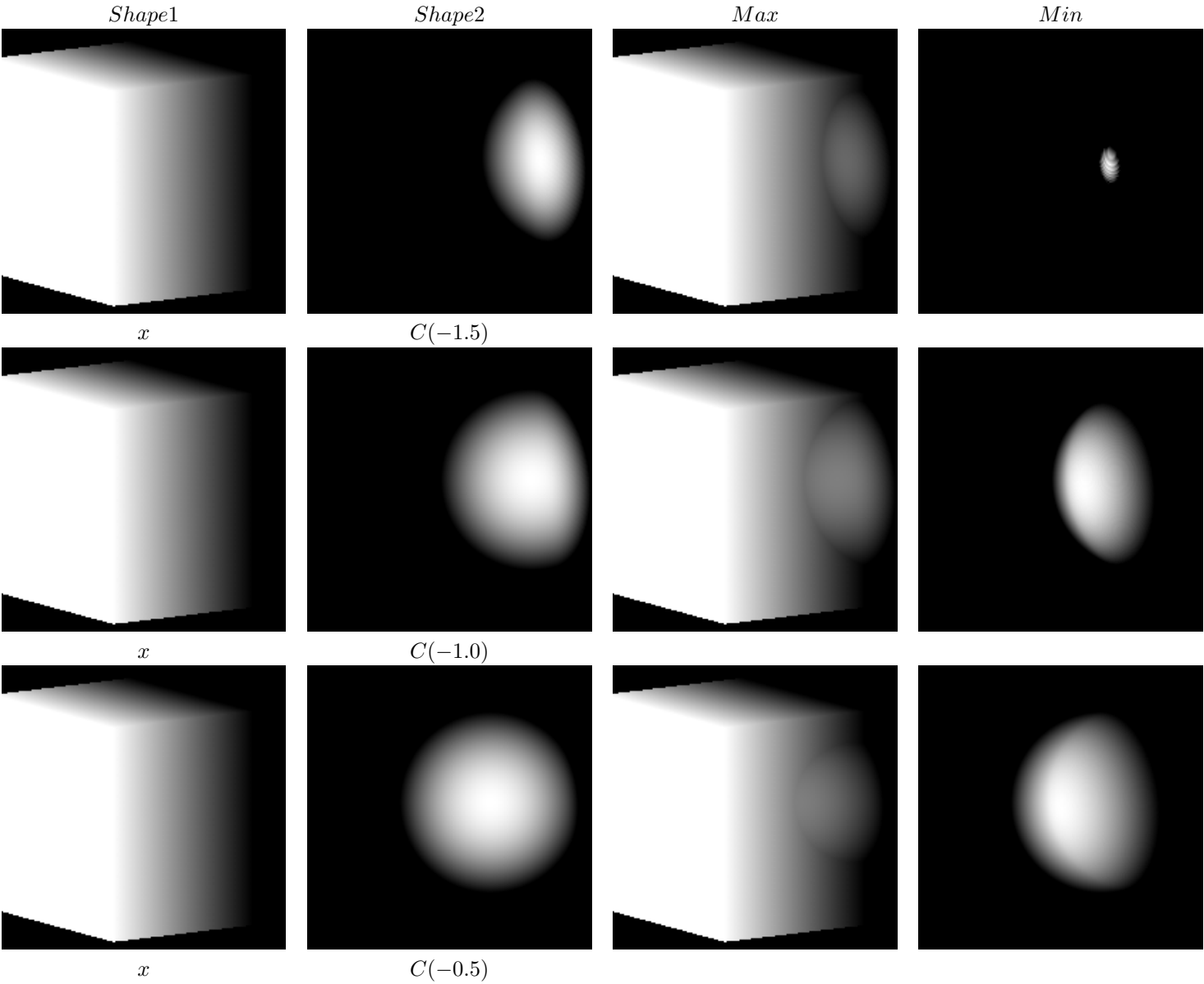


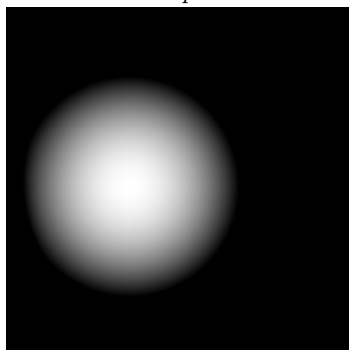
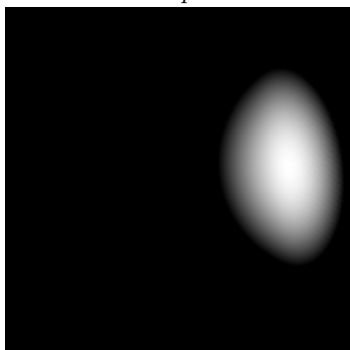
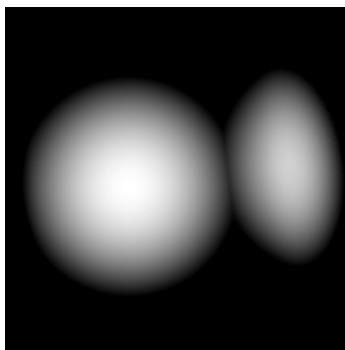
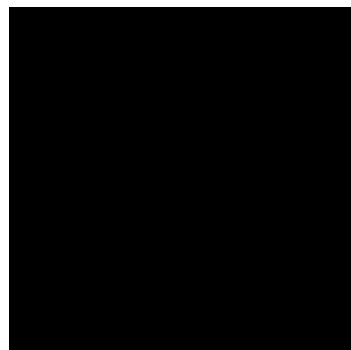
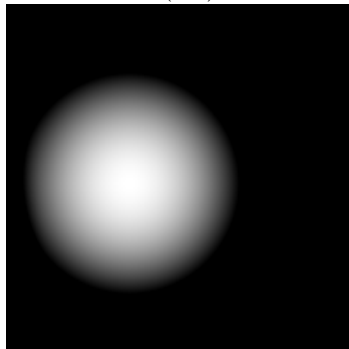
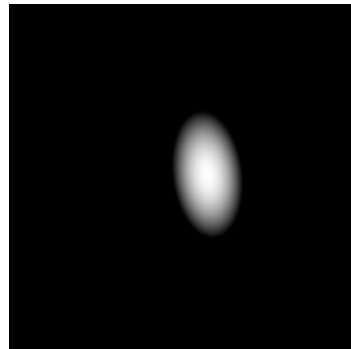
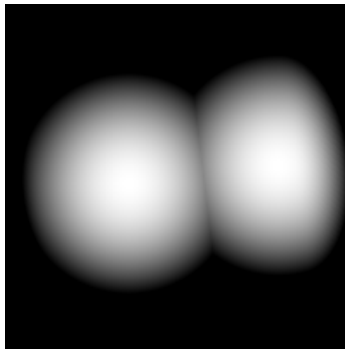
