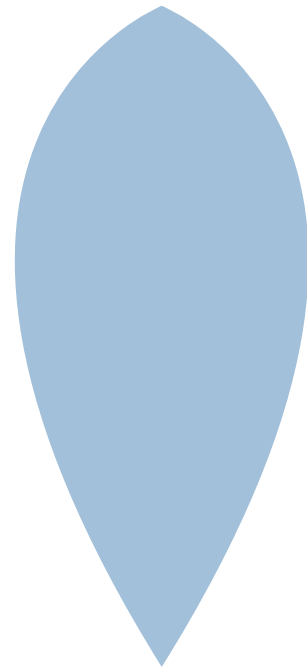


## Petal

```
struct Petal <: Mark
  height::Real
  width::Real
  color::String
end

function θ(p::Petal)
  return η([Prim(
    BezierPolygon(...),
    Dict(:fill=>p.color)
  )])
end
```



## Flower

```
struct Flower <: Mark
  heights::Vector{Real}
  widths::Vector{Real}
  colors::Vector{String}
end

function ζ(fl::Flower)
  """
  Create petals and
  apply rotations.
  """
  ...
end
```



## Plant

```
struct Plant <: Mark
  flower_heights::Vector{Real}
  flower_widths::Vector{Real}
  flower_colors::Vector{String}
  stem_height::Real
  stem_text::String
end

function ζ(pl::Plant)
  """
  Compose flower and stem
  """
  ...
end
```

