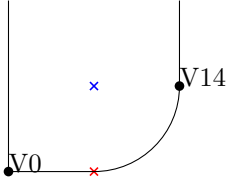
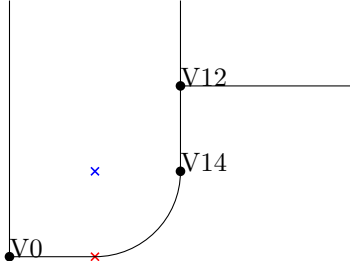




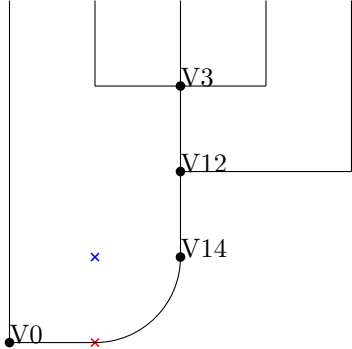
snap #0 placing first vertex



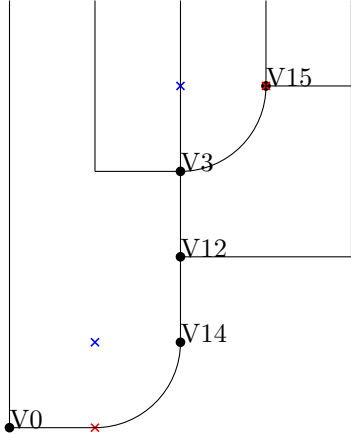
snap #1 placing initial vertex of tier



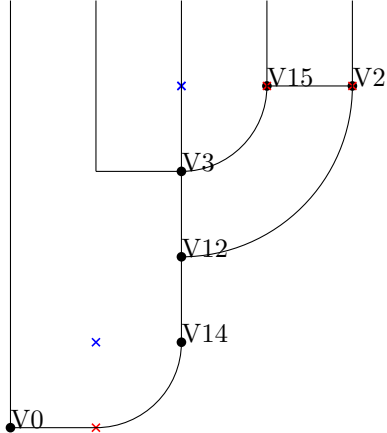
snap #2 placing initial vertex of tier



