# Available Matrix

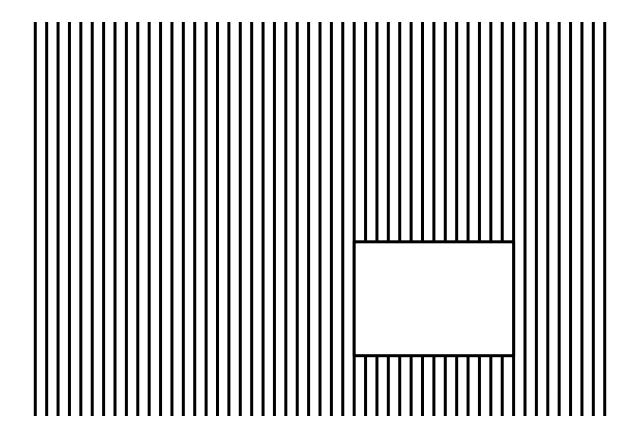
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# Monotematiche

Righe semplici Verticali





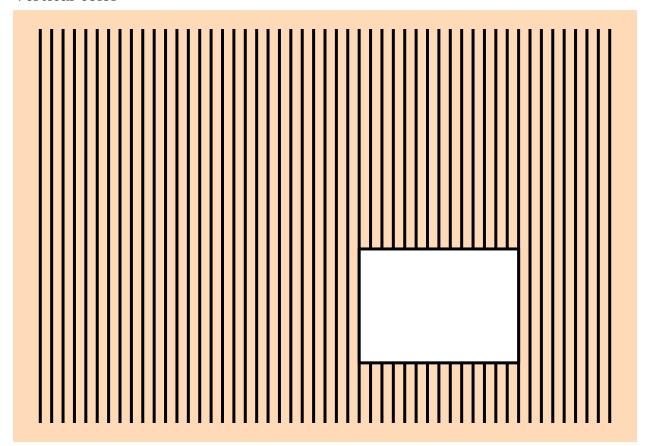








### Vertical color











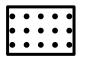


orizontal		 









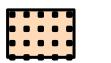


horizontal color	
	1



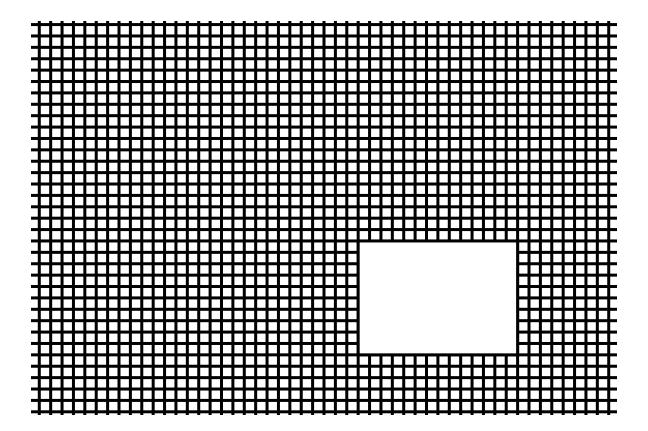








#### Insieme





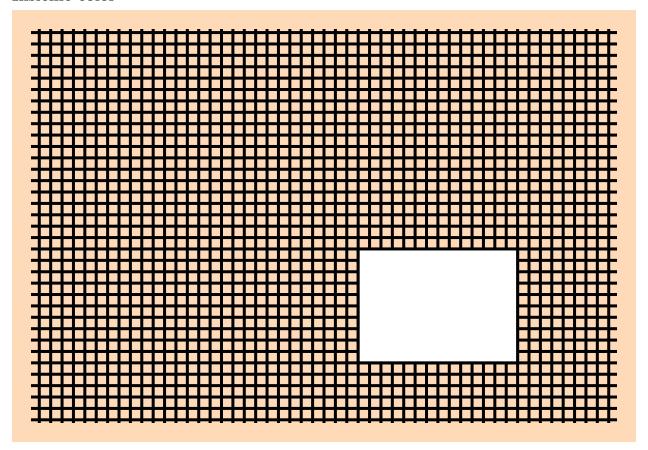








### Insieme color





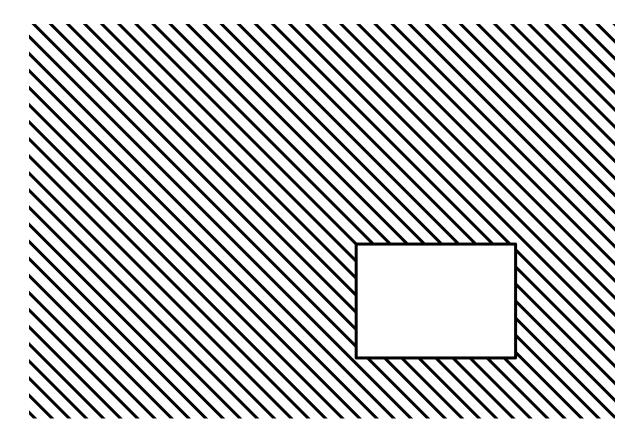


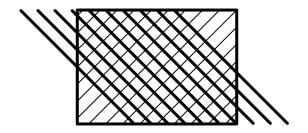




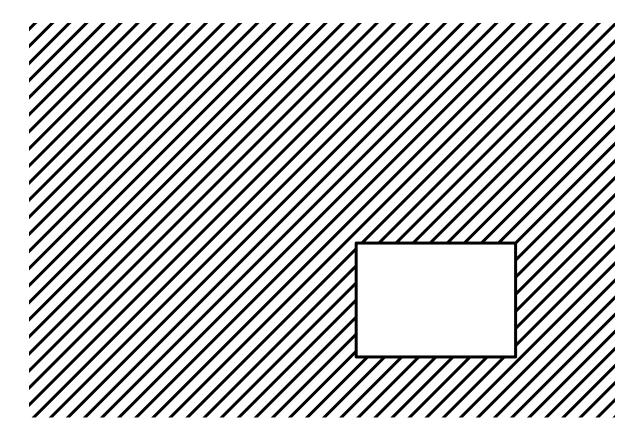


## Diagonale principale

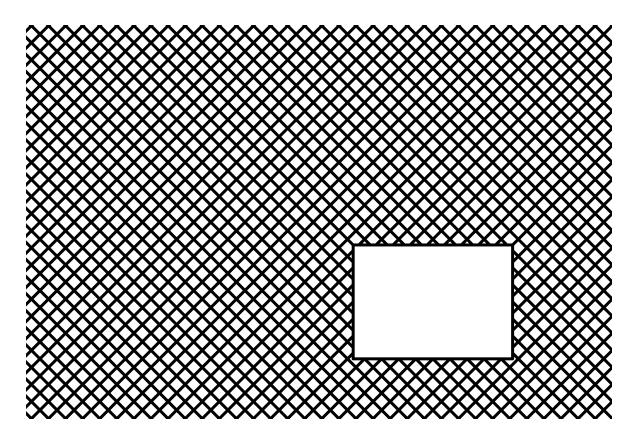




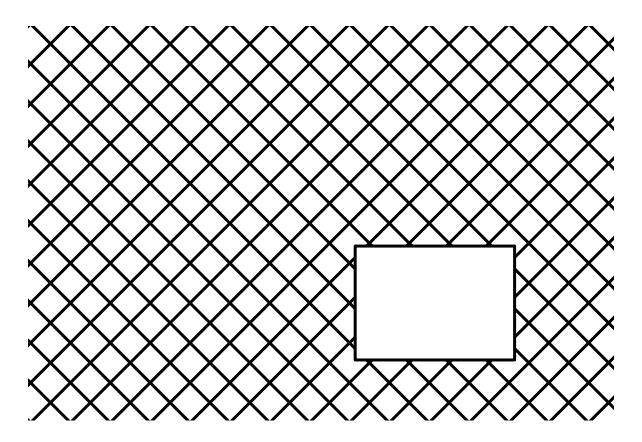
## Diagonale secondaria



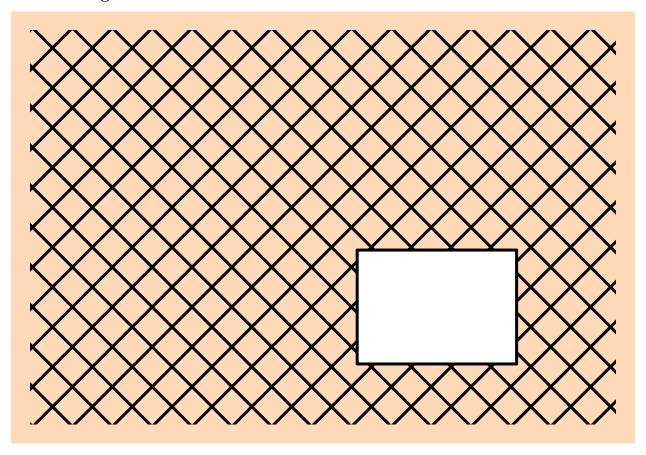
## Insieme (mal di mare)