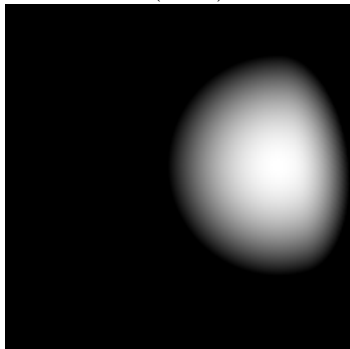
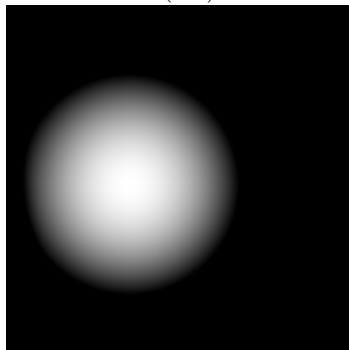
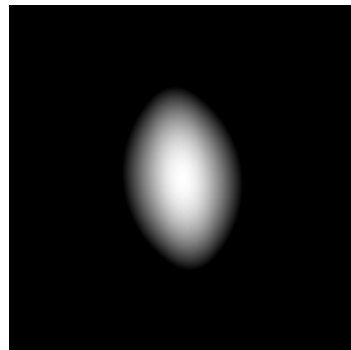
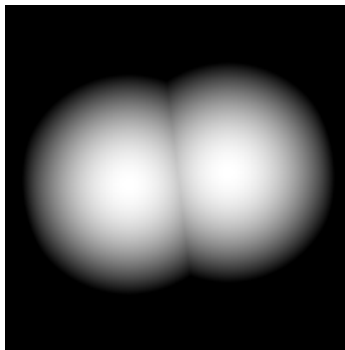
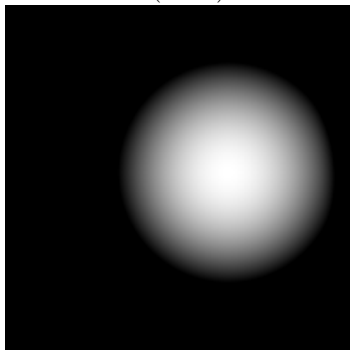
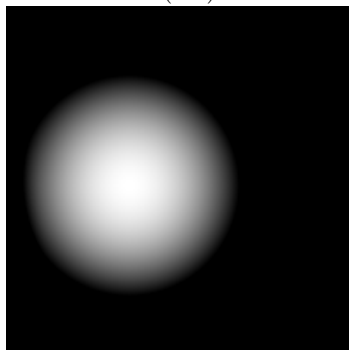
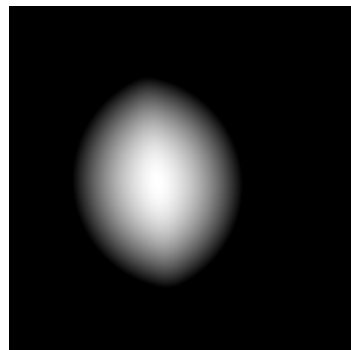
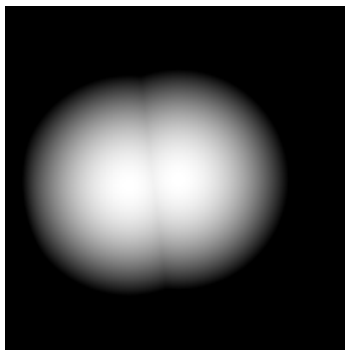
