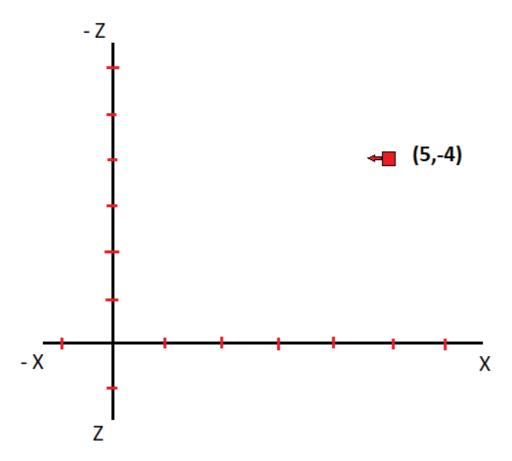
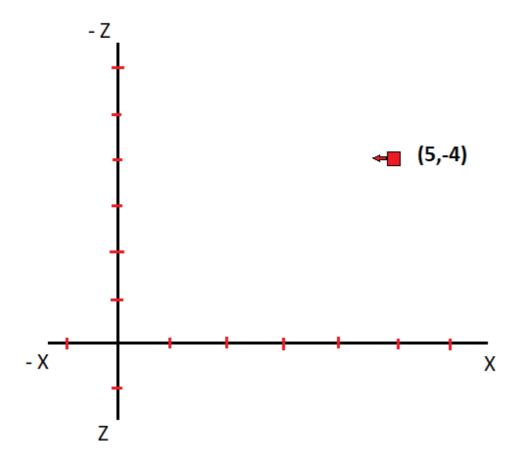


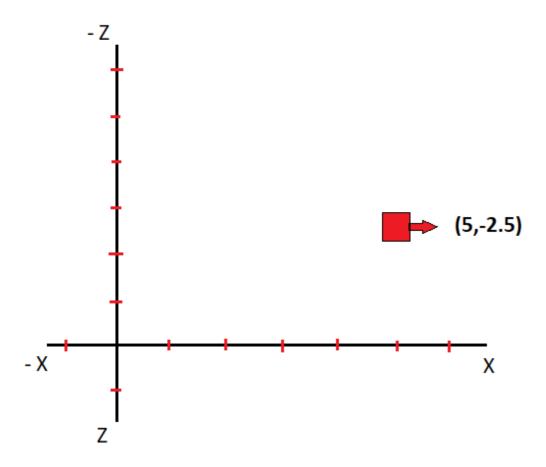
 $rot(90, y) \cdot trans(5.0, 0.0, -2.0)$



trans(-4.0, 0.0, 2.0) · scale(0.5)



scale(0.5) · trans(-4.0, 0.0, 2.0)



trans(-2.0, 0.0, 4.0) · scale(0.5) · rot(180, y)