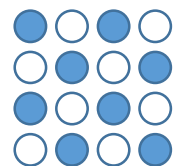
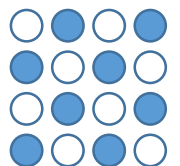


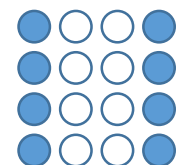
4 symmetries



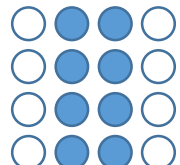
alternate1



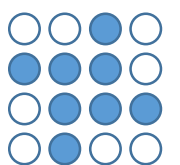
alternate2



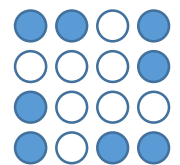
waterfall1



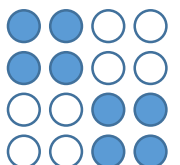
waterfall2



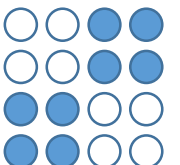
windmill1



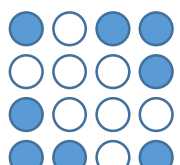
windmill2



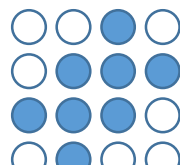
checkers1



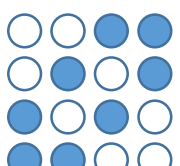
checkers2



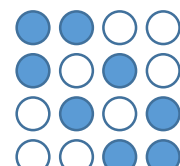
diagonal1



diagonal2

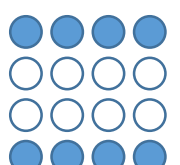


ring1

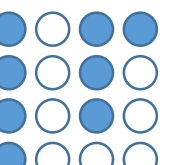


ring2

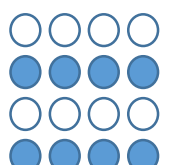
Practice



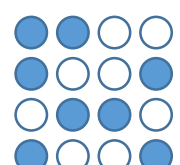
prac1



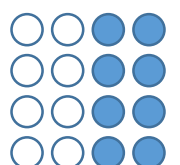
prac2



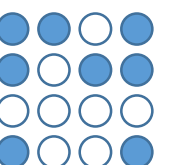
prac3



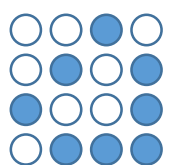
prac4



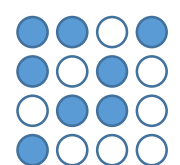
prac5



prac6

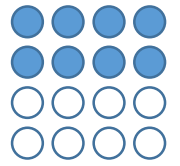


prac7

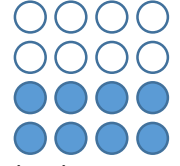


prac8

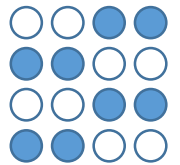
2 symmetries



brick1



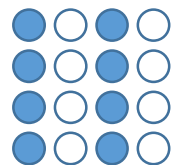
brick2



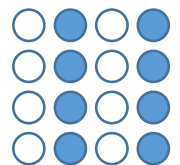
doubles1



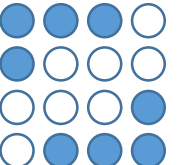
doubles2



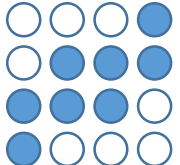
stripes1



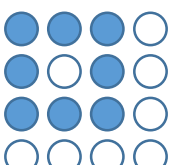
stripes2



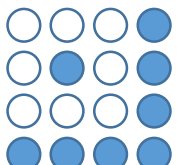
stairs1



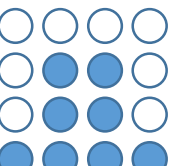
stairs2



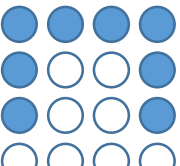
flag1



flag2

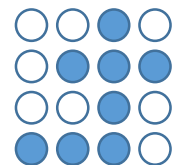


haircut1

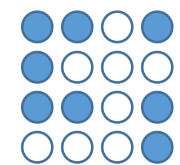


haircut2

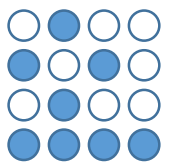
1 symmetry (subsym)