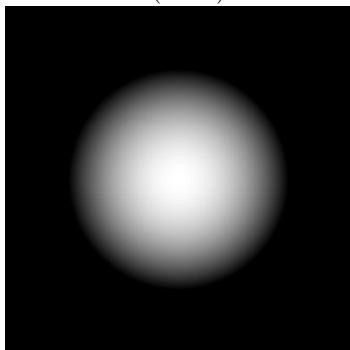
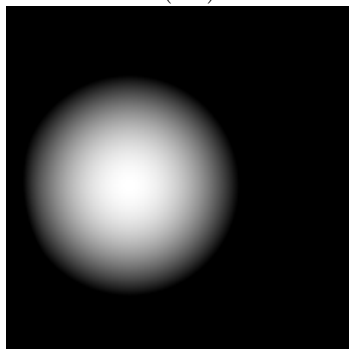
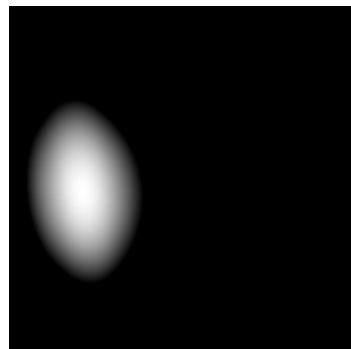
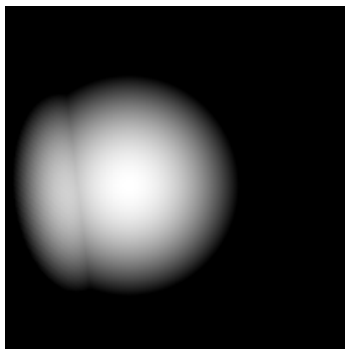
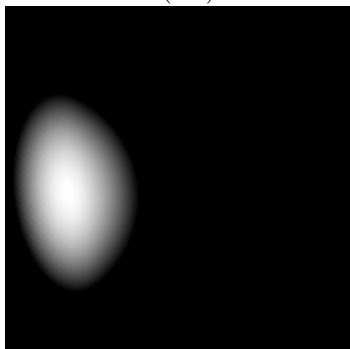
# Constructive Solid Geometry

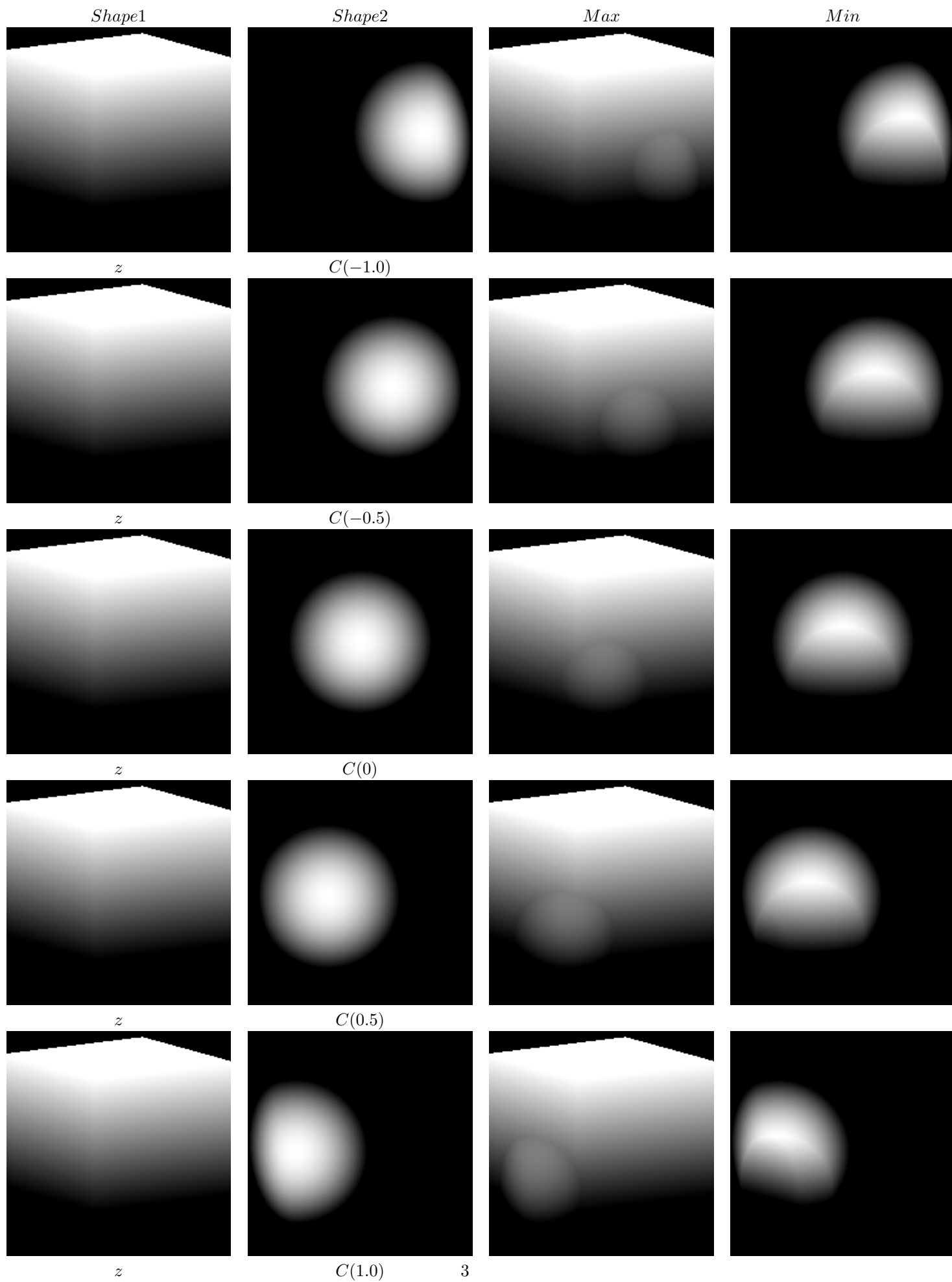
Charisee Chiw

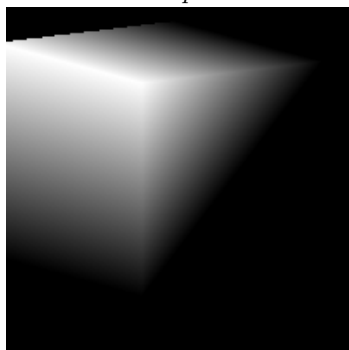
