

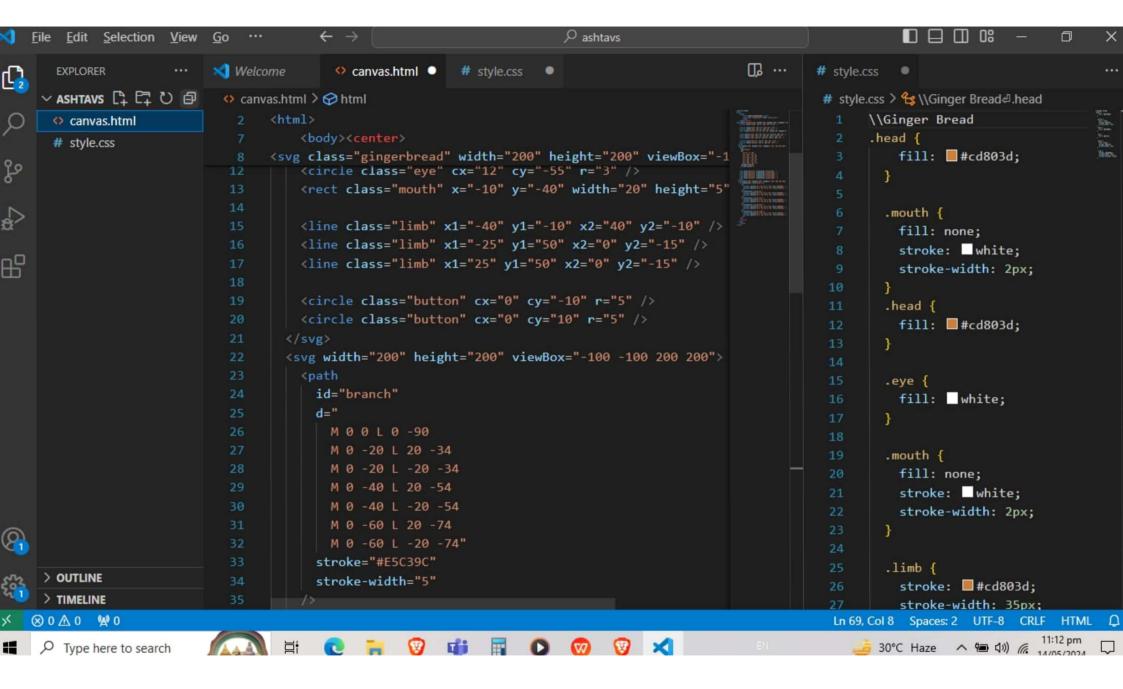


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П. ···
                                                                                                          # style.css
  EXPLORER

★ Welcome

                                        canvas.html X
                                                         # style.css
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                        ⇔ canvas.html > ♦ html > ♦ body > ♦ center > ♦ svg > ♦ use
                                                                                                           # style.css > 2 .eve
                                                                                                                                                1000
                               <html>
 canvas.html
 # style.css
                                 <svg width="200" height="200" viewBox="-100 -100 200 200">
                                                                                                                   .eye {
                                                                                                                     fill: white;
                                   <use href="#branch" transform="rotate(60)" />
                                   <use href="#branch" transform="rotate(120)" />
                                   <use href="#branch" transform="rotate(180)" />
                                                                                                                   .mouth {
                                   <use href="#branch" transform="rotate(240)" />
                                                                                                                     fill: none;
                                   <use href="#branch" transform="rotate(300)" />
                                                                                                                     stroke: white;
                                 </svg>
                                                                                                                     stroke-width: 2px;
                                 <svg width="200" height="200" viewBox="-100 -100 200 200">
                                   <g transform="translate(0 5)">
                                                                                                                   .limb {
                                       <polygon points="0,5 36,-45 0,-95" fill="#EDD8B7" />
                                                                                                                     stroke: #cd803d:
                                       <polygon points="0,5 -36,-45 0,-95" fill="#E5C39C" />
                                                                                                                     stroke-width: 35px;
                                     </g>
                                                                                                                     stroke-linecap: round;
                                     <g transform="rotate(72)">
                                       <polygon points="0,5 36,-45 0,-95" fill="#EDD8B7" />
                                       <polygon points="0,5 -36,-45 0,-95" fill="#E5C39C" />
                                     </g>
                                     <g transform="rotate(-72)">
                                       <polygon points="0,5 36,-45 0,-95" fill="#EDD8B7" />
                                       <polygon points="0,5 -36,-45 0,-95" fill="#E5C39C" />
                                     </g>
                                     <g transform="rotate(144)">
                                       <polygon points="0,5 36,-45 0,-95" fill="#EDD8B7" />
> OUTLINE
                                       <polygon points="0,5 -36,-45 0,-95" fill="#E5C39C" />
> TIMELINE
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                                          ⇔ canvas.html ×
       EXPLORER
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      canvas.html
                                  <html>
      # style.css
                                    <svg width="200" height="200" viewBox="-100 -100 200 200">
                                                                                                                 .eye {
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                                      <g transform="translate(0 5)">
                                                                                                                   fill: white;
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                                                                                                                 .limb {
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                                         <polygon points="0,5 -36,-45 0,-95" fill="#E5C39C" />
                                       </g>
                                     </g>
                                     </body>
     > OUTLINE
                                 </html>
     > TIMELINE
```