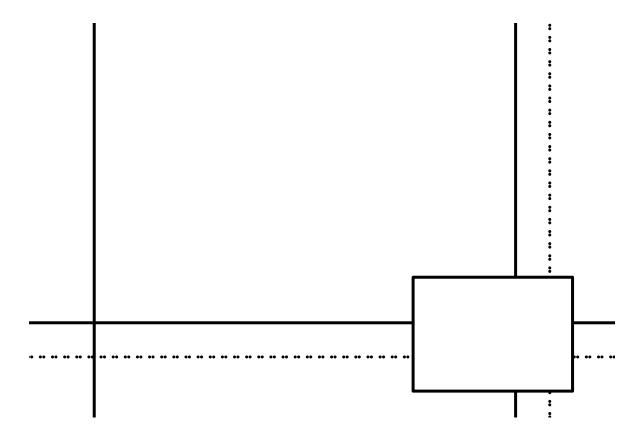
## Si può variare la distanza

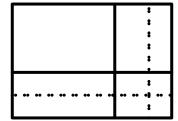


## Insieme diagonali color

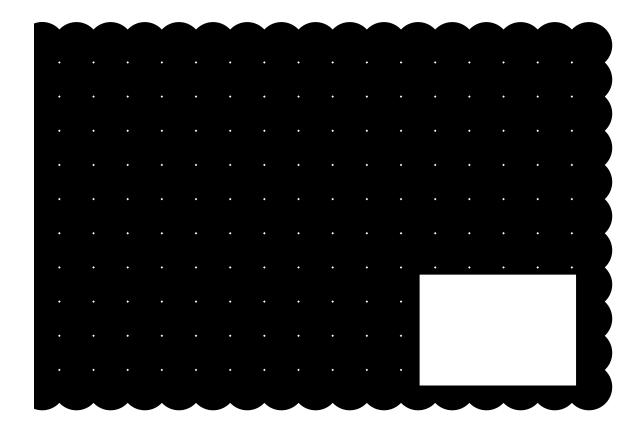


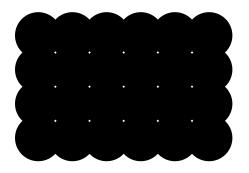
## Più complesse

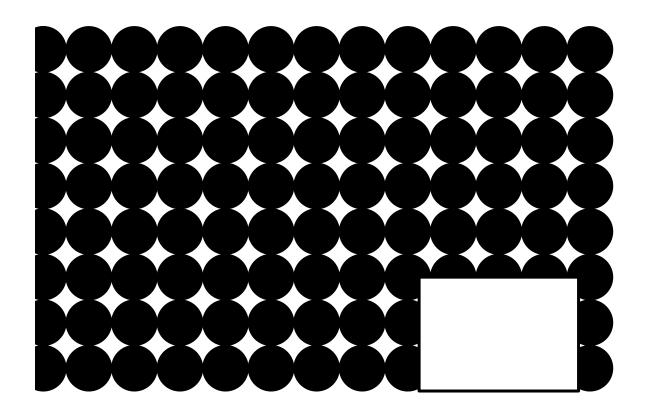


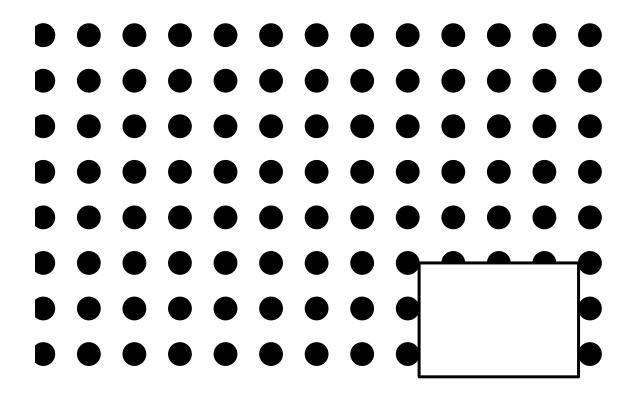


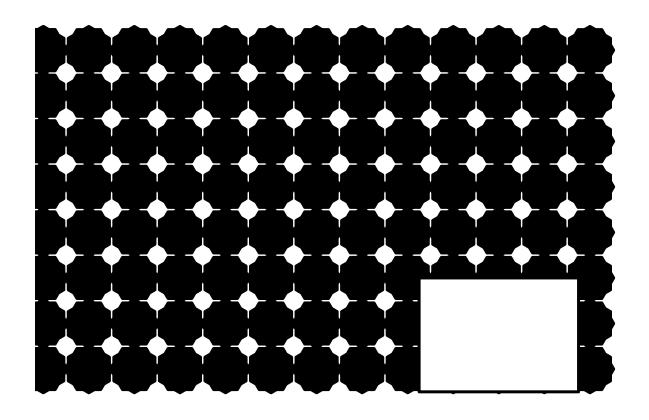
#### Con altre forme

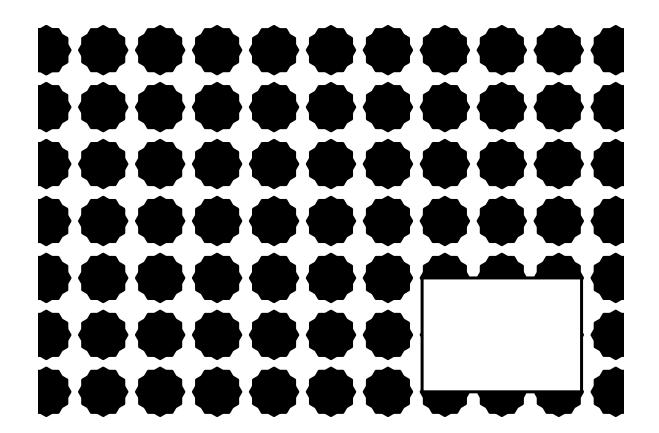






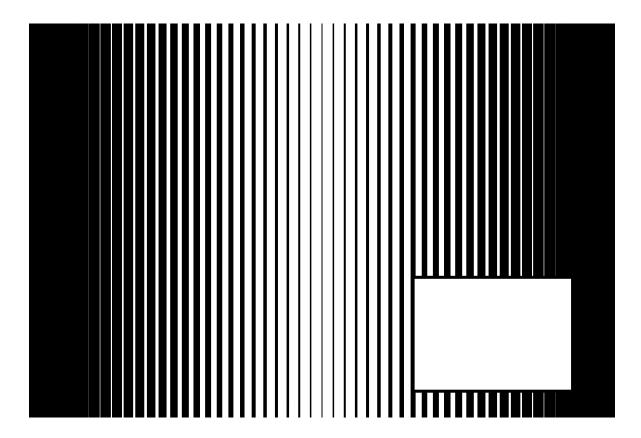




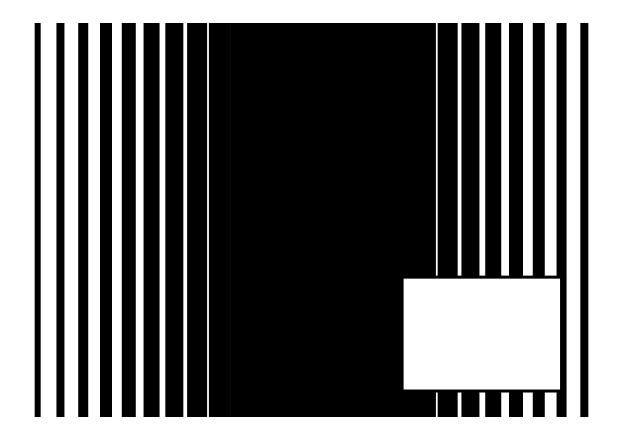


:::

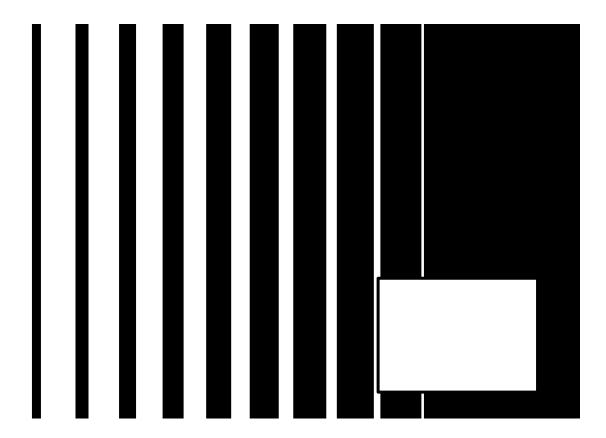
Righe "complesse" verticali Vertical Inner



