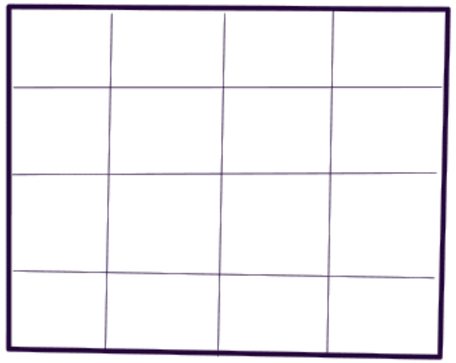
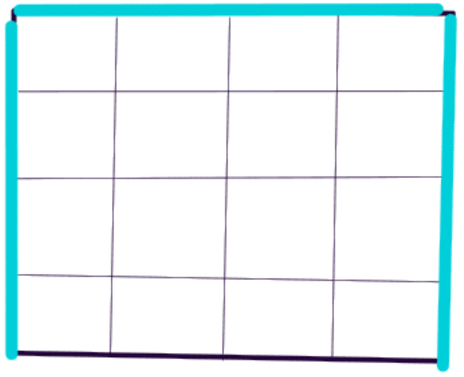


1. Place
   √ objects
2. Nth order
   reflections
3. Place obs
4. Draw from
   √ object
5. Flip if
   none



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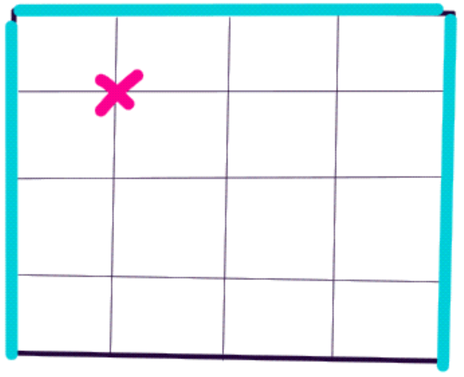
   none



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   √ objects
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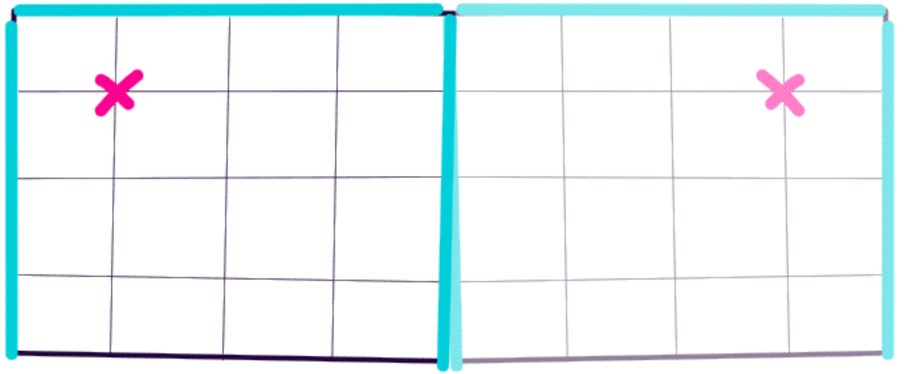

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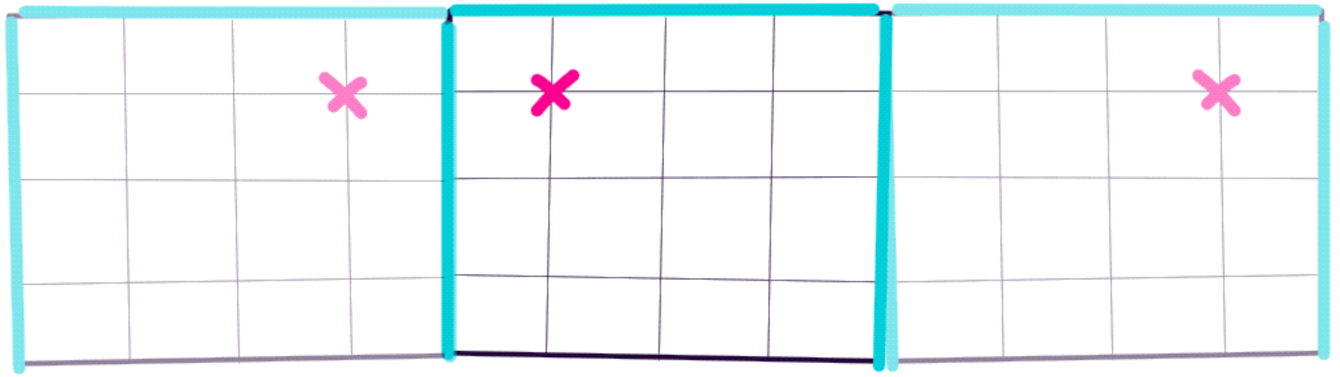
   none



