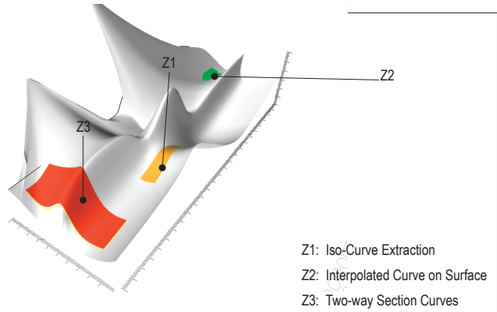
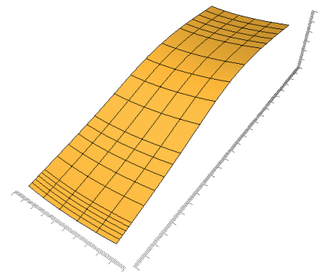
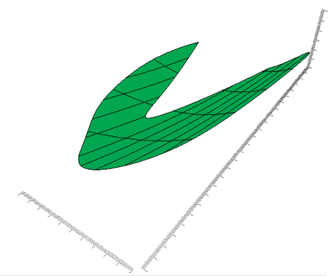


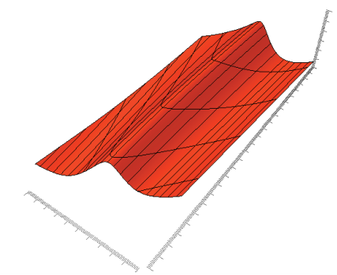
01 Zone Extraction



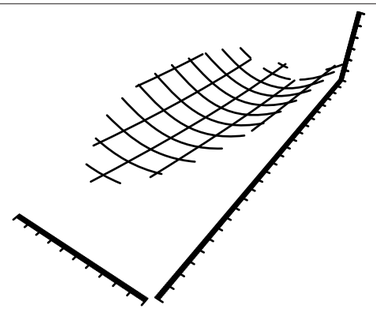
02 Z1 - Stretched to Site Envelope Maximum



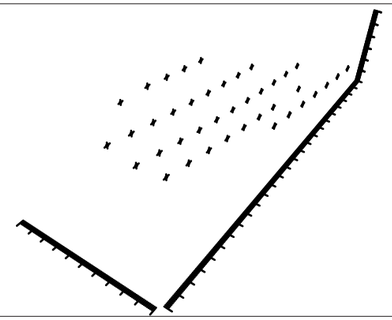
03 Z2 - Stretched to Site Envelope Maximum



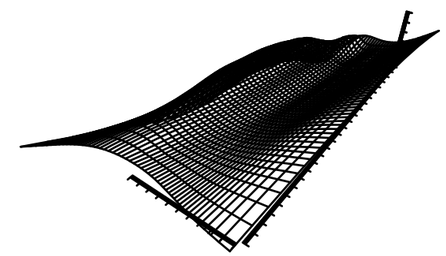
04 Z3 - Stretched to Site Envelope Maximum



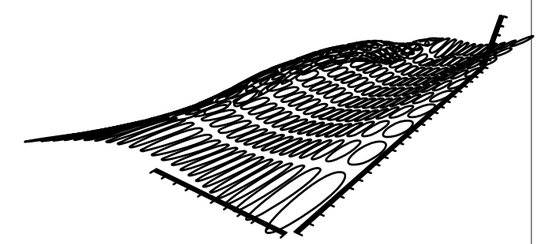
05 Z2 - Two-way Sections @ 20'



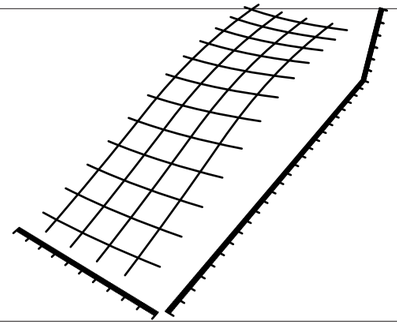
06 Z2 - Edge Curve + Patch Points



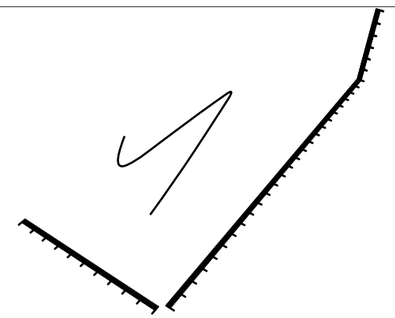
07 Z2a - Patch Surface - Isocurve Density 5



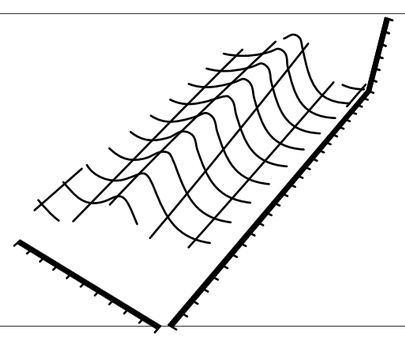
08 Array / Curves Mapped to UV



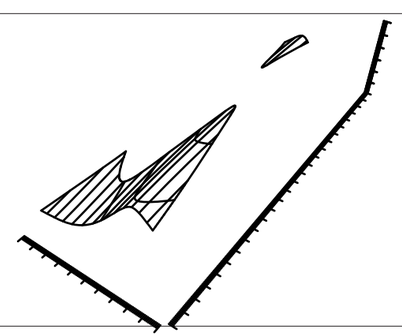
09 Z1 - Two-way Sections @ 20'



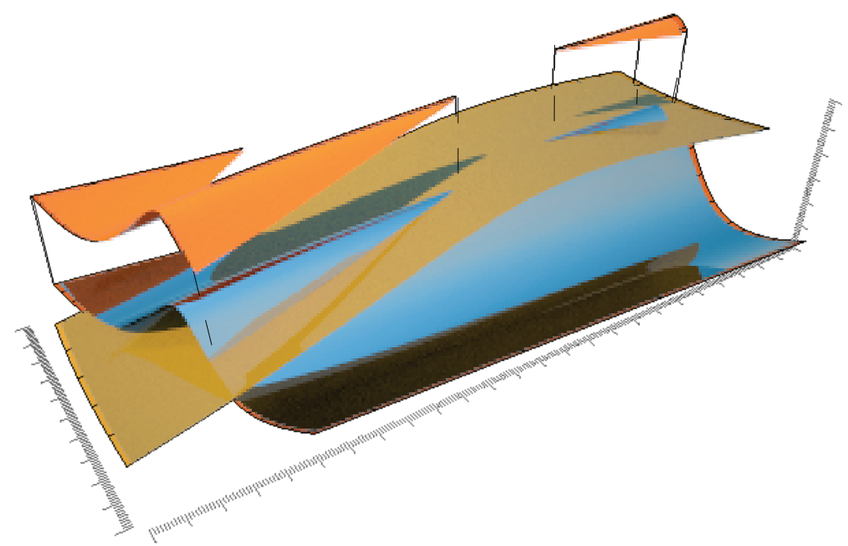
10 Intersection: Z1 & Z3



11 Z3 - Two-way Sections @ 20'



12 Z3 Split by Z1



13 Exploded Perspective - Z3 Split by Z1