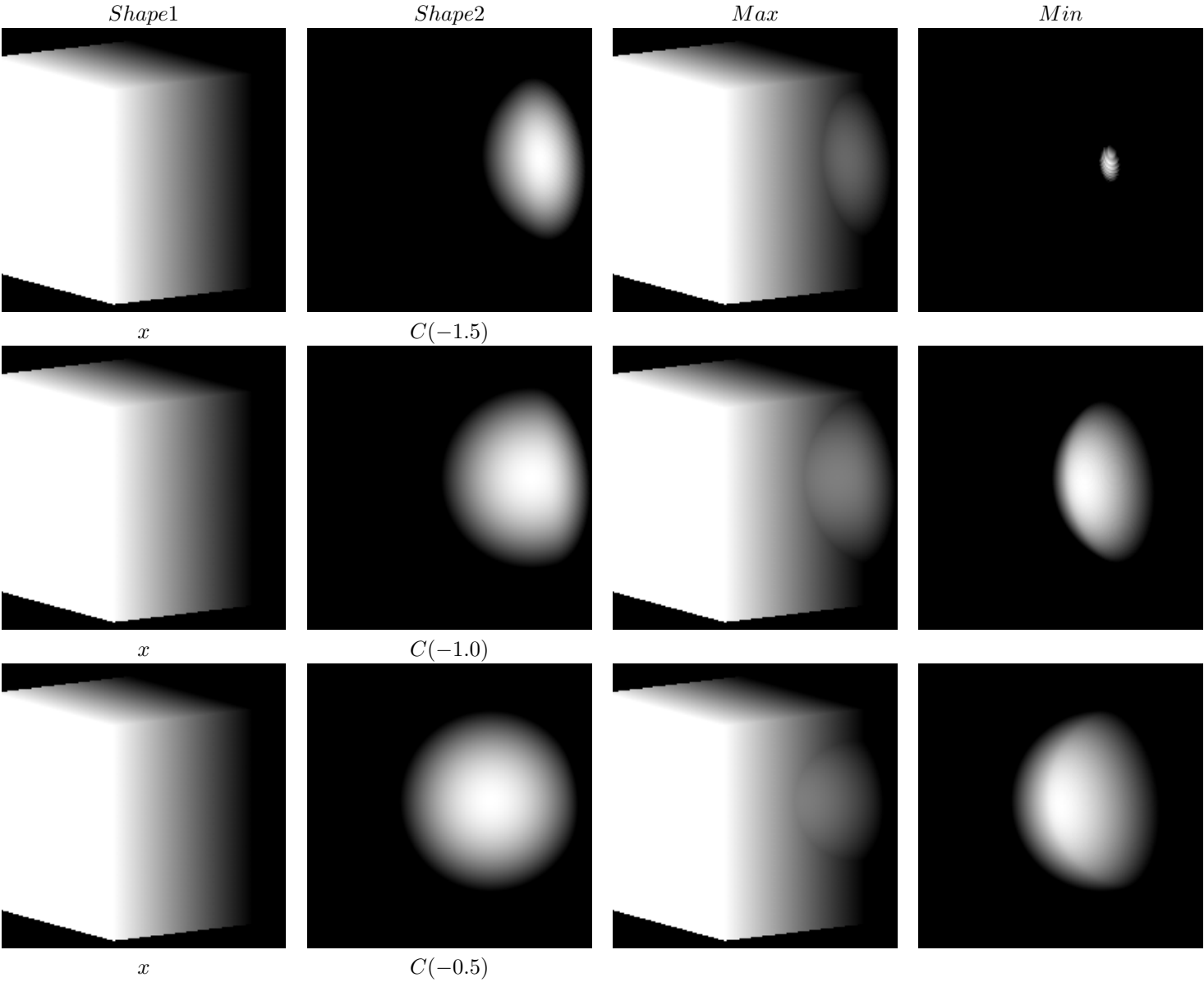


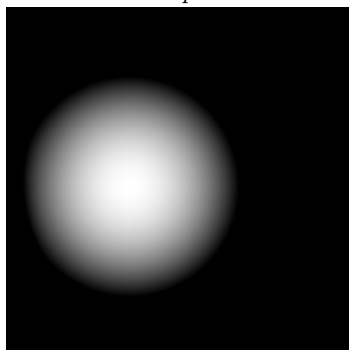
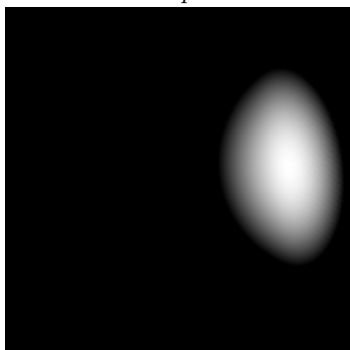
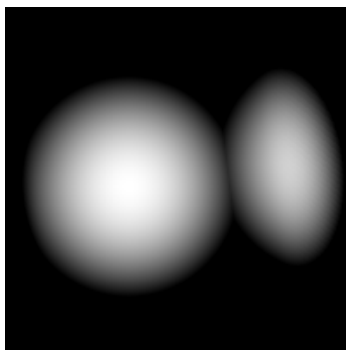
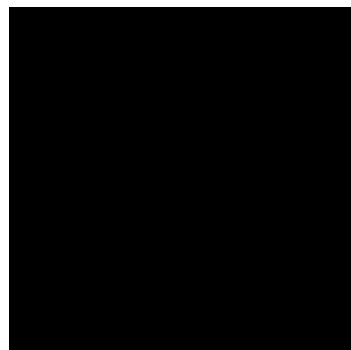
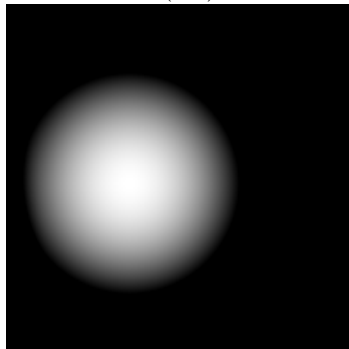
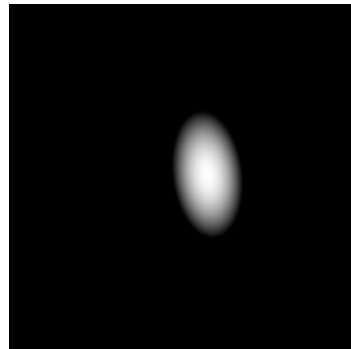
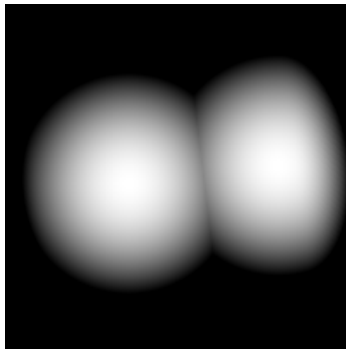
