

using Plasm

```
X = GRID([2.4,4.5,-3,4.5,2.4]);
```

```
Y = GRID([7,5]);
```

```
Z = GRID([3,3]);
```

```
idea = X * Y * Z;
```

```
VIEW(SK(1)(idea))    # Fig. 1a
```

```
VIEWCOMPLEX(LAR(idea), explode = [1.2,1.2,2.0] )    # Fig. 1b
```

```
building110 = X * Y * SK(0)(Z);
```

```
building1_101 = SK(1)(SK(0)(X)*SK(1)(Y)*SK(1)(Z));
```

```
building1_011 = SK(1)(SK(1)(X)*SK(0)(Y)*SK(1)(Z));
```

```
floors = OFFSET([.2,.2,.2])(building110);
```

```
framex = OFFSET([.2,.2,.2])(building1_011);
```

```
framey = OFFSET([.2,.2,-.4])(building1_101);
```

```
framexyz = STRUCT(framex, framey, floors);
```

```
VIEWCOMPLEX(LAR(framexyz))
```

Fig. 1c