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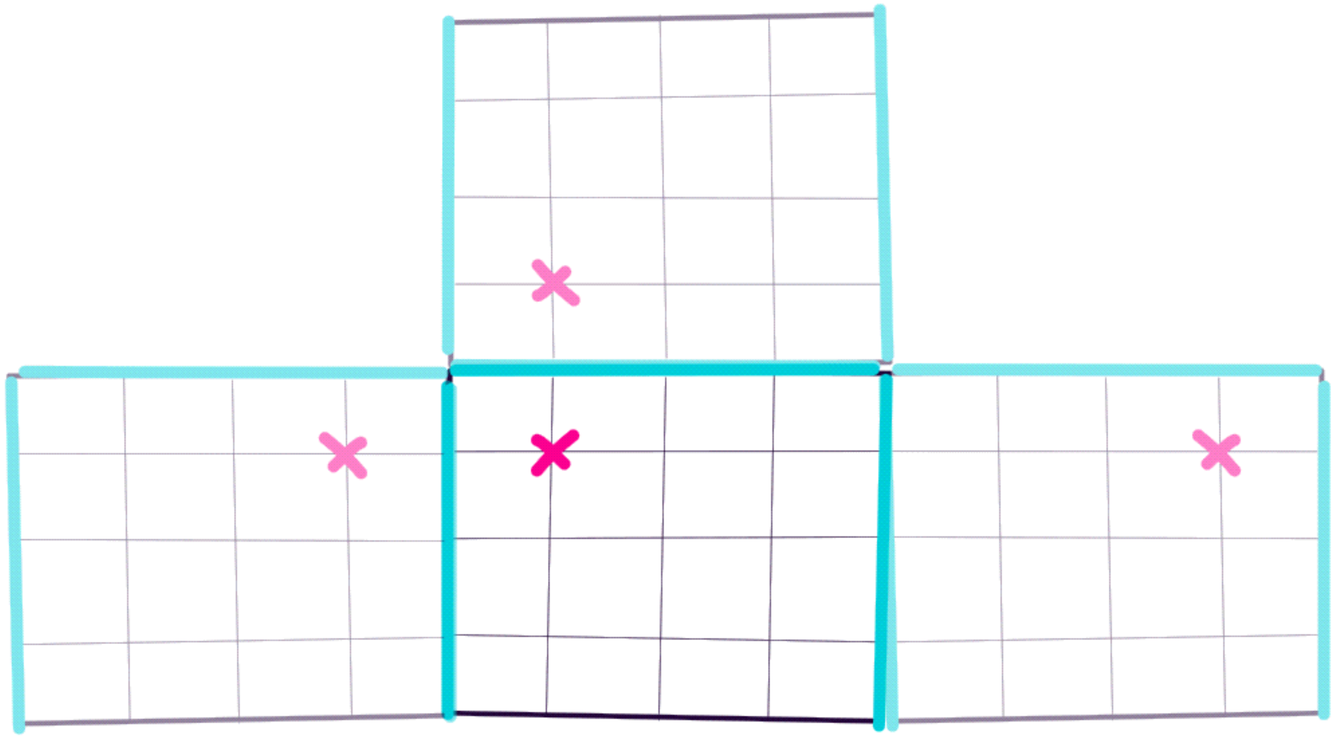