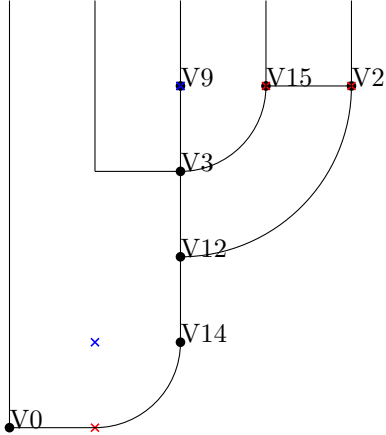
snap #3 placing initial vertex of tier



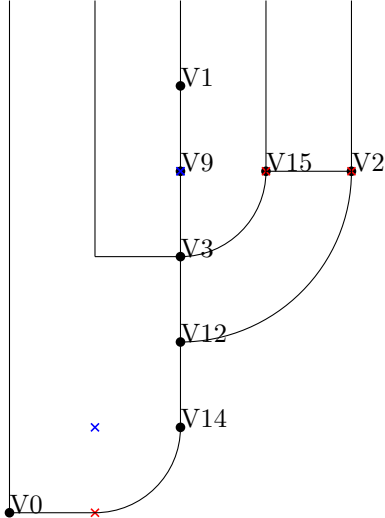
snap #4 placing initial vertex of tier



snap #5 placing last vertex of tier



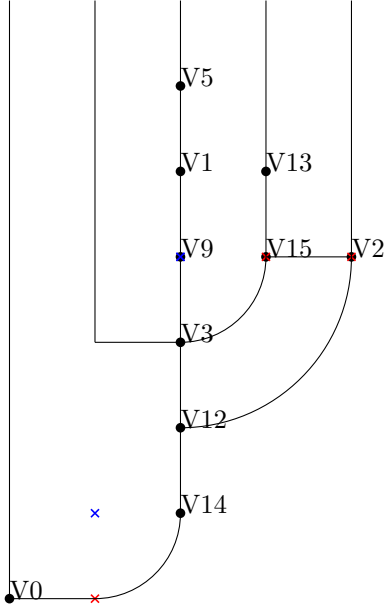
snap #6 placing initial vertex of tier



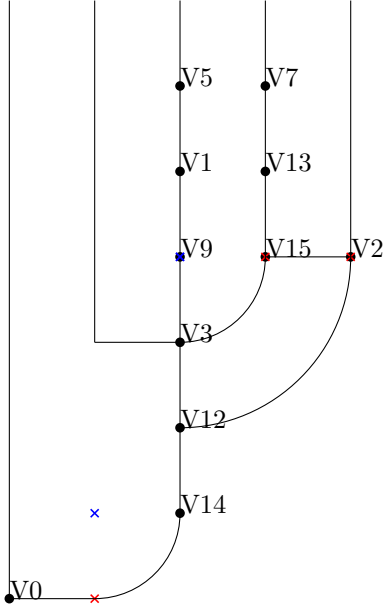