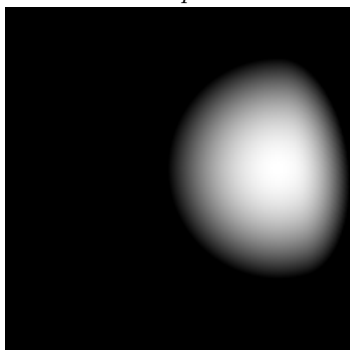
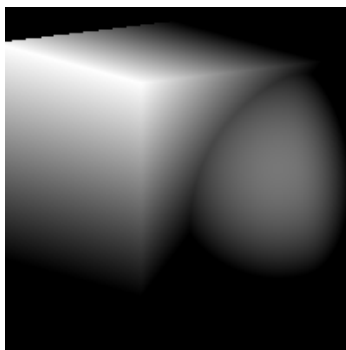
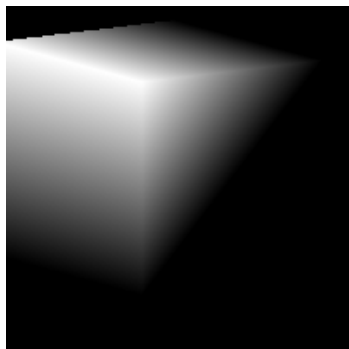
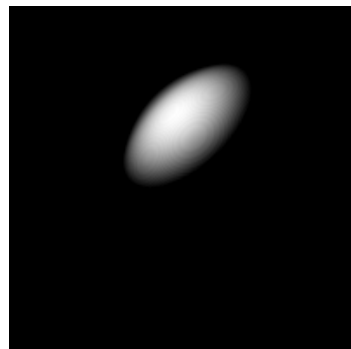
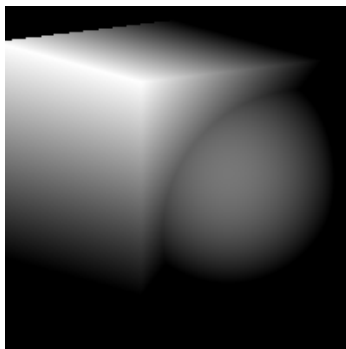
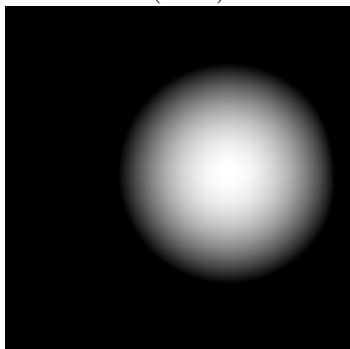
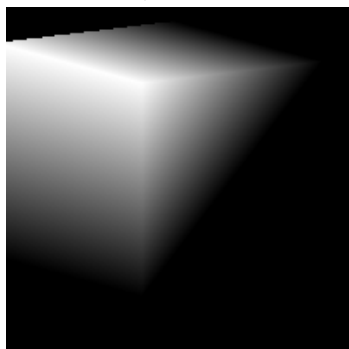
