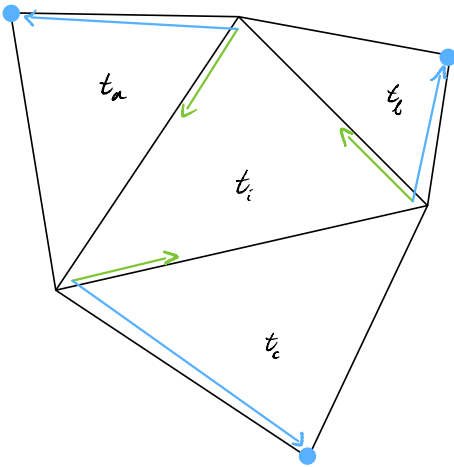
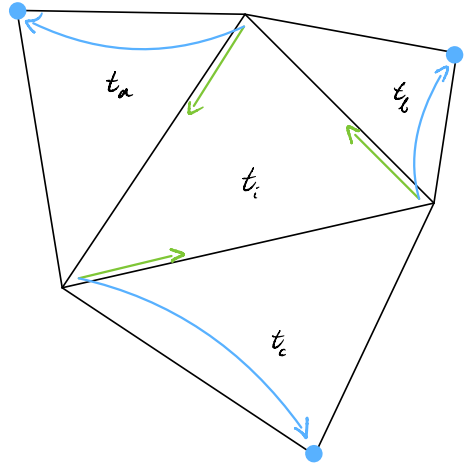
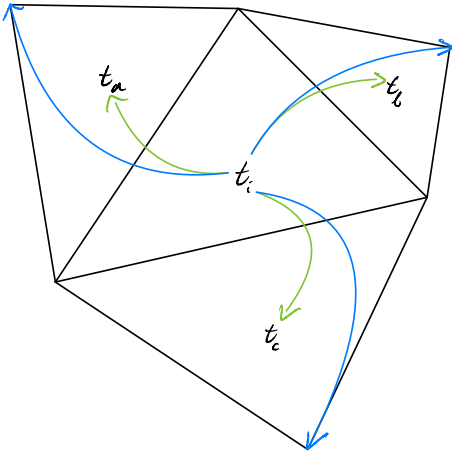
