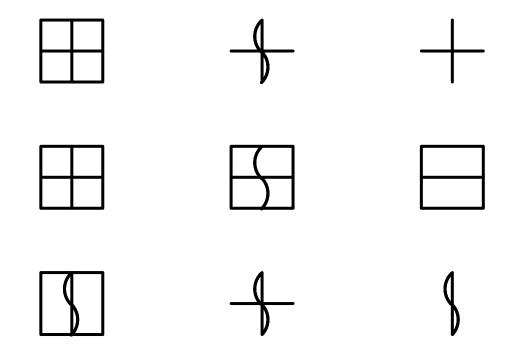
V per una regola e H per l'altra



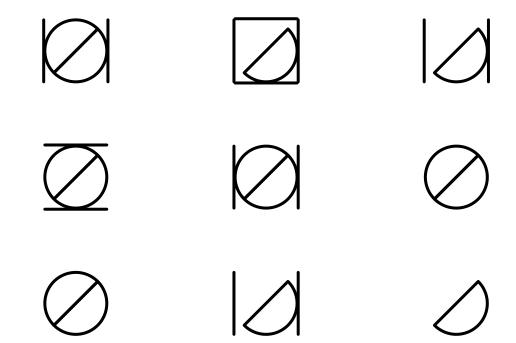
H per una regola e V per l'altra



## ${\bf Ragionamento~induttivo~simbolico/astratto} \\ {\bf AND~orizzontale}$



### AND orizzontale o verticale



#### OR orizzontale