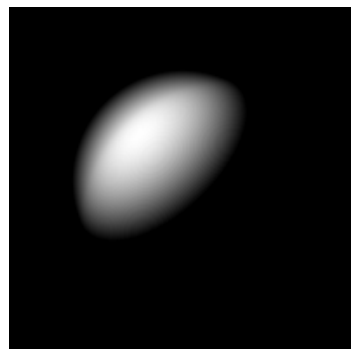
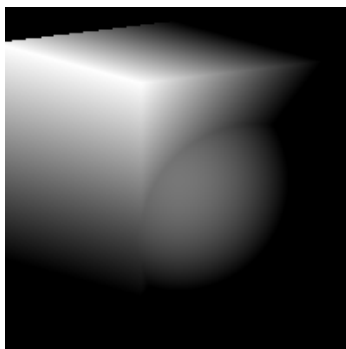
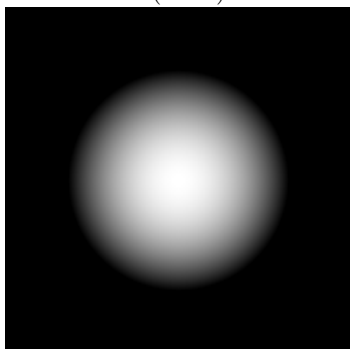
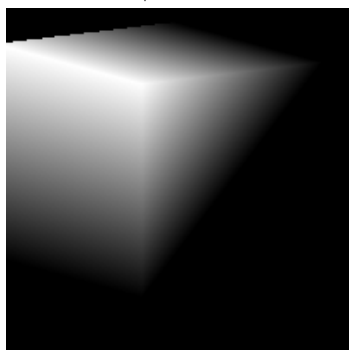
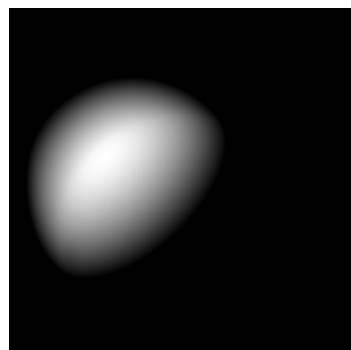
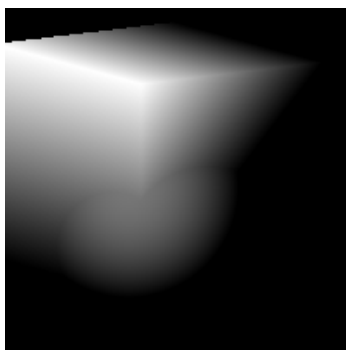
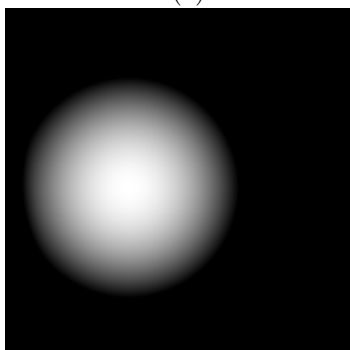
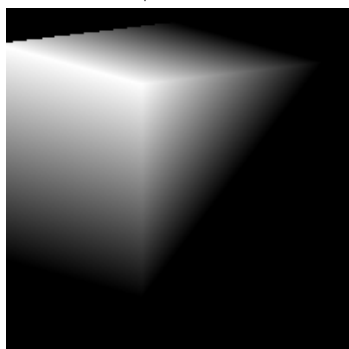