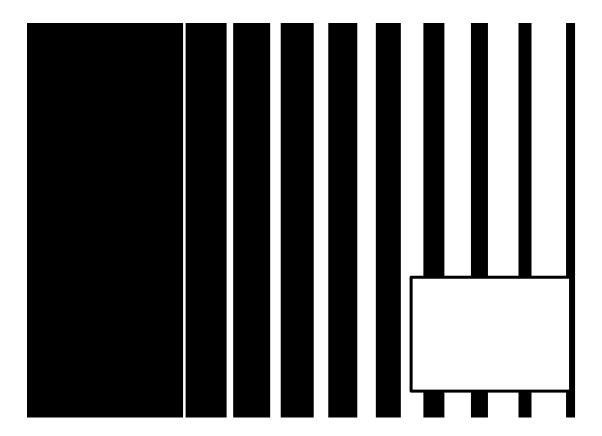
## Vertical Outer



#### Vertical increasing

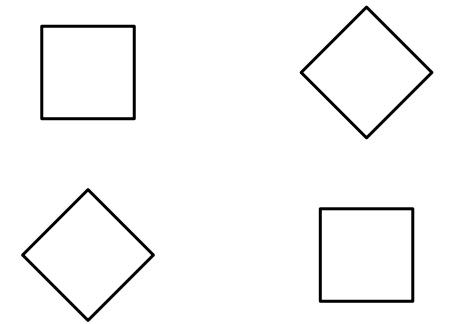


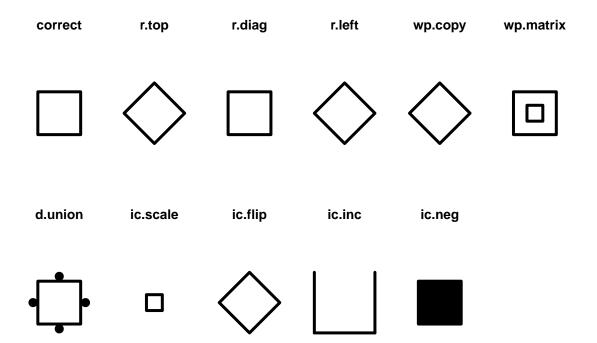
#### Vertical decreasing



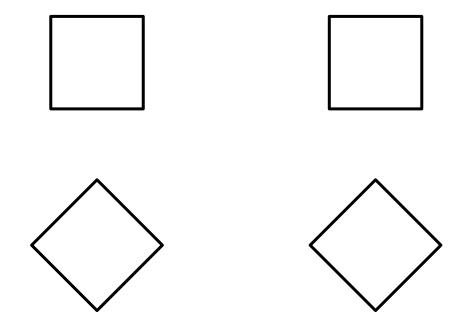
## Matrici $2 \times 2$

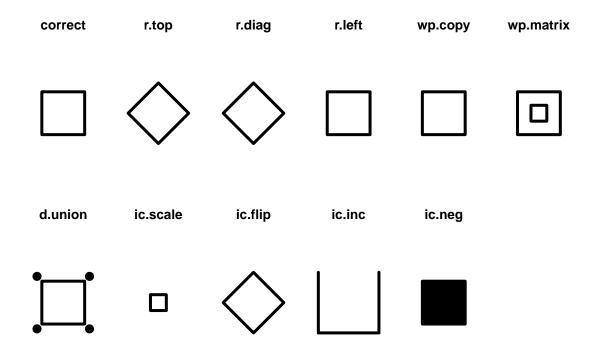
# Rotazione Diagonale





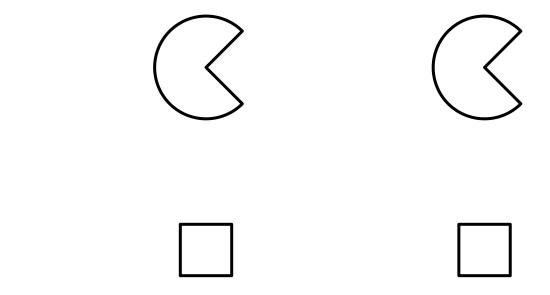
#### Rotazione Verticale





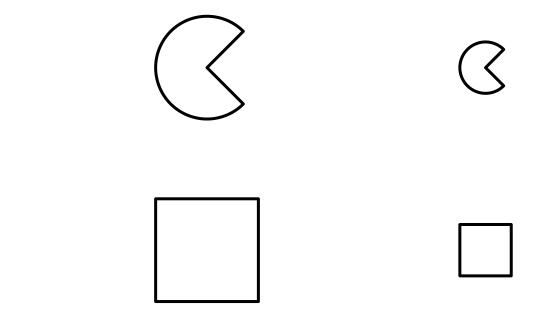
#### Forma e dimensione Verticale

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!

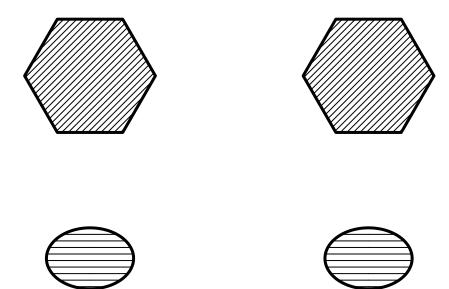
correct	r.top	r.diag	r.left	wp.copy	wp.matrix
	$\bigcirc$	$\bigcirc$		$\bigcirc$	
d.union	ic.scale	ic.flip	ic.inc	ic.neg	
	0	$\Diamond$	Ш		

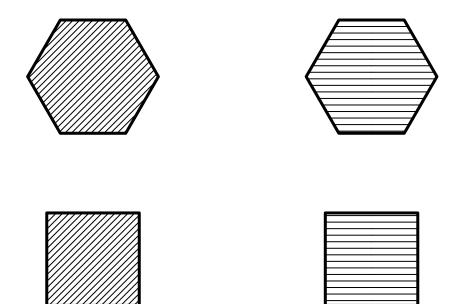


:::

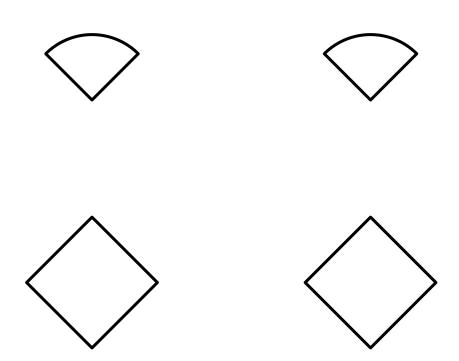
# Forma e riempimento

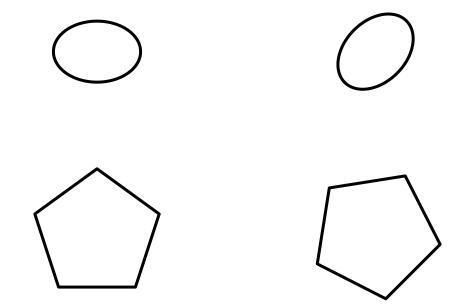
## Verticale



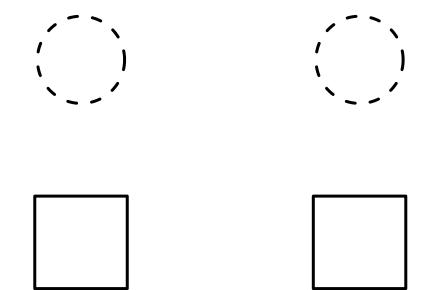


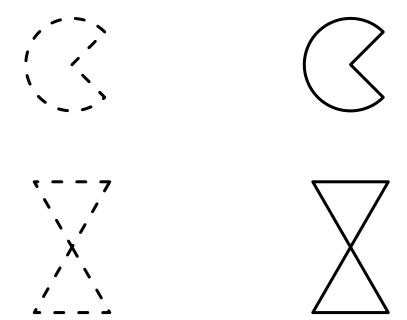
Forma e orientamento Forma e orientamento Verticale