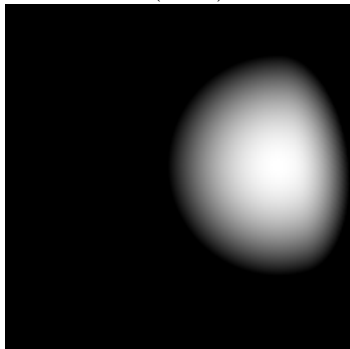
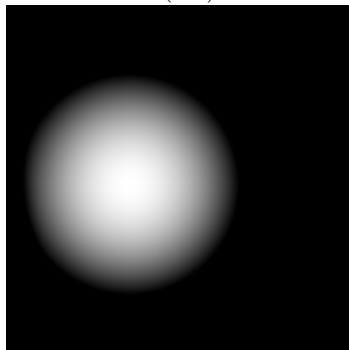
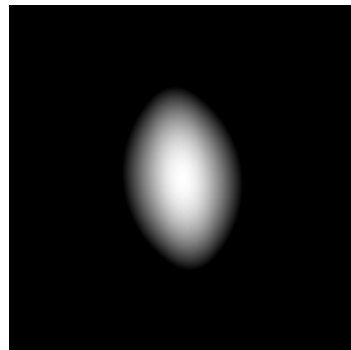
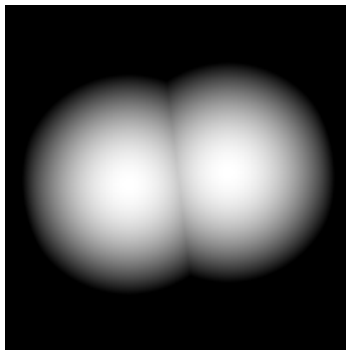
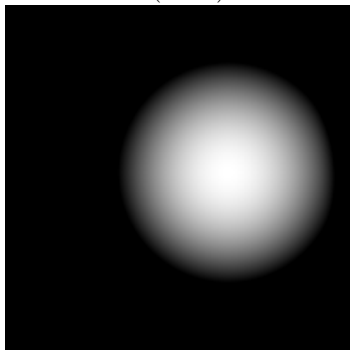
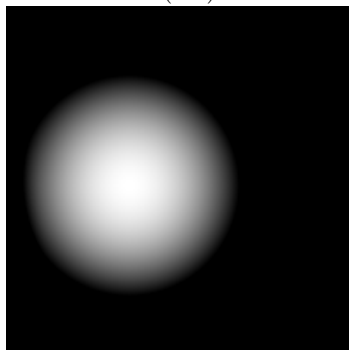
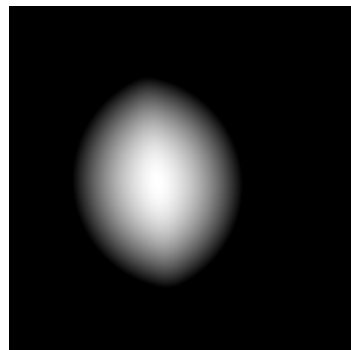
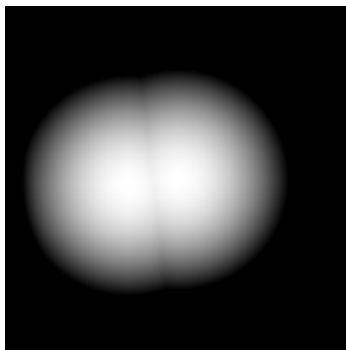