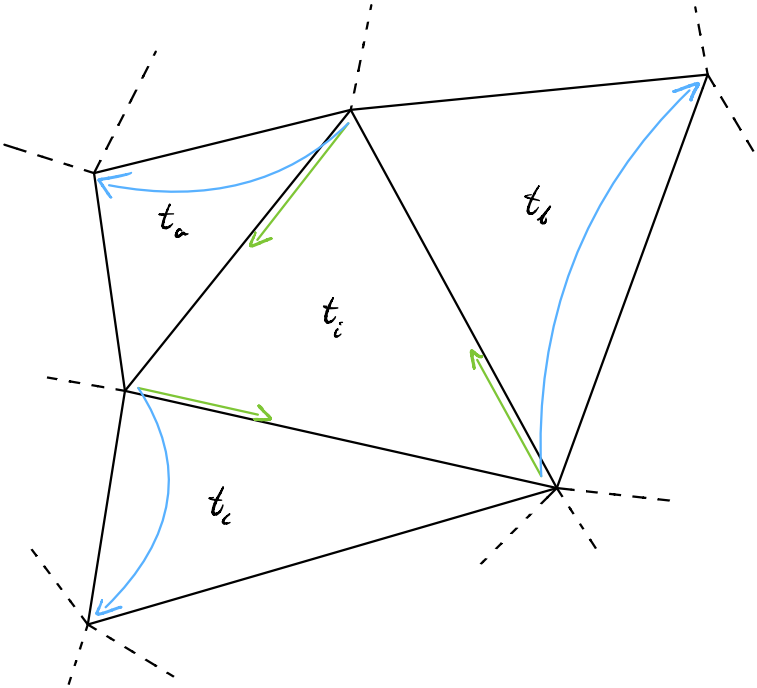
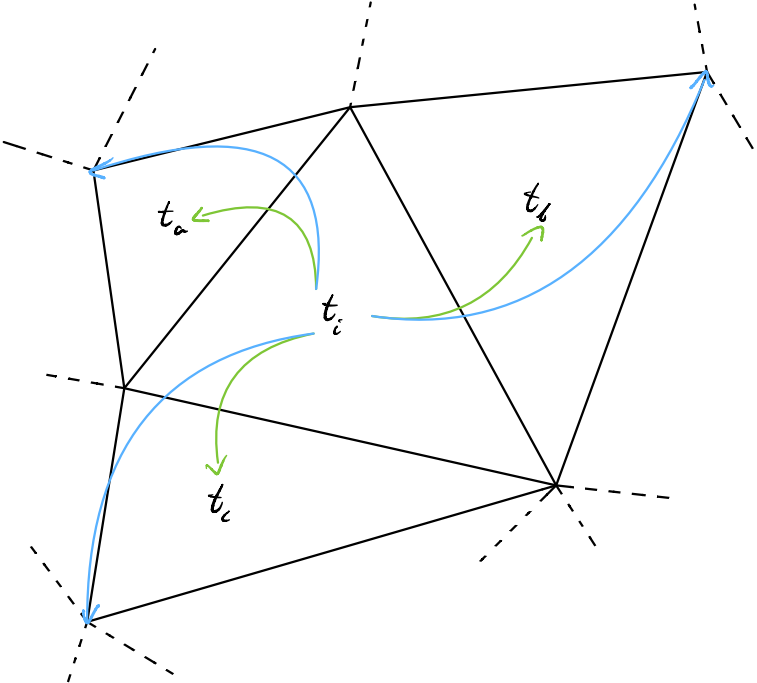
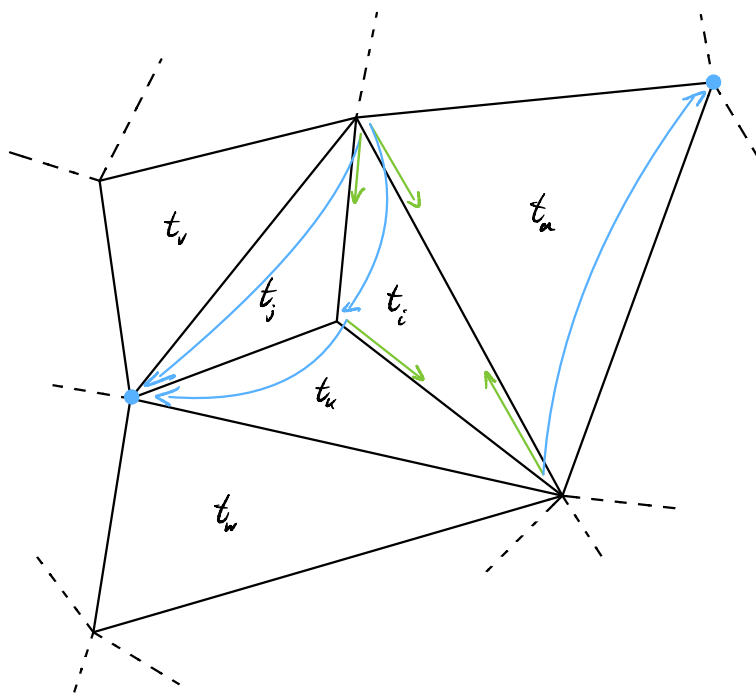
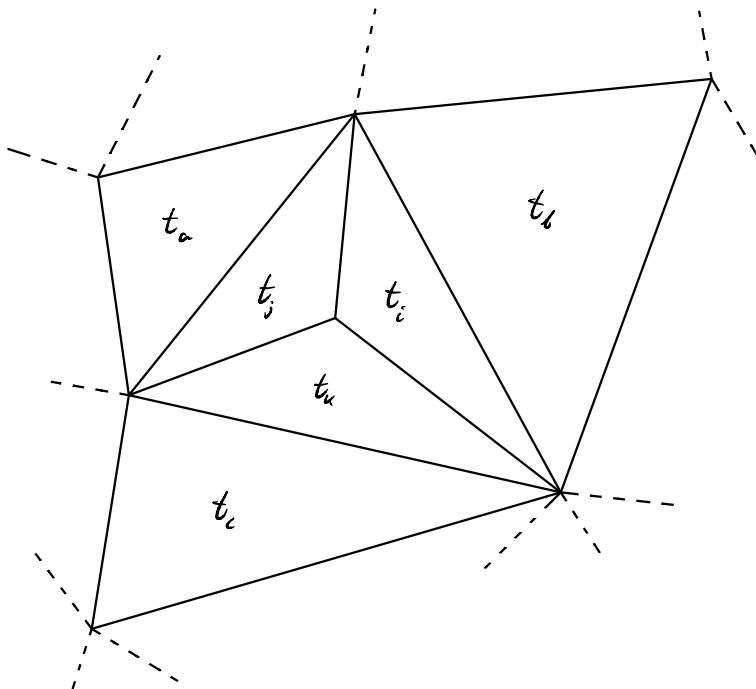