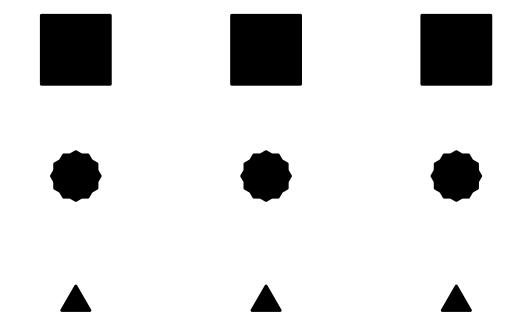


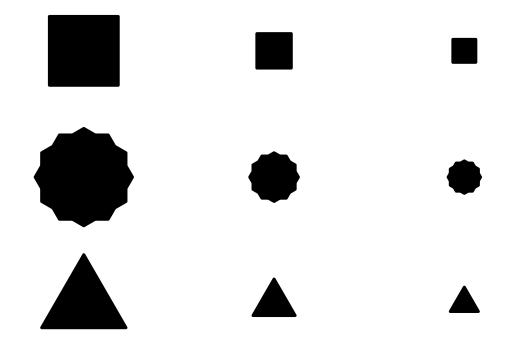
## Forma e bordo Verticale





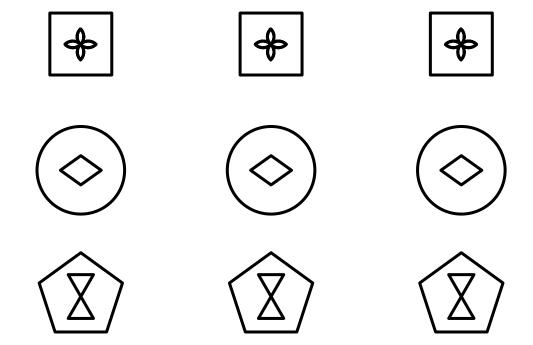
Matrici  $3 \times 3$ Forma e dimensione Verticale

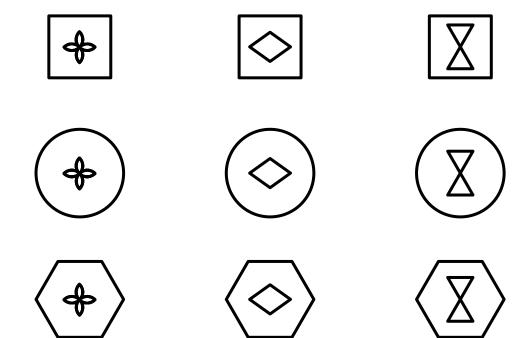




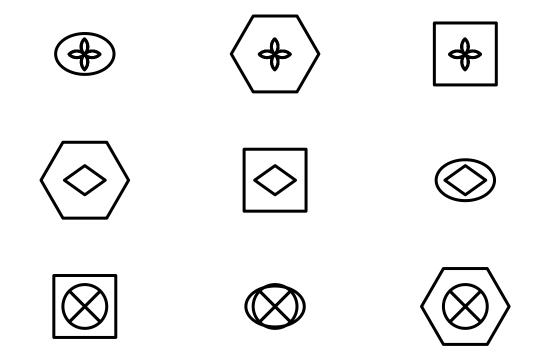
# Forma e rimepimento

## Verticale

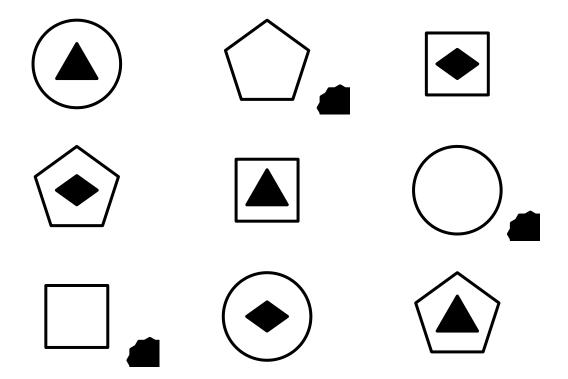




TL-LR per la prima regola, V per la seconda

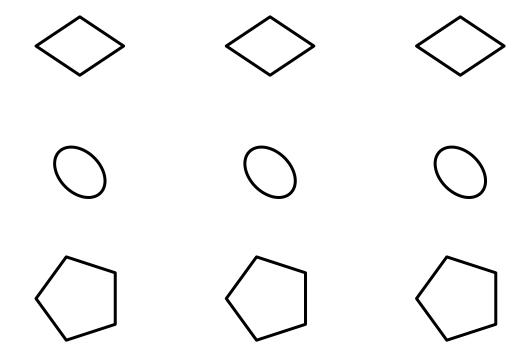


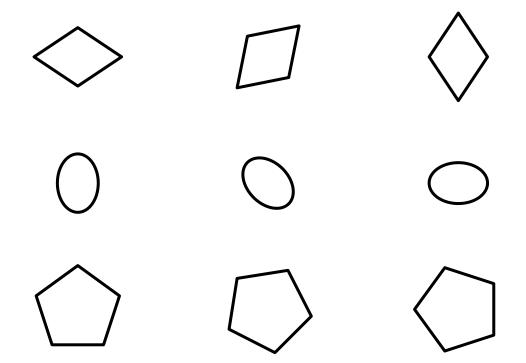
TL-LR per la prima, TR-LL per la seconda