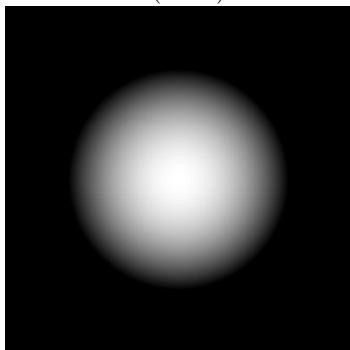
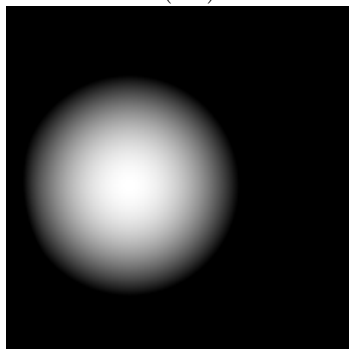
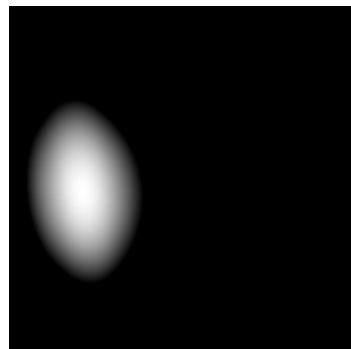
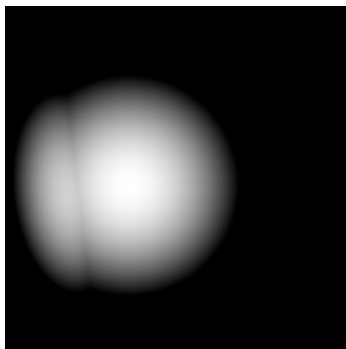
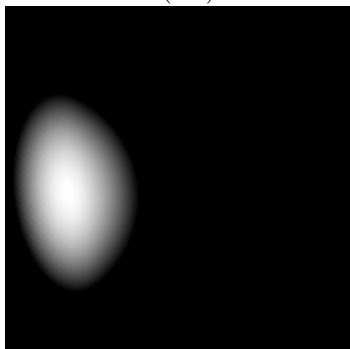
Constructive Solid Geometry

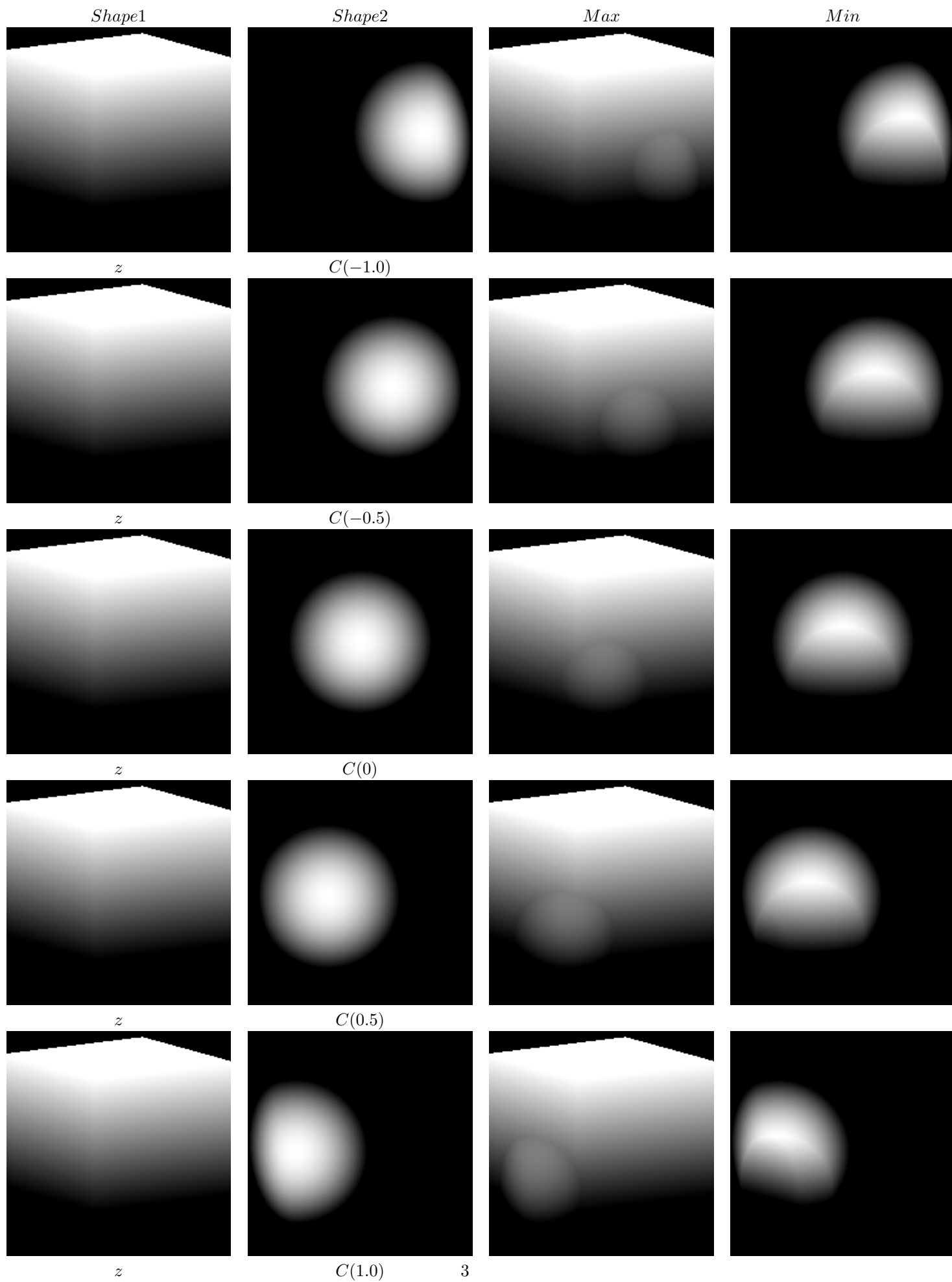
Charisee Chiw