# *Tri data structure*

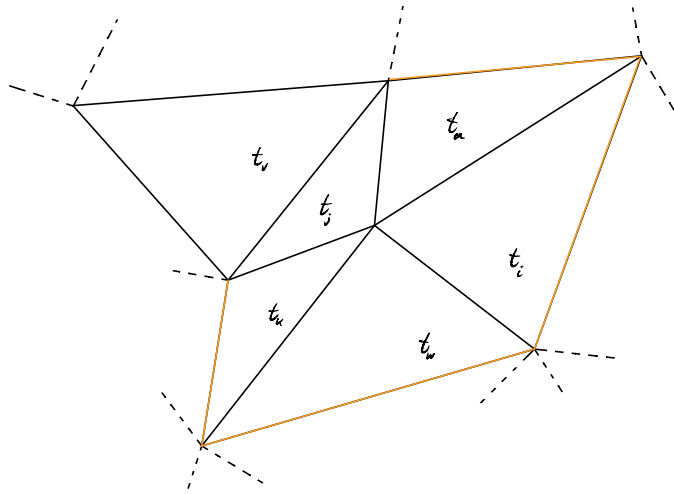
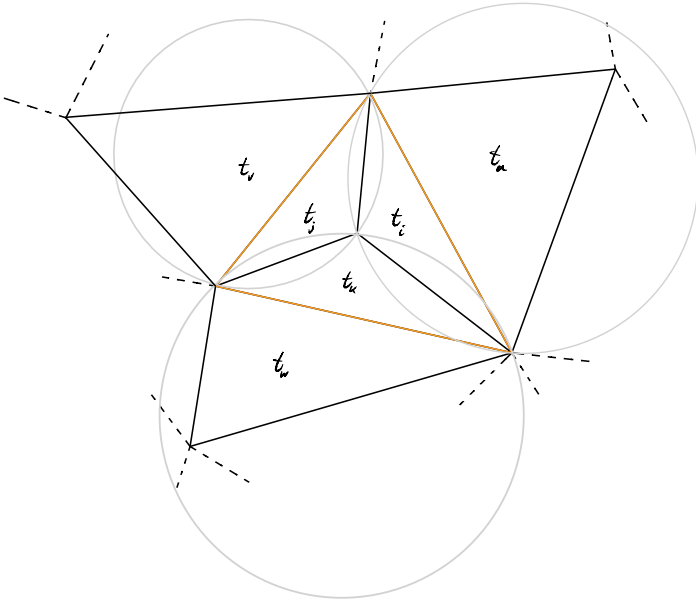


Pant insertion