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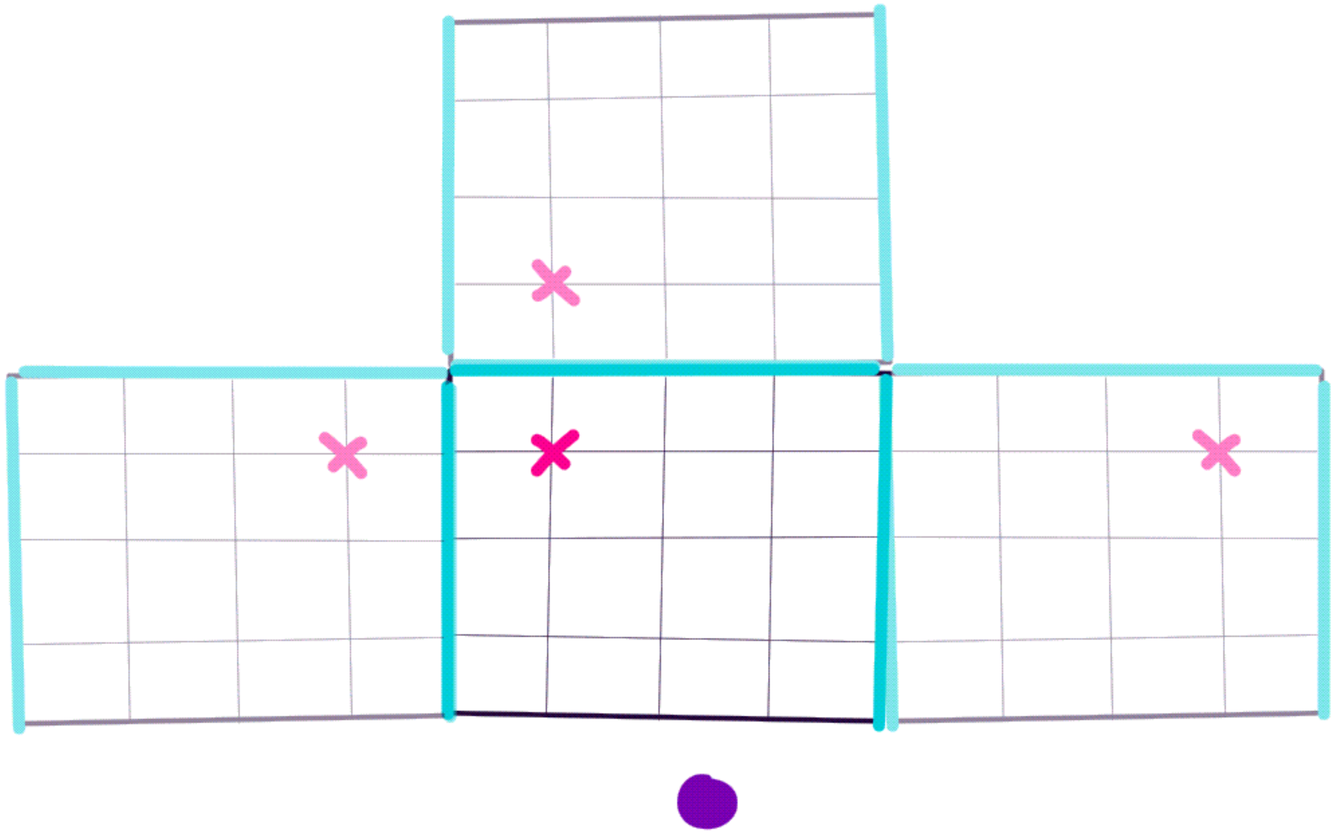

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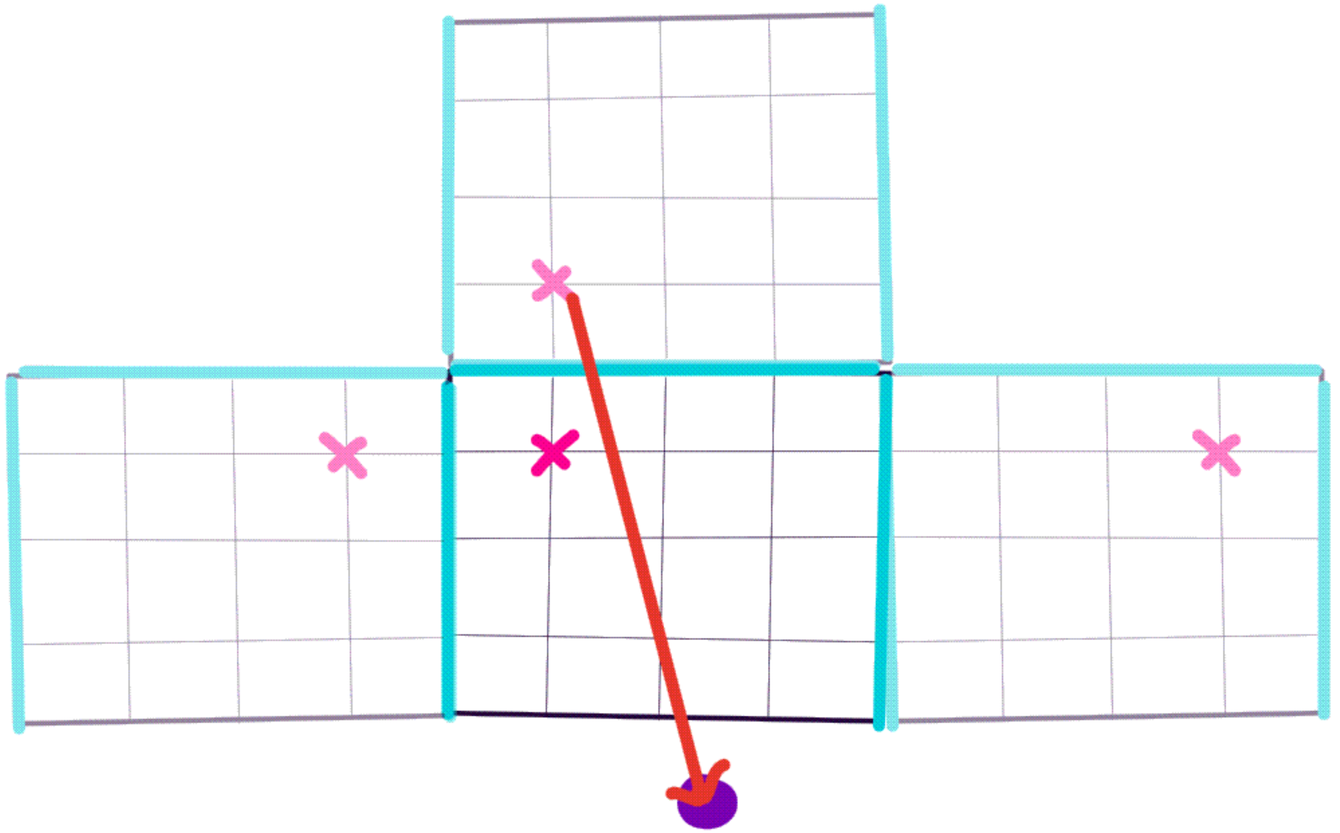