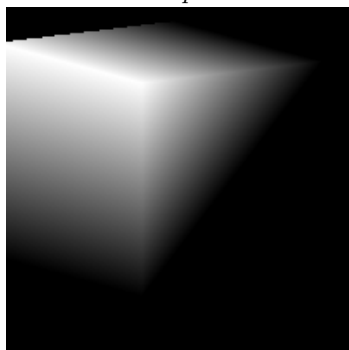
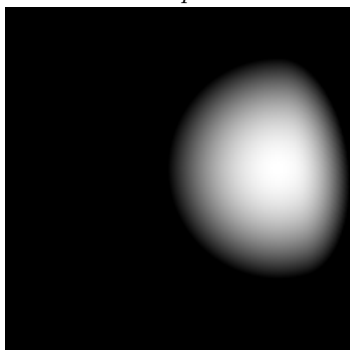
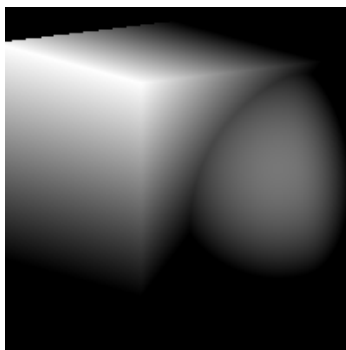
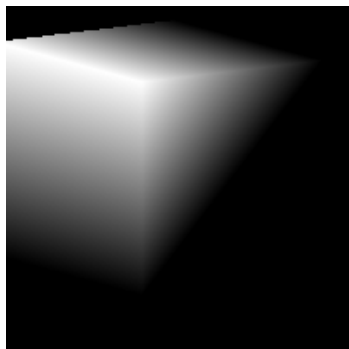
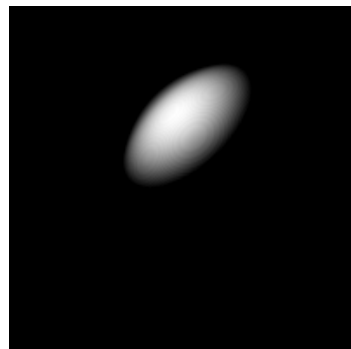
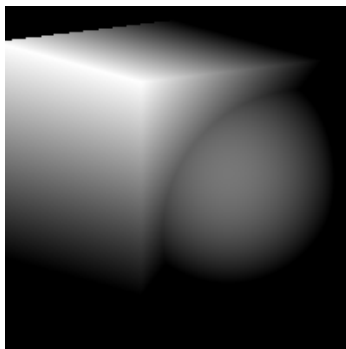
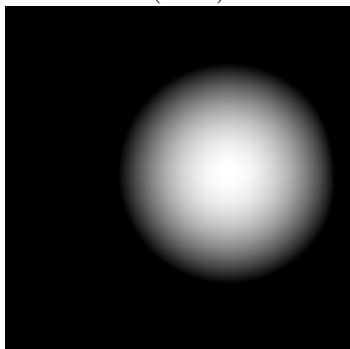
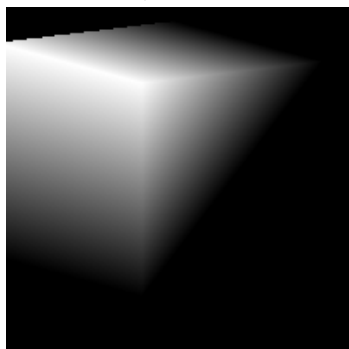
