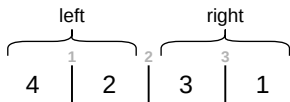
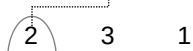


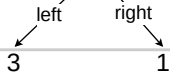
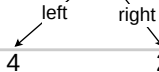
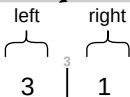
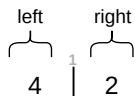
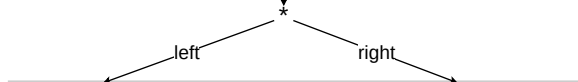
painting sequence



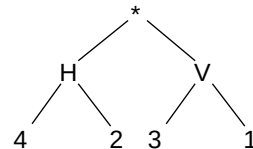
slicing order



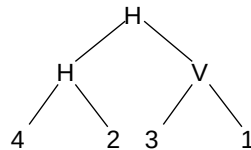
orientations



unresolved slicing tree



1) resolved slicing tree,
case * is H



2) resolved slicing tree,
case * is V