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   √ objects
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3. Place obs
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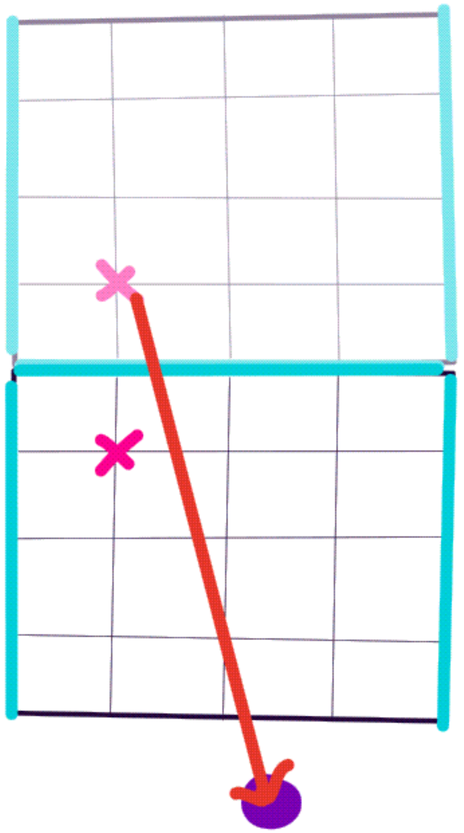
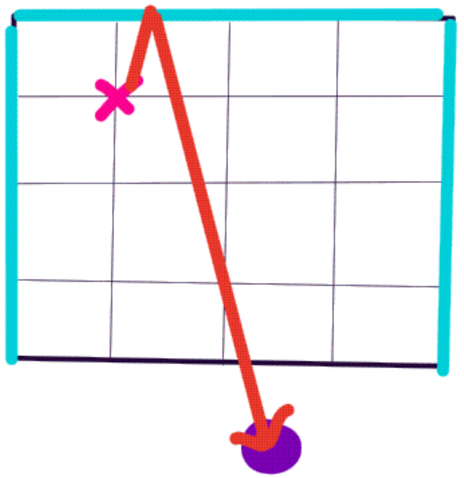
   √ object
5. Flip if
   none