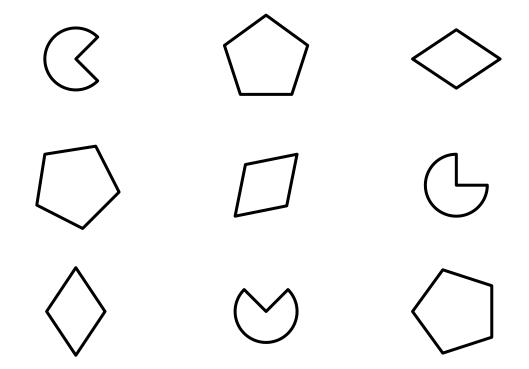
# Forma e orientamento

### Verticale

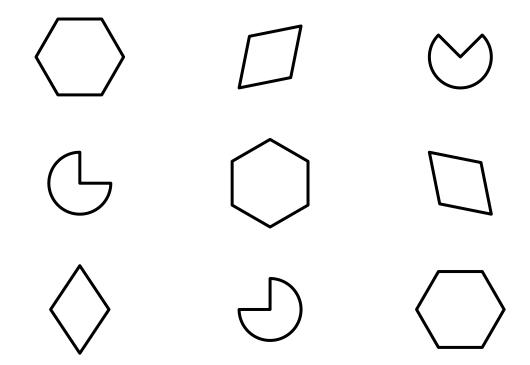




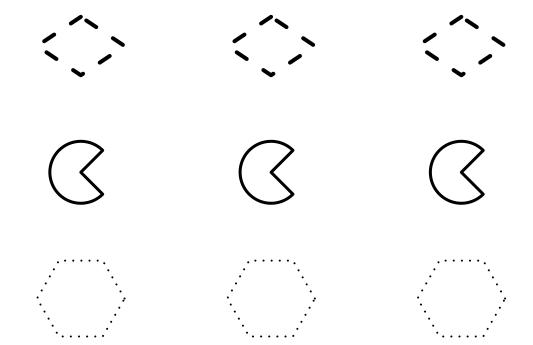
TL-LR sulla prima, verticale sulla seconda