snap #7 placing initial vertex of tier



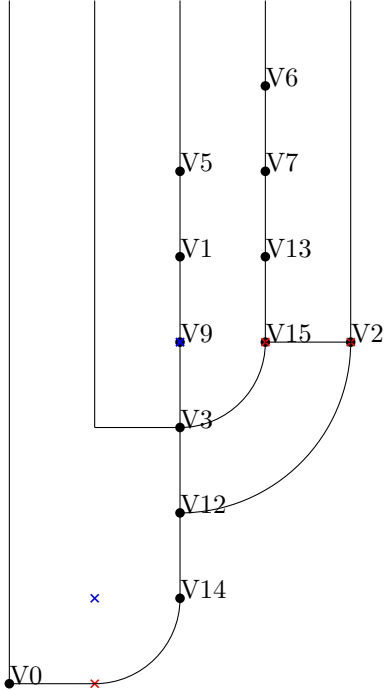




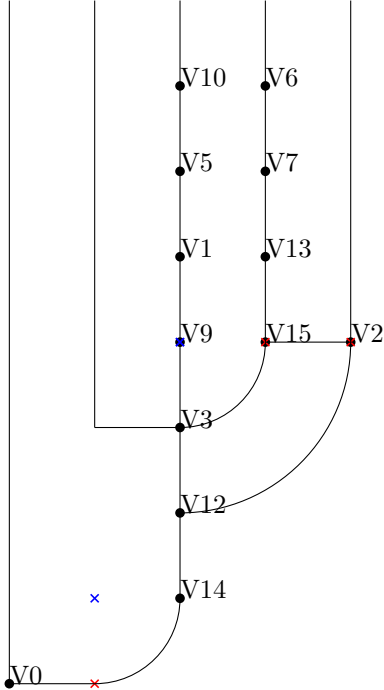
snap #9 placing initial vertex of tier



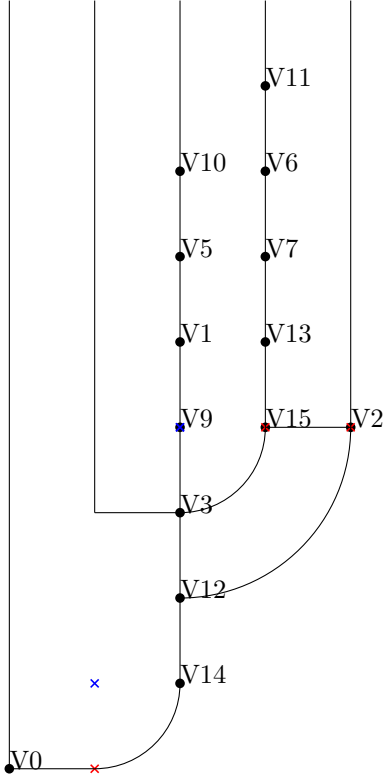
snap #10 placing initial vertex of tier



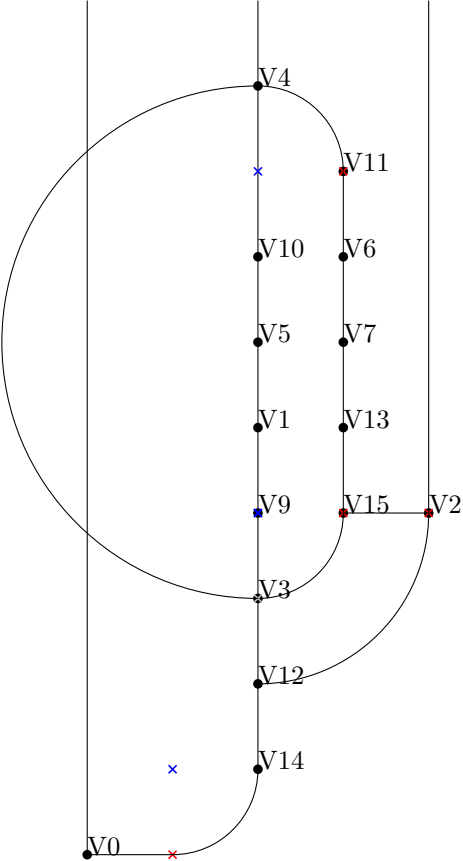
