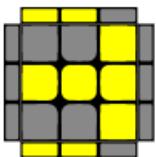
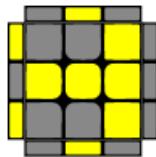


T shapes

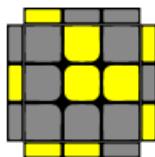


(Sexy Move) R' F R F'

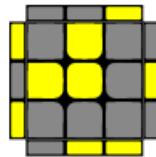


F (Sexy Move) F'

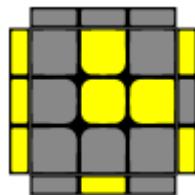
L shapes



F' [(L' U' L U) X 2] F



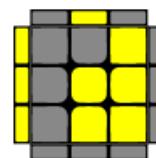
F [(Sexy Move) X 2] F'



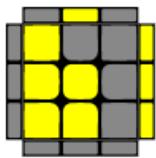
Fat sune x 2

La vediamo nel lighting shapes 2

P shapes

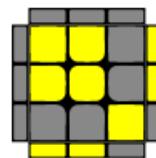


f (Sexy Move) f'



f'(L' U' L U) f

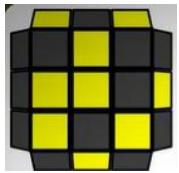
Fish Shapes



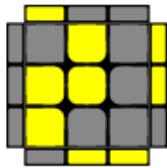
F R (U' R' U') (R U R') F'

Uguale ad algoritmo in diagonale per aggiustare angoli

Lighting Shapes



(Sune) + T Shape 2
Sune + F (Sexy Move) F'



r (U R' U R) U2 r'
fat sune