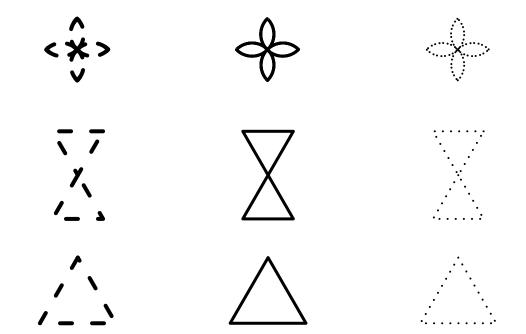


TR-LL sulla prima, TL-LR sulla seconda

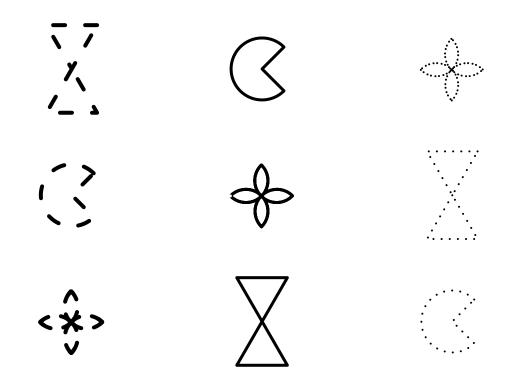


# Forma e bordo Verticale

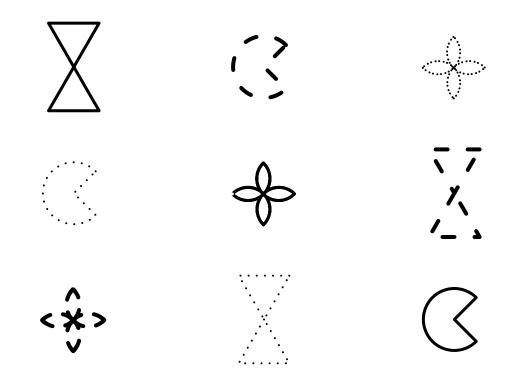




TL-LR sulla prima, V sulla seconda

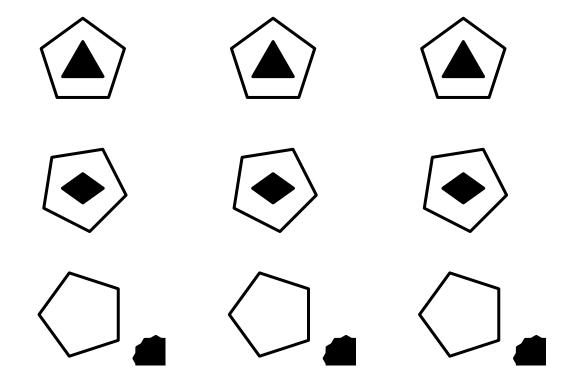


TL-LR sulla prima, TR-LL sulla seconda

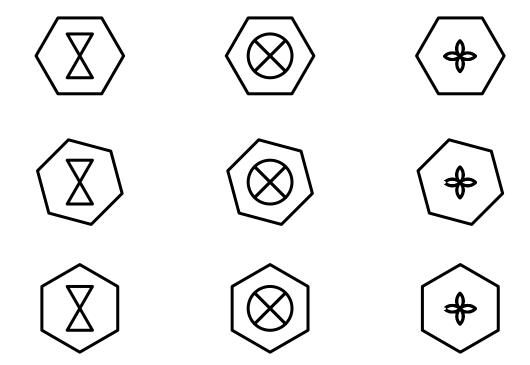


# Rimepimento e orientamento

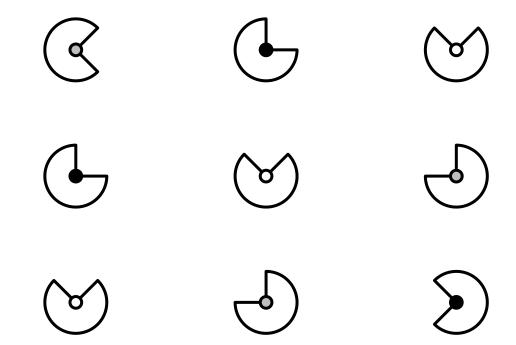
## Verticale



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

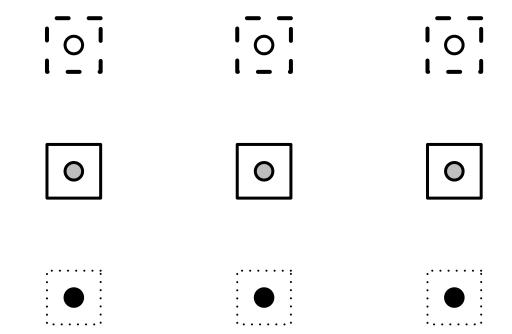


# TL-LR entrambe

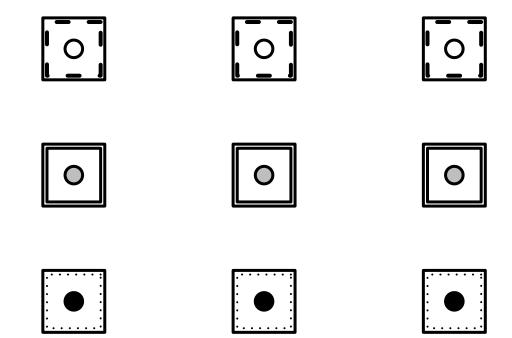


