





Symplectic geometry (4D)

Contact
geometry (3D)

Cliff face ↔
Manifold boundary

Scaffolding \leftrightarrow Flat structure

atop manifold

Tip 4:

Eyes

Tip 2:

slices

Tip 6:

Rules

**Symplectic forms
Live on Manifold**

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Case study: The mirror symme-tree