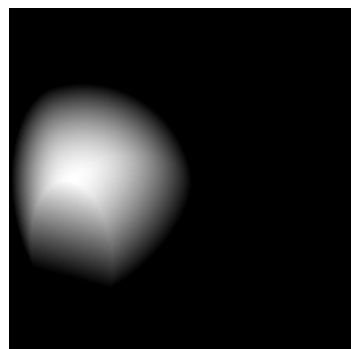
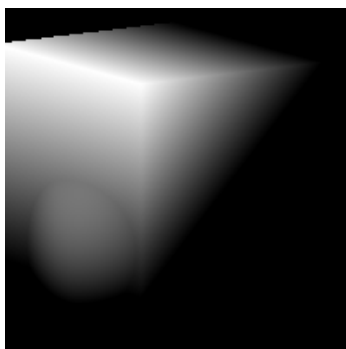
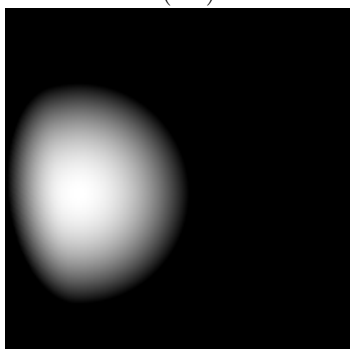
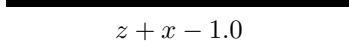
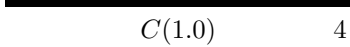
August 26, 2017

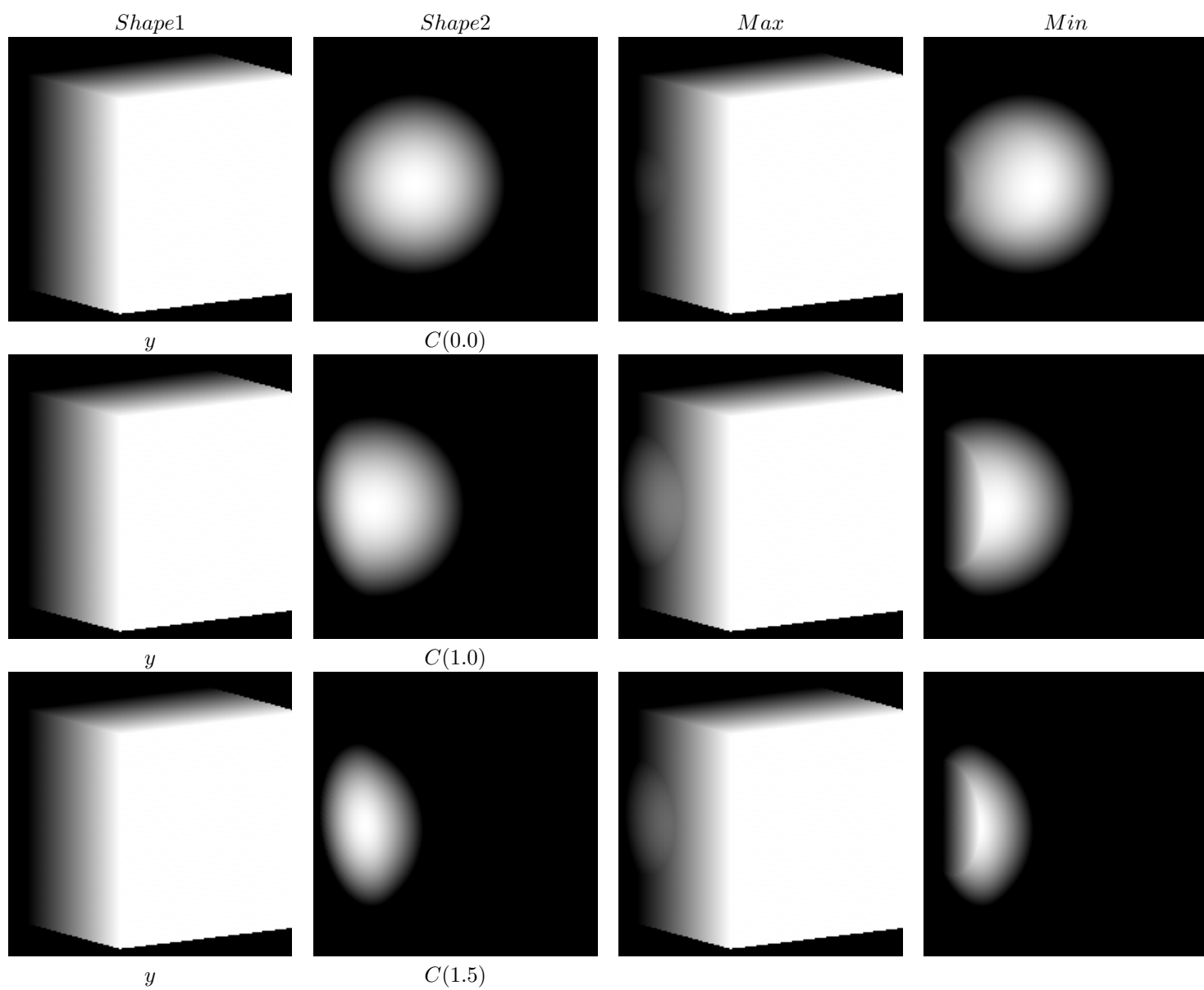
Sphere shapes made with function:  
 $C(shiftx) = 0.25 - (shiftx - x)^2 + y^2 + z^2$