## Riempimento e bordo

## Verticale



#### Bonus













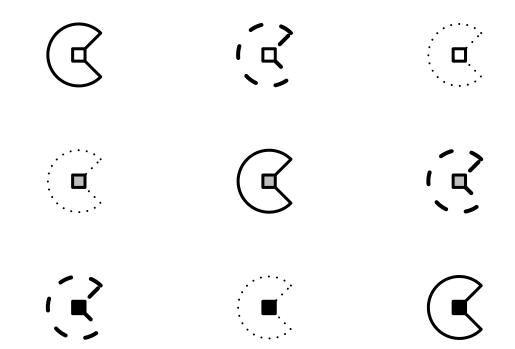




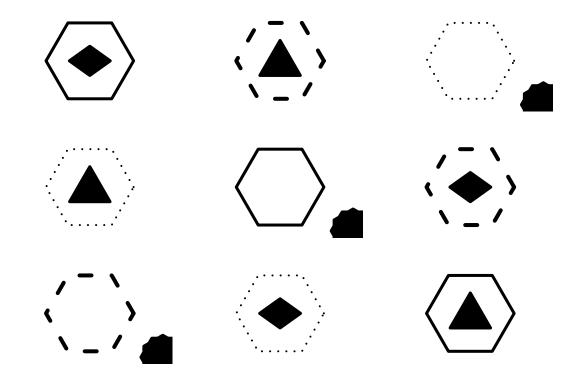




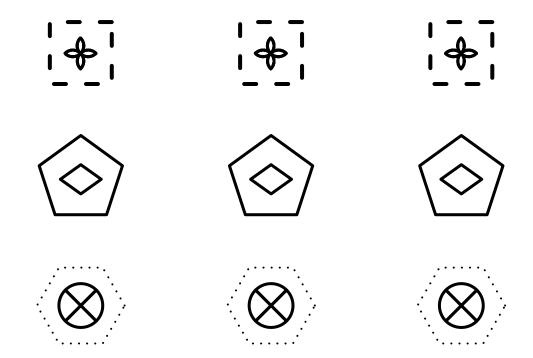
TL-LR, Verticale

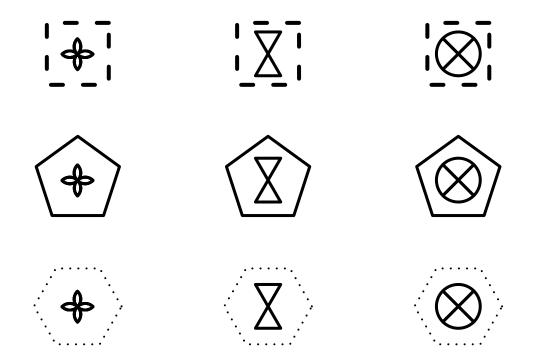


# TL-LR

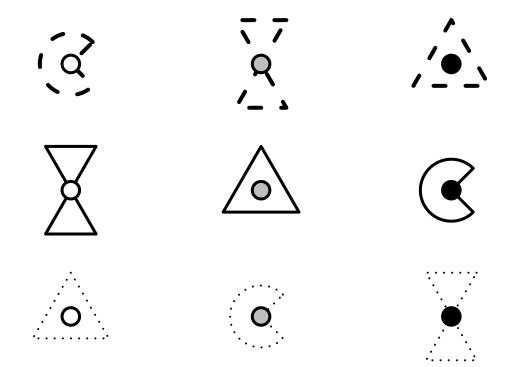


## Forma riempimento bordo Verticale

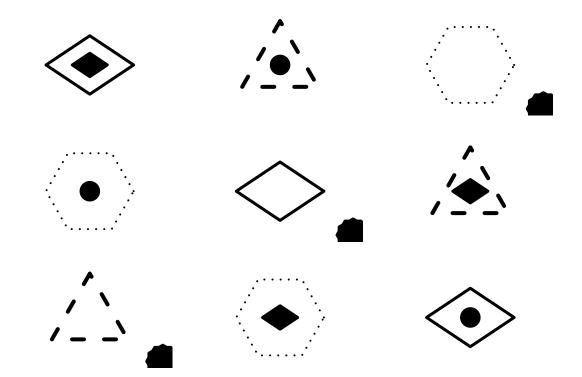




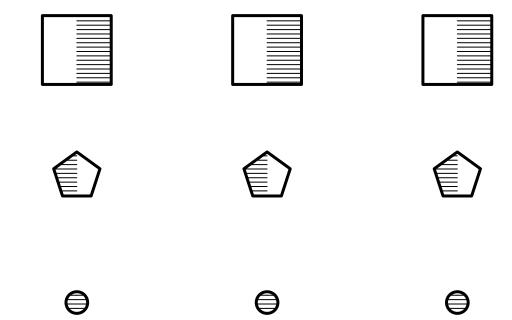
TL-LR, Verticale



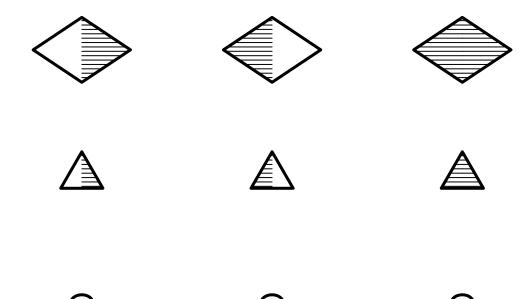
# TL-LR, TR-LL



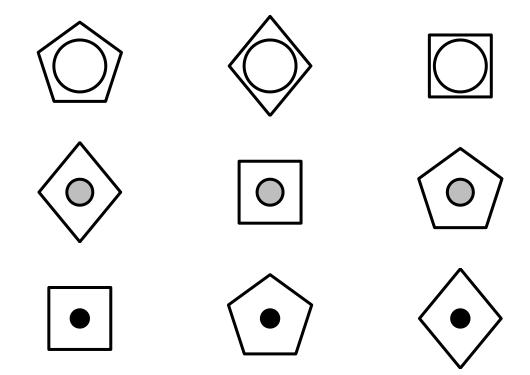
## Forma riempimento dimensione Verticale