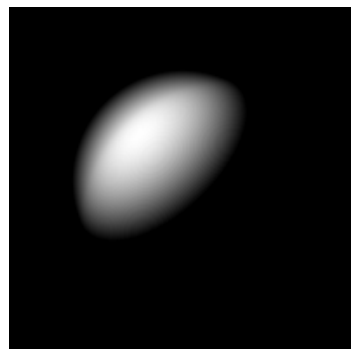
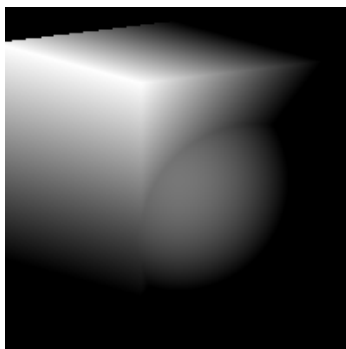
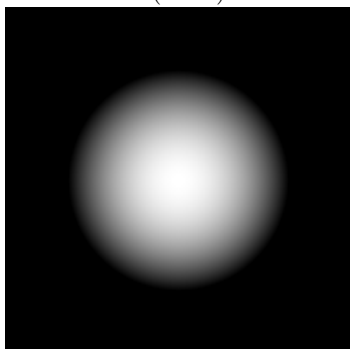
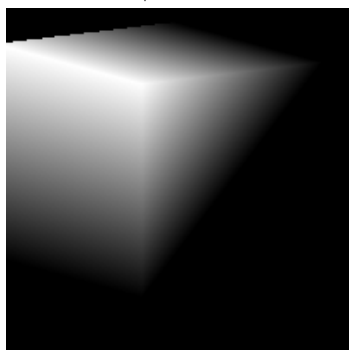
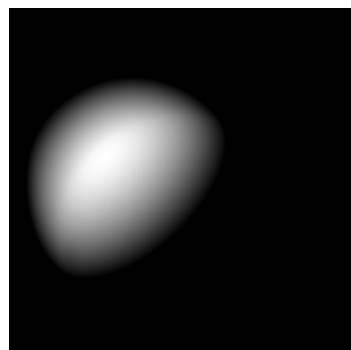
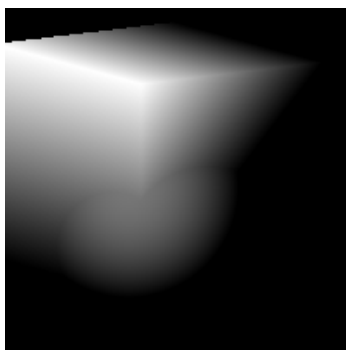
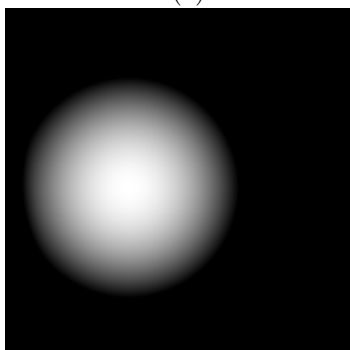
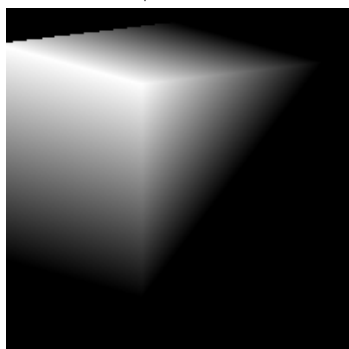