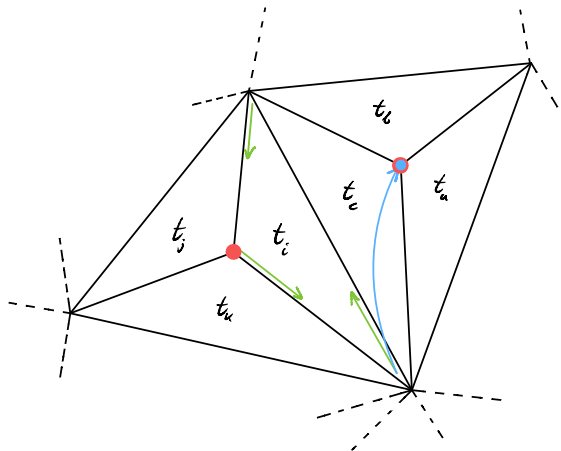
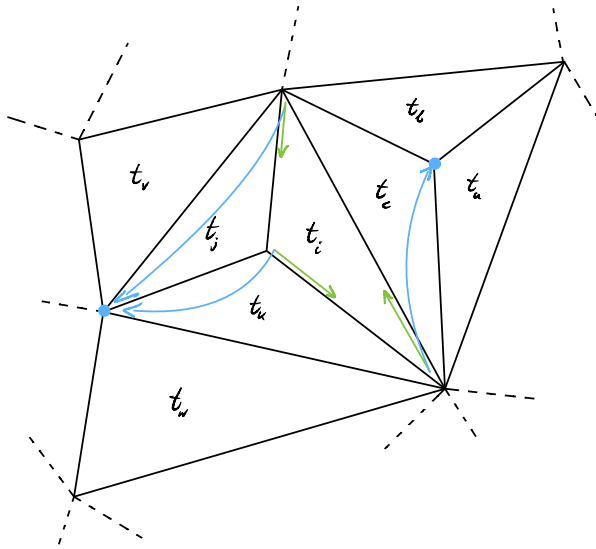


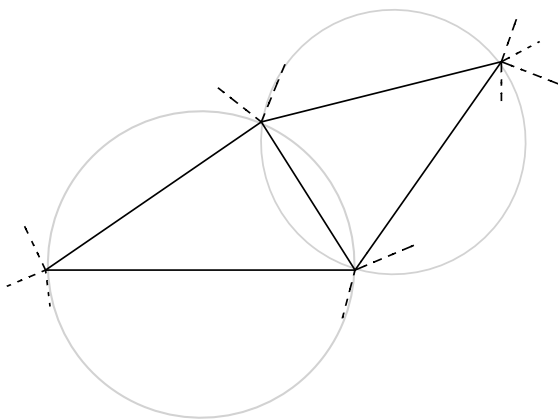