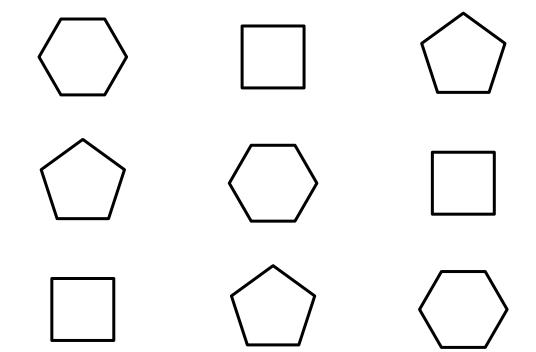
## Verticale e orizzontale

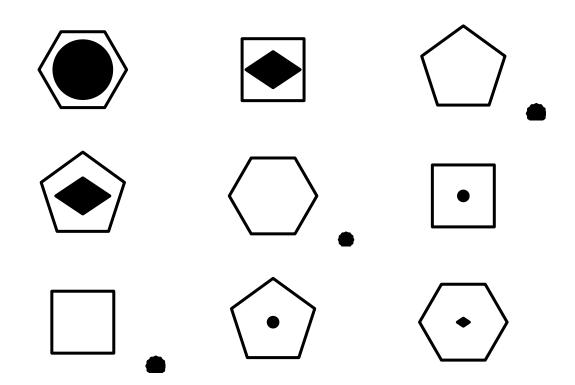


TL-LR, Verticale

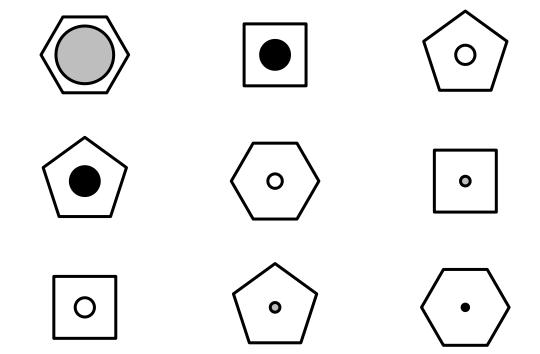


TR-LL, + altro





### Bonus

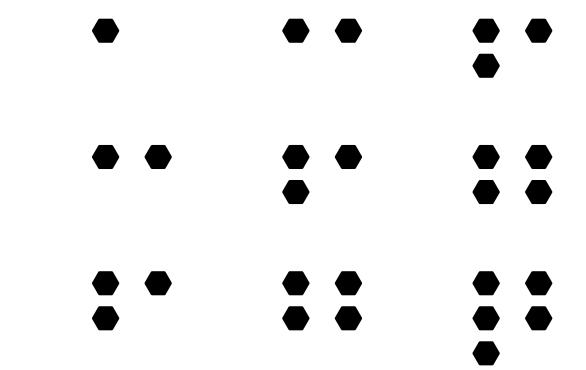


## Progressione Quantitativa

LL-TR (crescente orizontale e decrescente verticale)

_	_	_	
	_		

## TL-LR



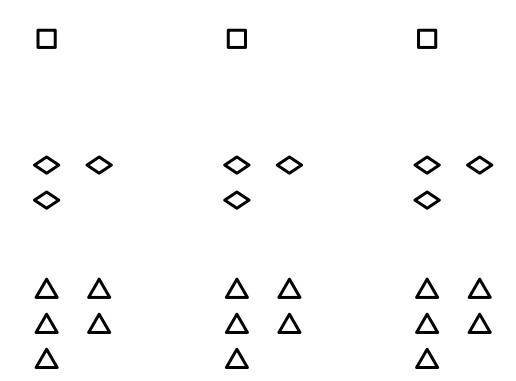
# Forma, Progressione Quantitaiva V su entrambe le regole

$\bigcirc$	$\bigcirc$	$\bigcirc$
ΔΔ	ΔΔ	ΔΔ
O O	O O	00

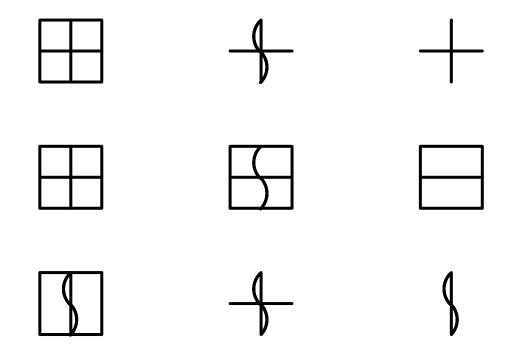
V per una regola e H per l'altra

$\bigcirc$	$\triangle$		♦	00	
$\bigcirc$	$\bigcirc$	<b>\$</b>	\$	00	
$\bigcirc$	$\Diamond$	<b>\$</b>	<b>♦</b>	0	C

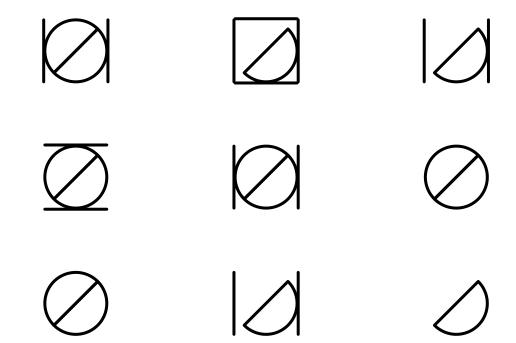
H per una regola e V per l'altra



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



### AND orizzontale o verticale



#### OR orizzontale