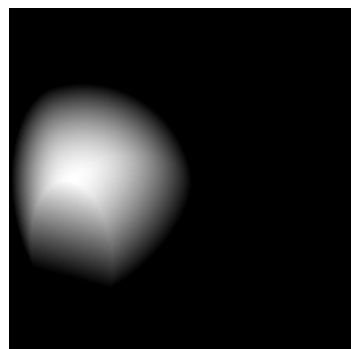
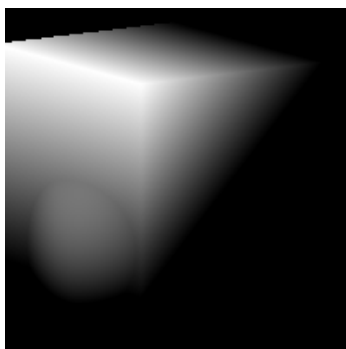
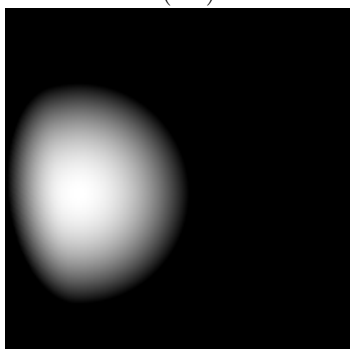
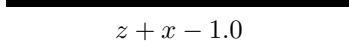
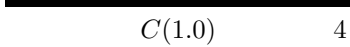
September 6, 2017

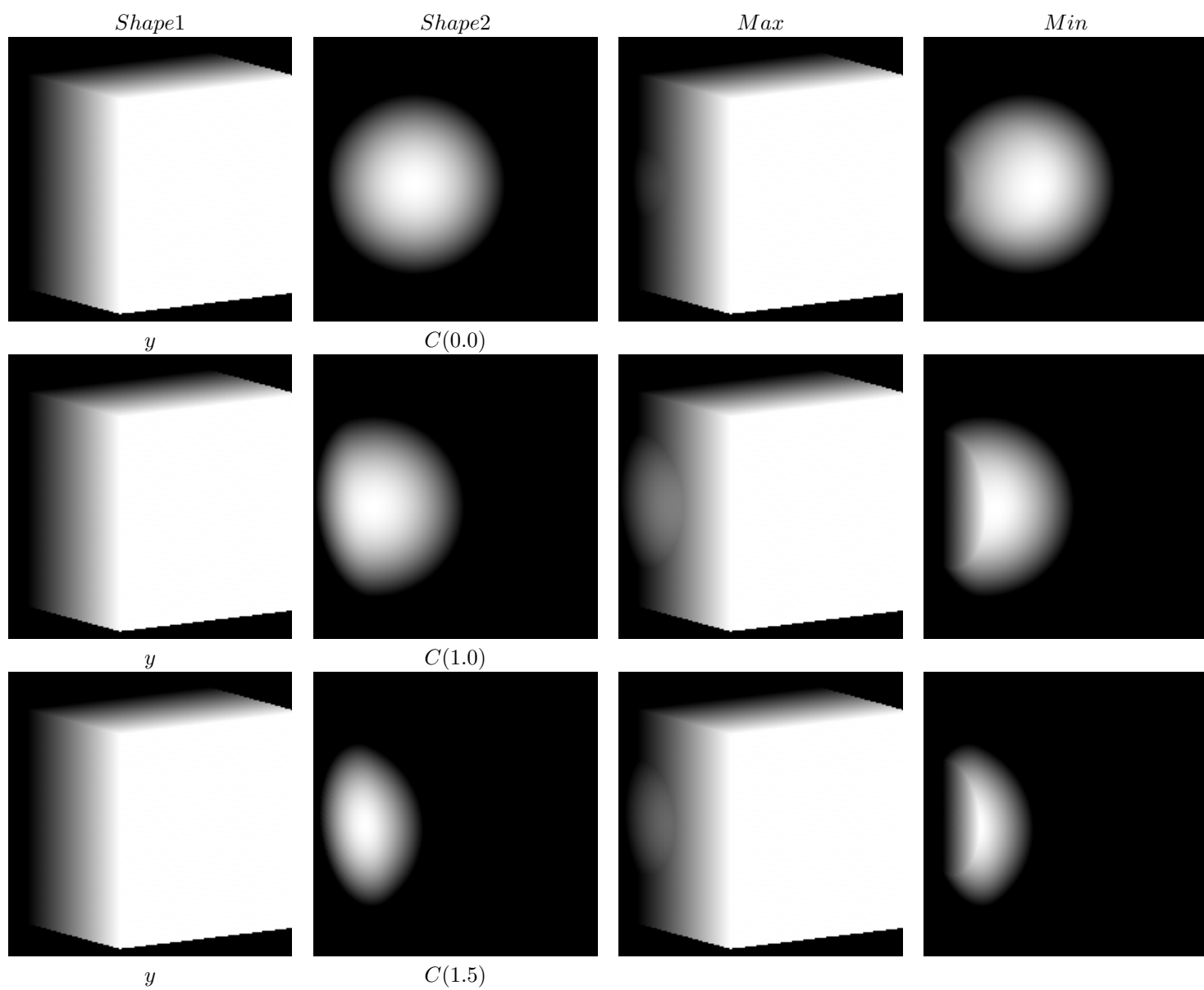
Sphere shapes made with function:
 $C(shiftx) = 0.25 - (shiftx - x)^2 + y^2 + z^2$