1. Place
   ✓ objects
2. Nth order reflections
3. Place obs
4. Draw from ✓ object
5. Flip if none



1. Place
   ✓ objects
2. Nth order reflections
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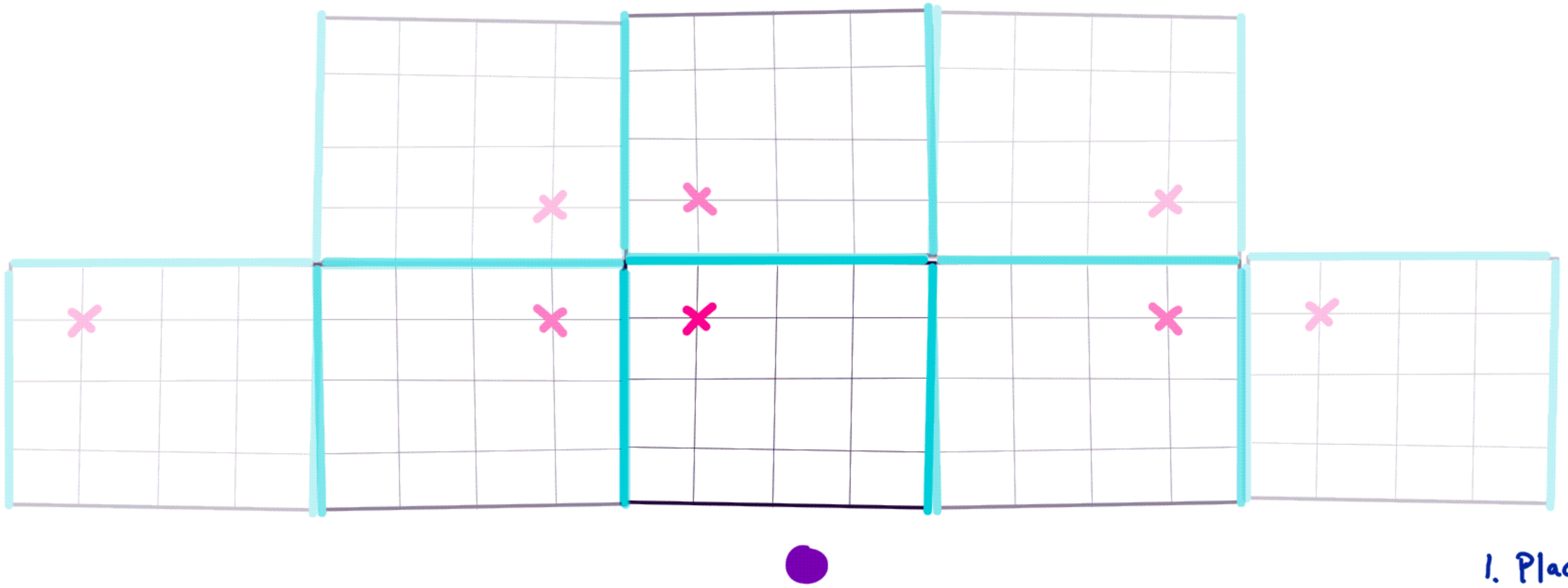
4. Draw from ✓ object
5. Flip if none



