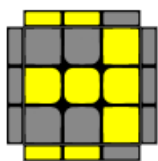
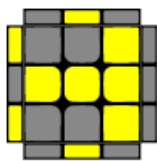


## T shapes

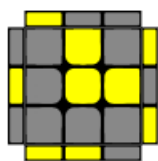


(Sexy Move)  $R' F R F'$

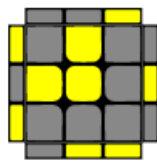


$F$  (Sexy Move)  $F'$

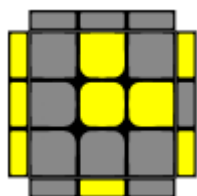
## L shapes



$F' [(L' U' L U) \times 2] F$



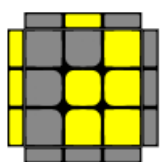
$F [(\text{Sexy Move}) \times 2] F'$



Fat sune  $\times 2$

La vediamo nel lighting shapes 2

## P shapes

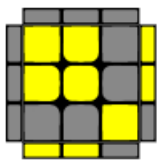


$f$  (Sexy Move)  $f'$



$f'(L' U' L U) f$

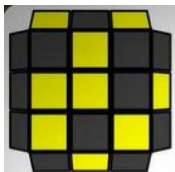
## Fish Shapes



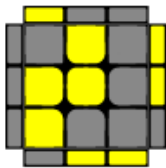
$F R (U' R' U') (R U R') F'$

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