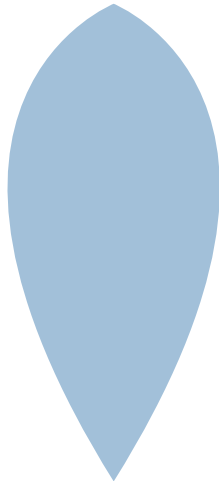


Petal

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

function  $\theta$ (p::Petal)
  return  $\eta$ ([Prim(
    BezierPolygon(...),
    Dict(:fill $\Rightarrow$ p.color)
  )])
end
```



Flower

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

function  $\zeta$ (fl::Flower)
  """
  Create petals and
  apply rotations.
  """
  ...
end
```