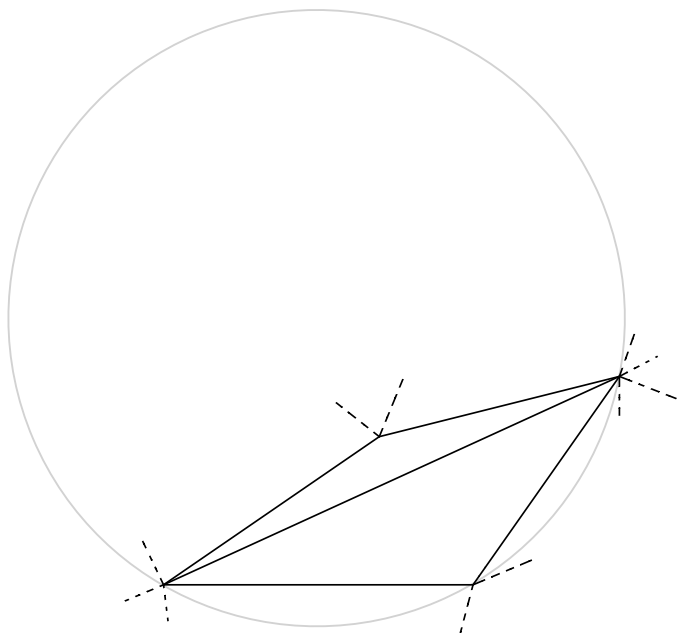


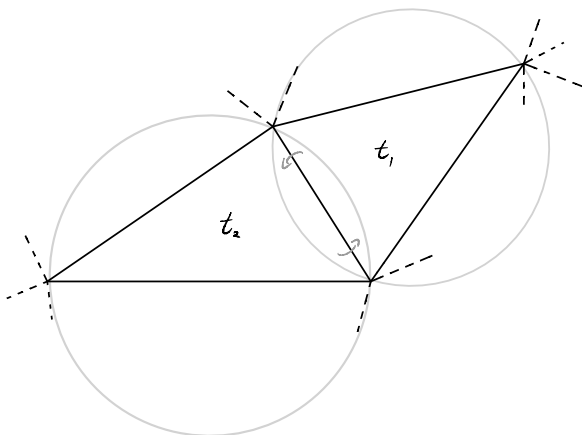
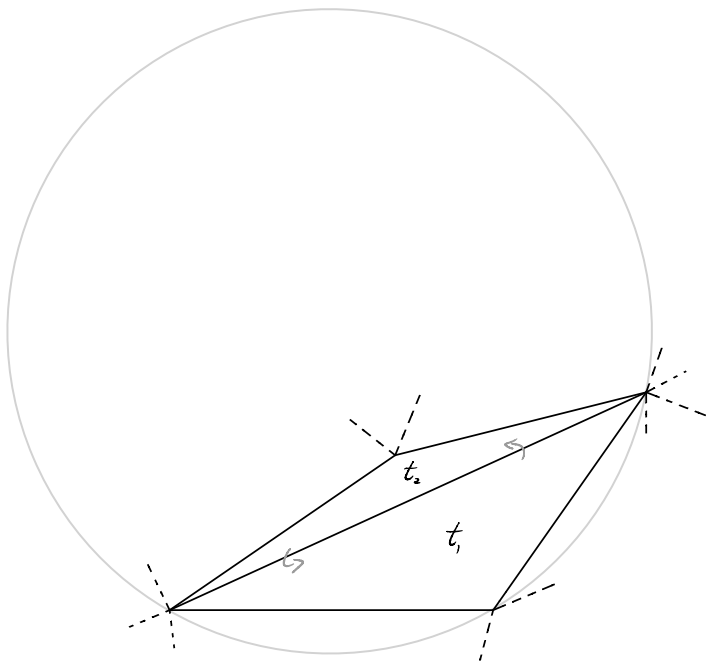
Flipping after insertion