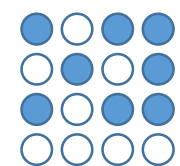
flower1



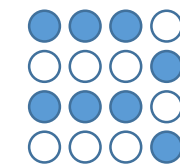
flower2



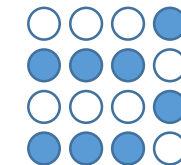
sunrise1



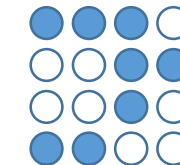
sunrise2



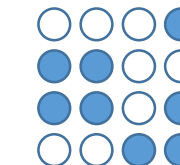
3stripe1



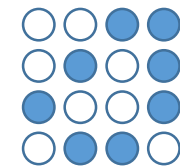
3stripe2



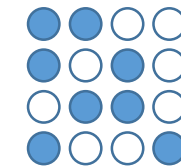
3corner1



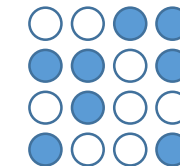
3corner2



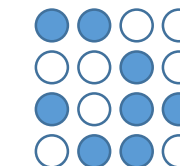
3diag1



3diag2

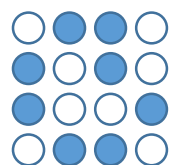


3arrow1

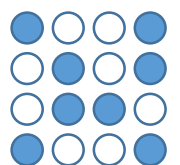


3arrow2

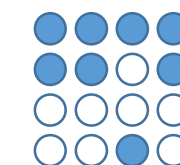
1 symmetry (deviant)



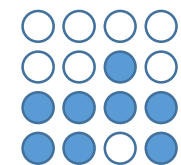
circleddev1



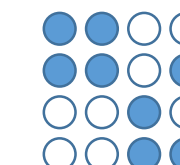
circleddev2



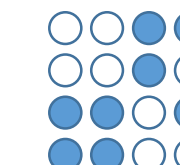
rain1



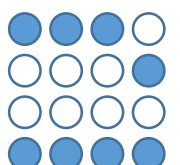
rain2



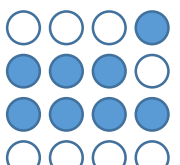
checkersdev1



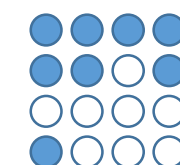
checkersdev2



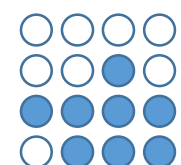
slip1



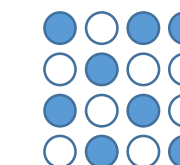
slip2



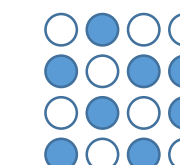
brickdev1



brickdev2

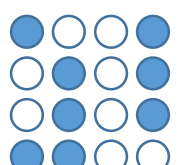


altdev1

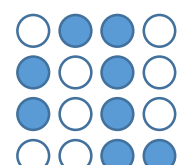


altdev2

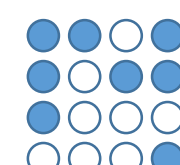
1 symmetry (random)



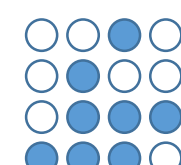
rand11



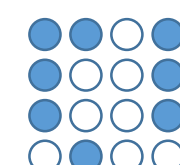
rand12



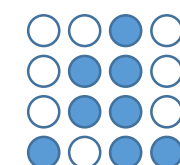
rand31



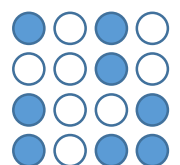
rand32



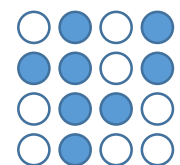
rand51



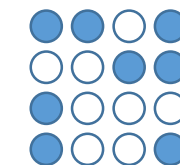
rand52



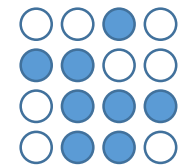
rand21



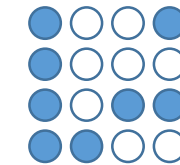
rand22



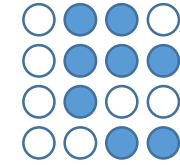
rand41



rand42

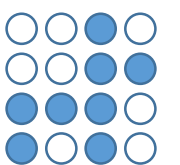


rand61

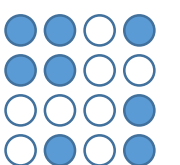


rand62

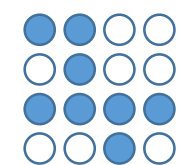
Wild card – (subsym 1, but horsey)



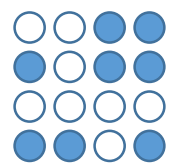
horsey1



horsey2

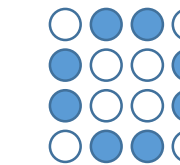


tippedhorsey1

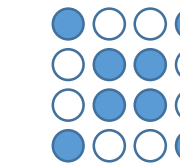


tippedhorsey2

8 symmetries



circle1



circle2