snap #11 placing initial vertex of tier



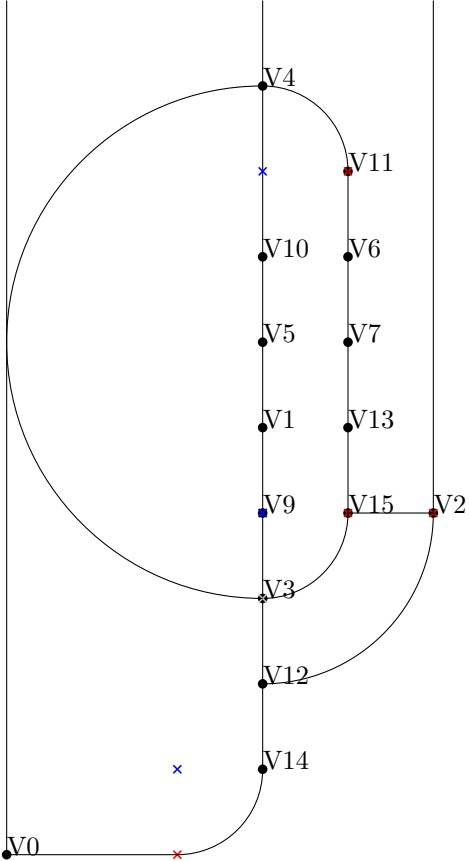
snap #12 placing initial vertex of tier



snap #13 placing initial vertex of tier

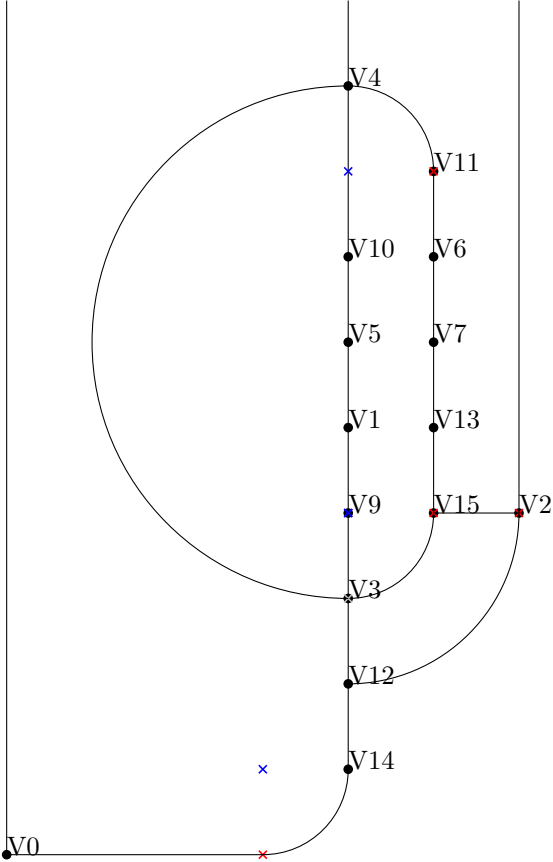


snap #14 placing initial vertex of tier

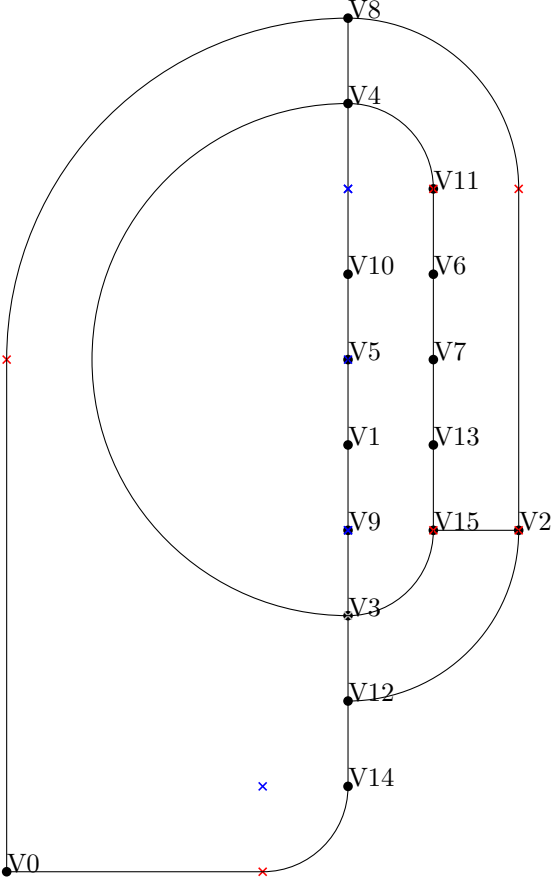


snap #15 moving stuff outside to avoid collision with Lmost edge at V4