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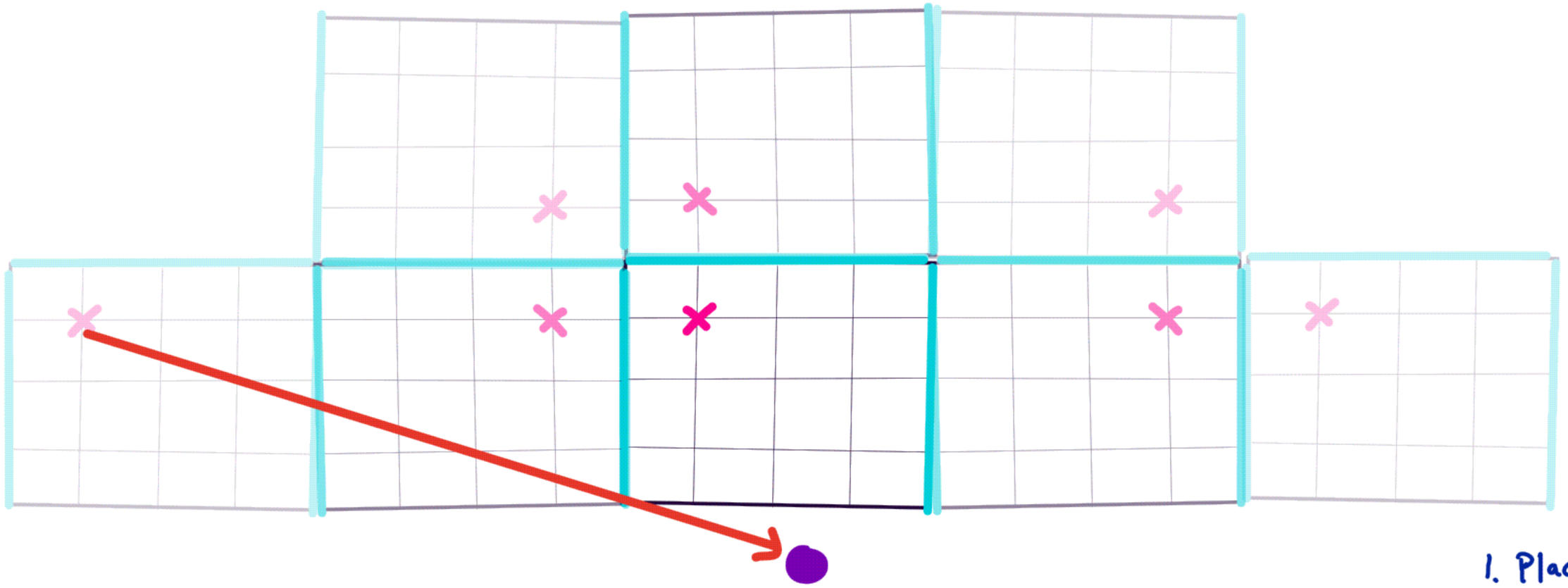
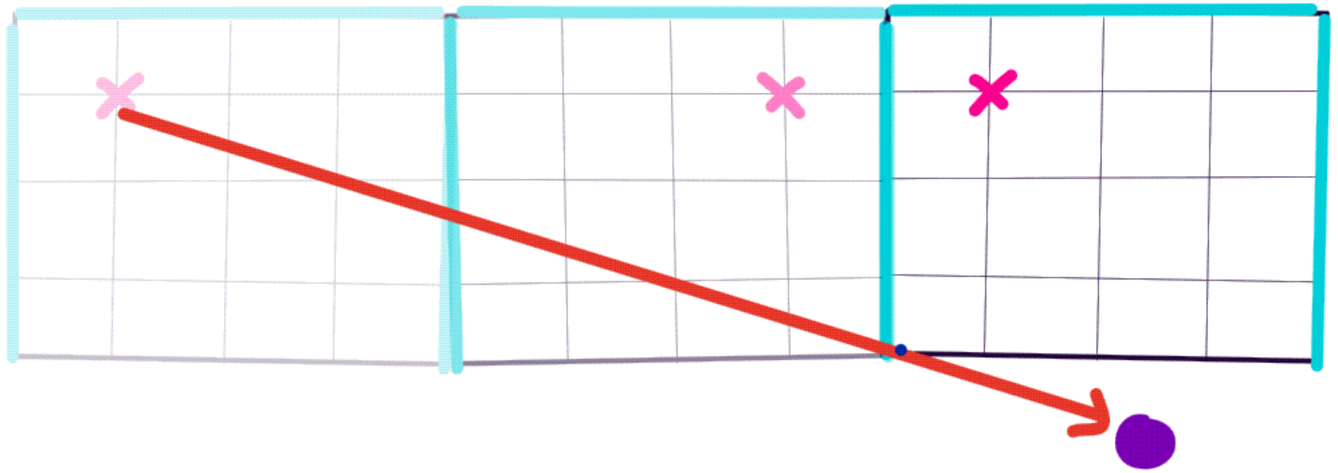


1. Place
   ✓ objects
2. Nth order reflections
3. Place obs
4. Draw from ✓ object
5. Flip if none



1. Place
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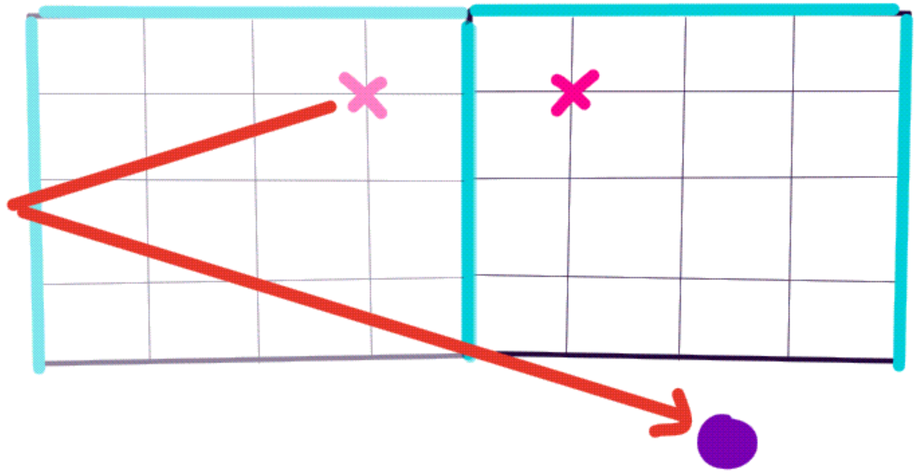
2. Nth order
   reflections
3. Place obs
4. Draw from
   ∀ object
5. Flip if
   none



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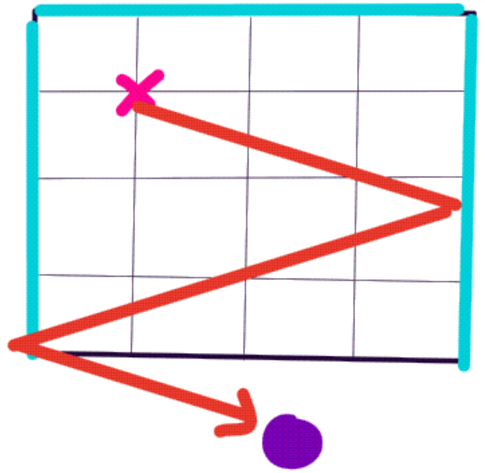
3. Place obs
4. Draw from √ object
5. Flip if none



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4. Draw from
   ∀ object
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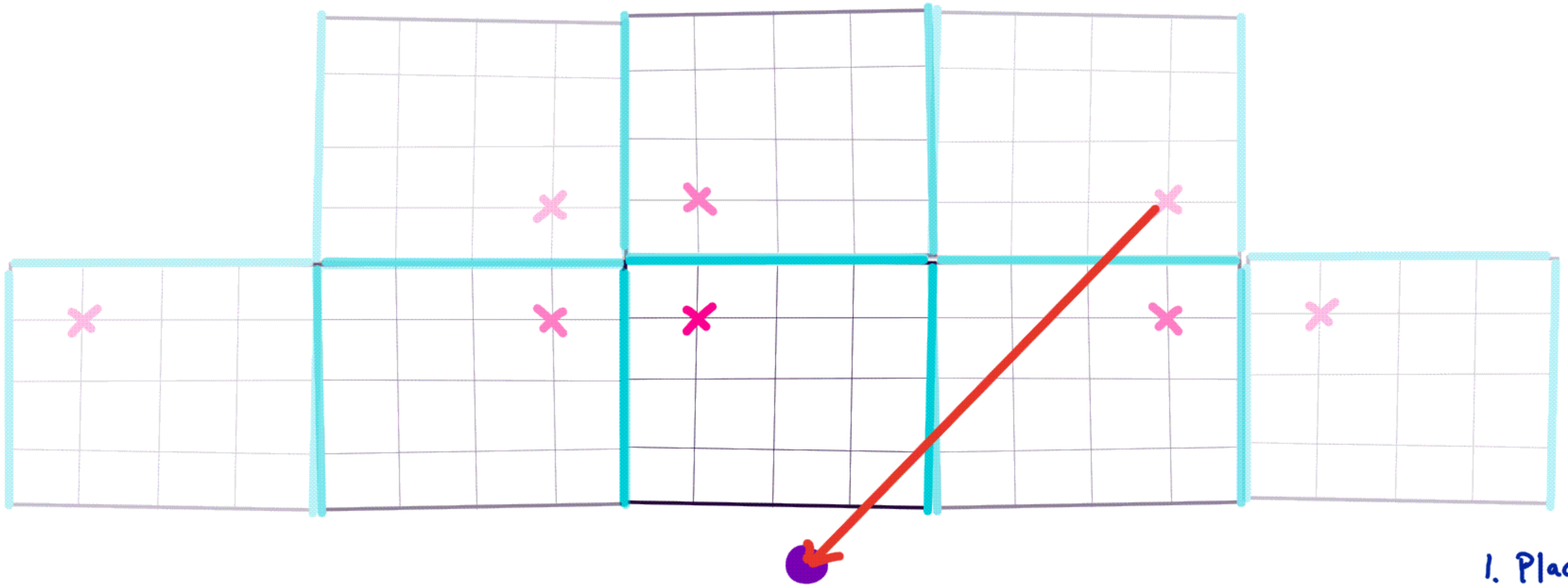
   none



