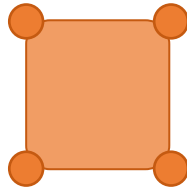




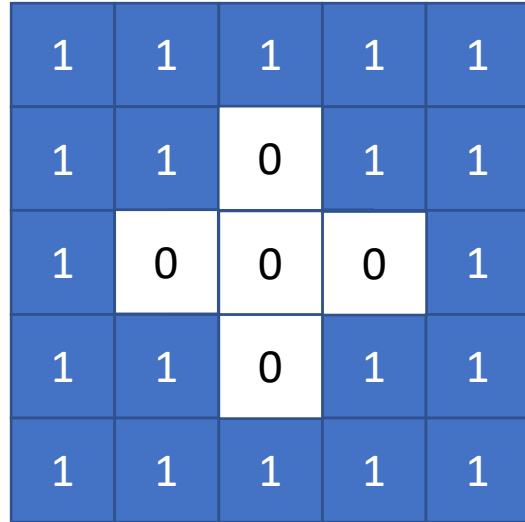
0-cube
(vertex)



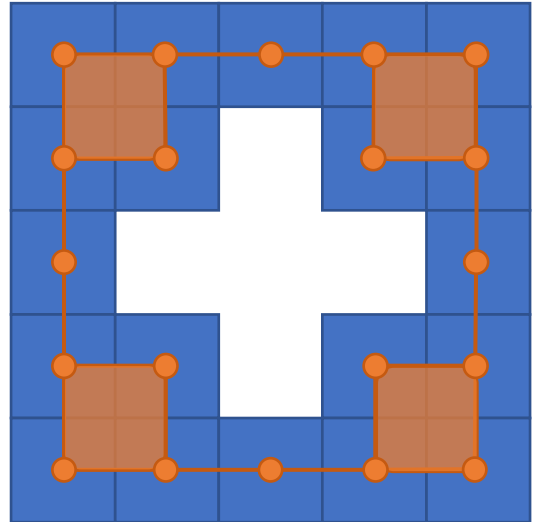
1-cube
(edge)



2-cube
(square)



Binary image



Cubical Complex