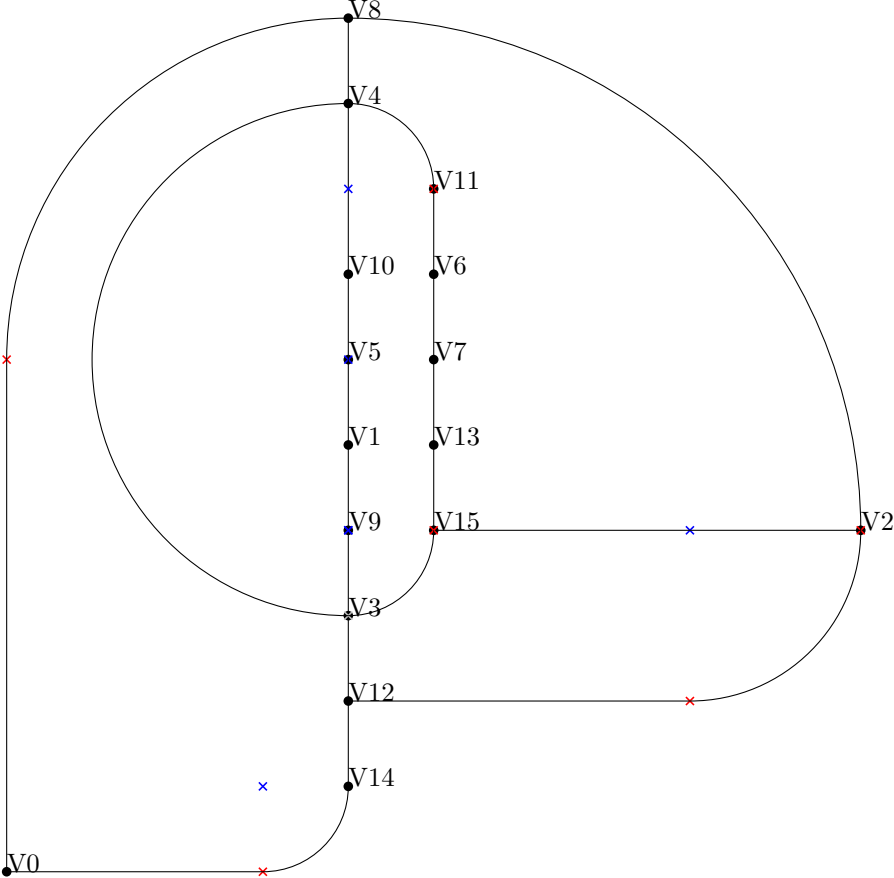




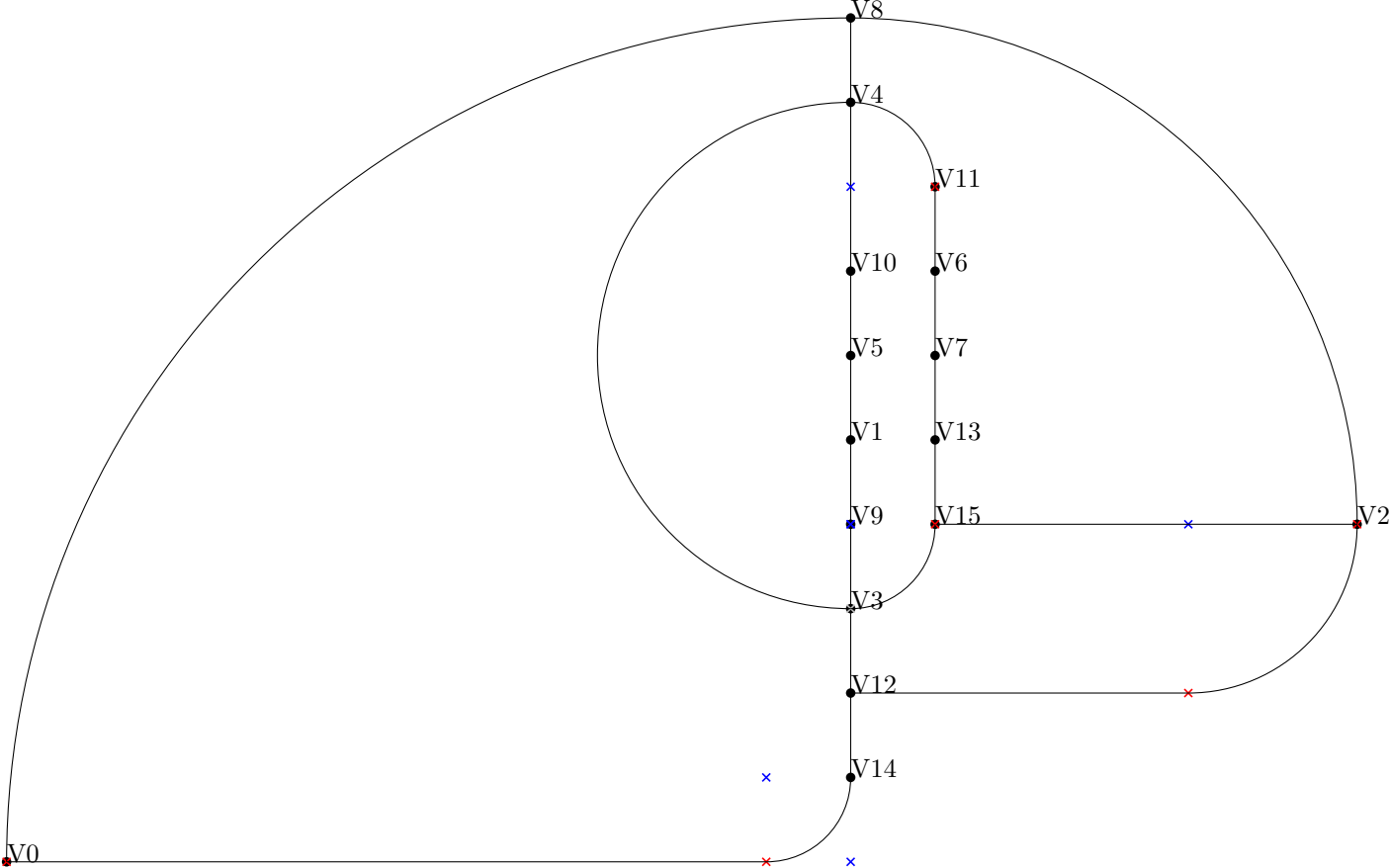
snap #16 moving stuff outside to avoid collision with Lmost edge at V4



snap #17 placing initial vertex of tier



snap #18 adjusting slope of Rmost edge at V8



snap #19 adjusting slope of Lmost edge at V8