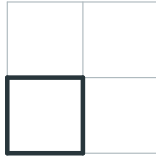
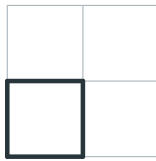


From three views to blocks: IR01

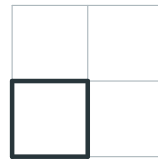
Find ALL permitted models. Each occupied cell is a solid column of 1 or 2 unit cubes on the base. Total cubes: 1. No overhangs or floating cubes. