

```

-(void)drawInContext:(CGContextRef)context
{
    CGFloat height = self.bounds.size.height;
    CGContextTranslateCTM(context, 0.0, height);
    CGContextScaleCTM(context, 1.0, -1.0);
    CGContextSetRGBFillColor(context, 1.0, 0.0, 0.0, 1.0);
    CGContextDrawImage(context, CGRectMake(10.0, height - 100.0, 90.0, 90.0), image);
    CGContextSaveGState(context);
    CGRect clips[] =
    {
        CGRectMake(110.0, height - 100.0, 35.0, 90.0),
        CGRectMake(165.0, height - 100.0, 35.0, 90.0),
    };
    CGContextClipToRects(context, clips, sizeof(clips) / sizeof(clips[0]));
    CGContextDrawImage(context, CGRectMake(110.0, height - 100.0, 90.0, 90.0),
image);
    CGContextRestoreGState(context);
    [self addStarToContext:context at:CGPointMake(55.0, height - 150.0) radius:45.0
angle:0.0];
    CGContextSaveGState(context);
    CGContextClip(context);
    CGContextFillRect(context, CGRectMake(10.0, height - 190.0, 90.0, 90.0));

    CGContextDrawImage(context, CGRectMake(10.0, height - 190.0, 90.0, 90.0), image);
    CGContextRestoreGState(context);

    [self addStarToContext:context at:CGPointMake(155.0, height - 150.0) radius:45.0
angle:0.0];
    CGContextSaveGState(context);
    CGContextEOClip(context);
    CGContextFillRect(context, CGRectMake(110.0, height - 190.0, 90.0, 90.0));
    CGContextDrawImage(context, CGRectMake(110.0, height - 190.0, 90.0, 90.0),
image);
    CGContextRestoreGState(context);
    [self addStarToContext:context at:CGPointMake(255.0, height - 150.0) radius:45.0
angle:0.0];
    CGContextAddRect(context, CGRectMake(210., height - 190., 90., 90.));
    CGContextSaveGState(context);
    CGContextEOClip(context);
    CGContextFillRect(context, CGRectMake(210.0, height - 190.0, 90.0, 90.0));

    CGContextDrawImage(context, CGRectMake(210.0, height - 190.0, 90.0, 90.0),
image);
    CGContextRestoreGState(context);
}

```