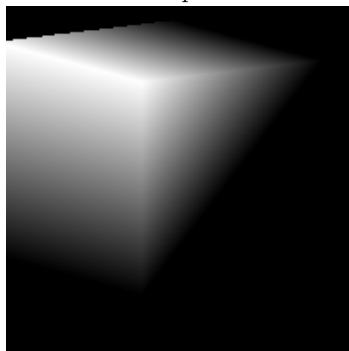
*Shape1**Shape2**Max**Min* $C(0.5)$  $C(-1.5)$  $C(0.5)$  $C(-1.0)$  $C(0.5)$  $C(-0.5)$  $C(0.5)$  $C(0.0)$  $C(0.5)$  $C(1.5)$



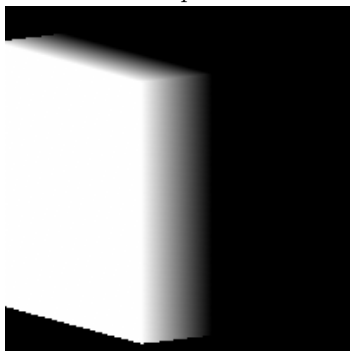
*Shape1**Shape2**Max**Min* $z + x - 1.0$  $C(-1.0)$  $z + x - 1.0$  $C(-0.5)$  $z + x - 1.0$  $C(0)$  $z + x - 1.0$  $C(0.5)$  $z + x - 1.0$  $C(1.0)$ 



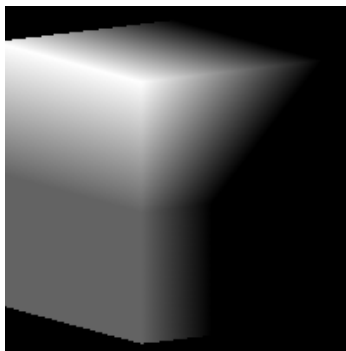
*Shape1*



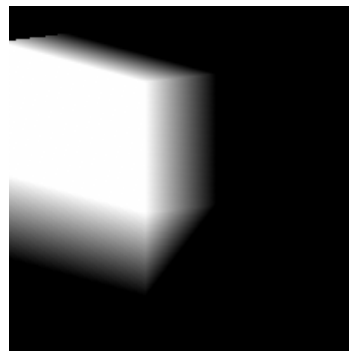
*Shape2*



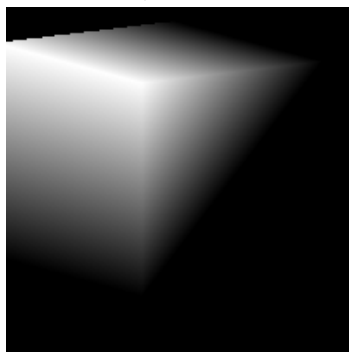
*Max*



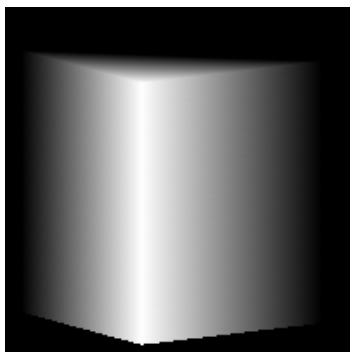
*Min*



$z + x - 1.0$



$x - 1.0$



$z + x - 1.0$



$x + y - 1.0$