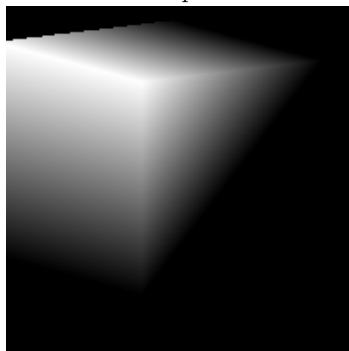
Shape1*Shape2**Max**Min* $C(0.5)$  $C(-1.5)$  $C(0.5)$  $C(-1.0)$  $C(0.5)$  $C(-0.5)$  $C(0.5)$  $C(0.0)$  $C(0.5)$ $C(1.5)$



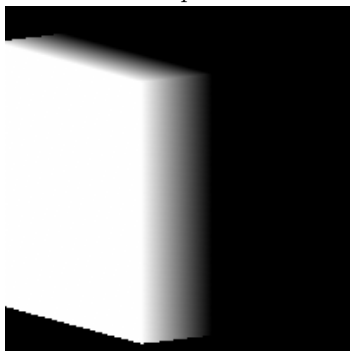
Shape1*Shape2**Max**Min* $z + x - 1.0$  $C(-1.0)$  $z + x - 1.0$  $C(-0.5)$  $z + x - 1.0$  $C(0)$  $z + x - 1.0$  $C(0.5)$  $z + x - 1.0$  $C(1.0)$ 



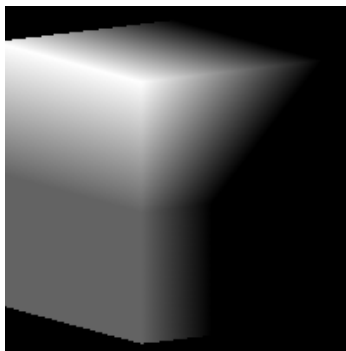
Shape1



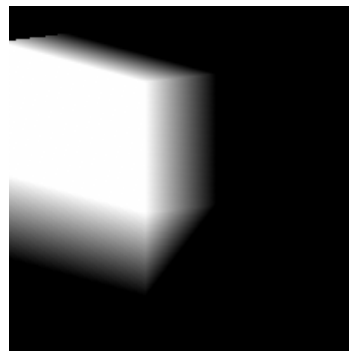
Shape2



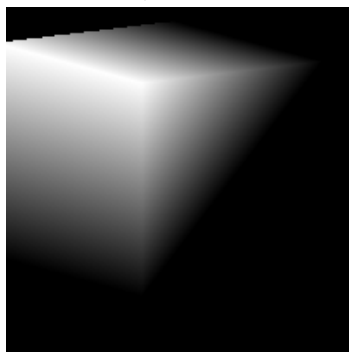
Max



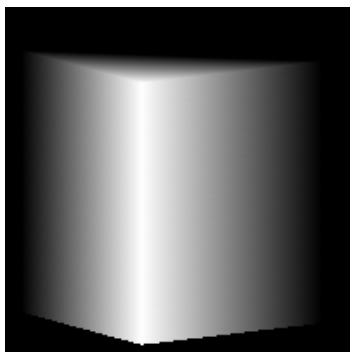
Min



$z + x - 1.0$



$x - 1.0$



$z + x - 1.0$



$x + y - 1.0$

