Petal

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

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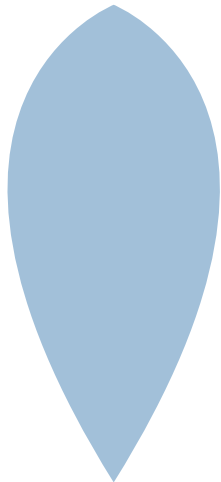

Flower

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

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