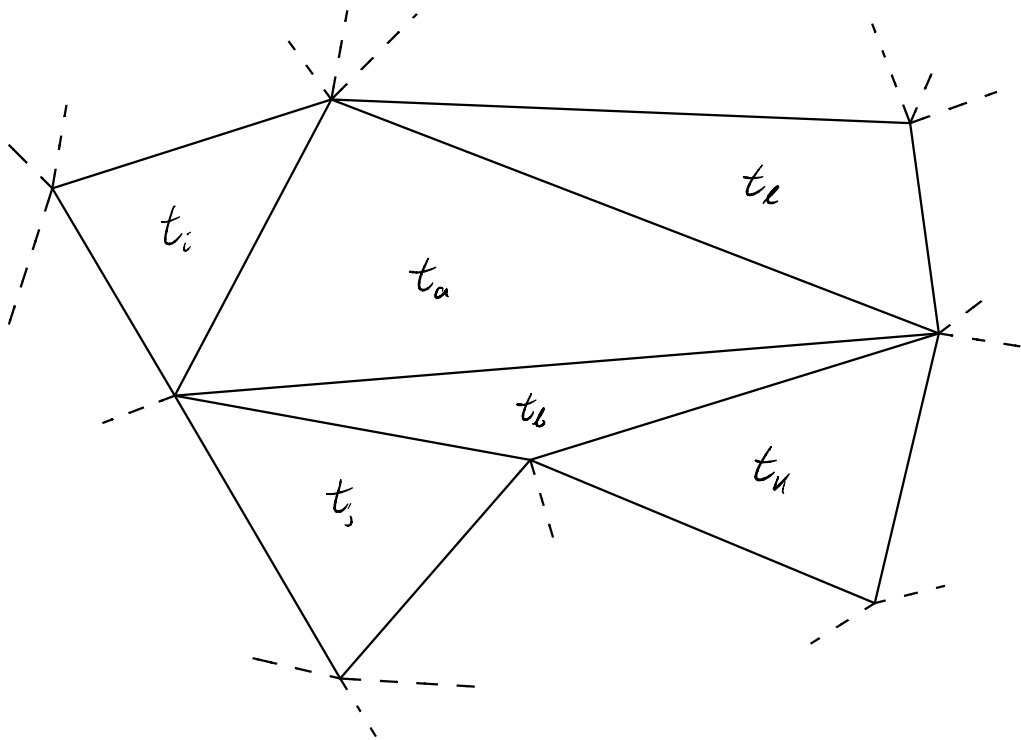
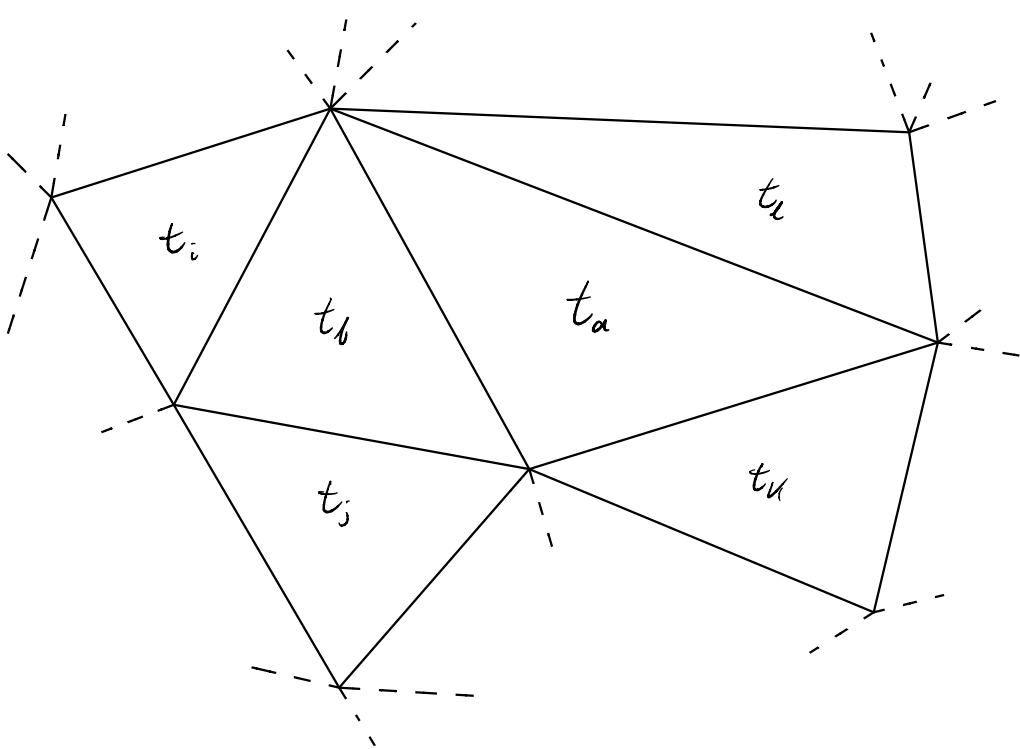


Parallel motion











Parallel Projections