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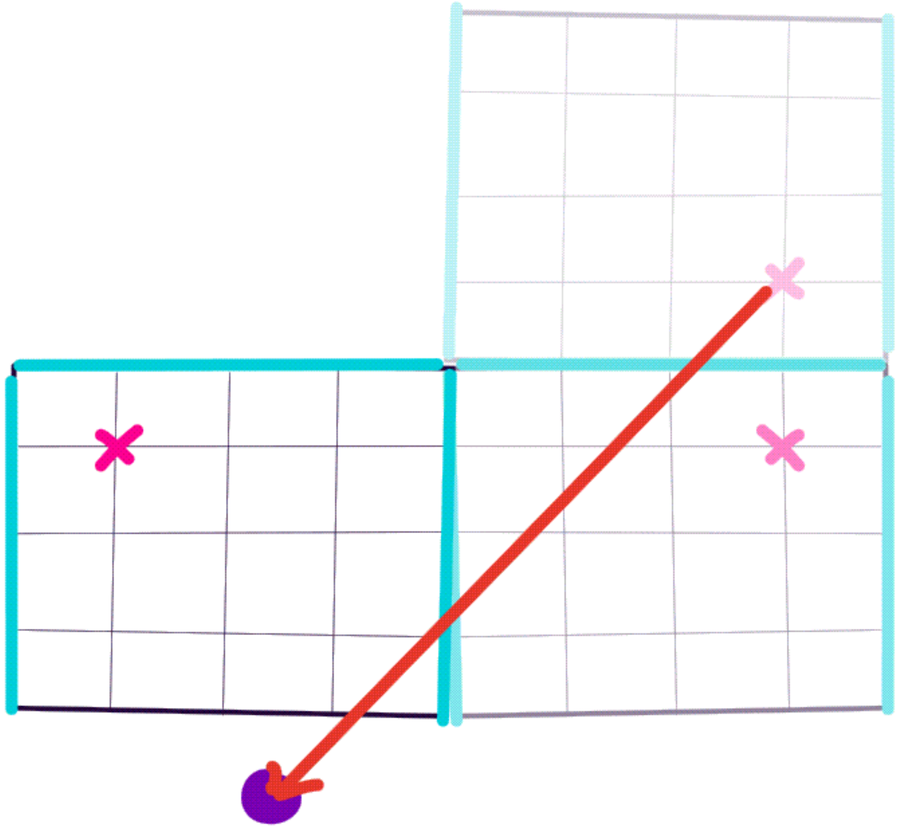

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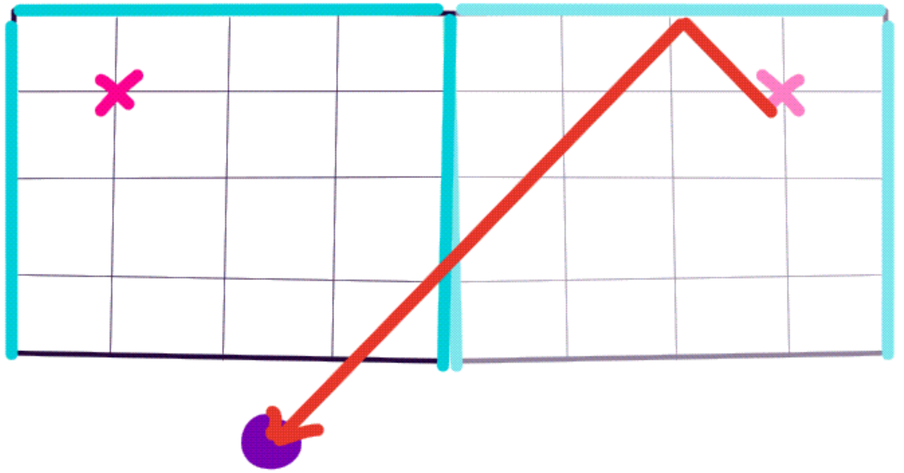

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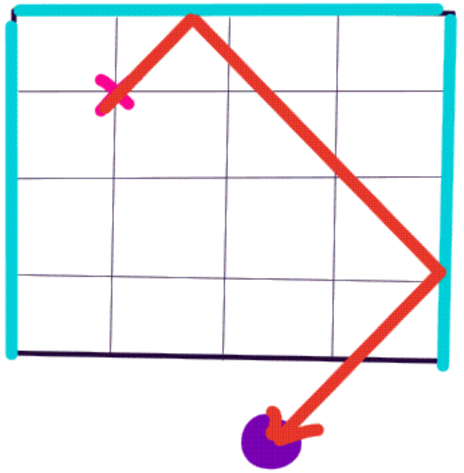

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   none

interface:

- order of reflections (5?)
- Mirror # (1-4, could extend)
  - ↳ then add placement
- observer placement
- room size/grid (3x3 etc)
- obj placement
- obs placement

(- selected virtual room/object)
(- visibility check) ⟶

interactive 3:

- Mirror #
- Obj ↔ obs placement
- Virt obj in virt room placement (✓)
- ray line draw (✓)
- fold order options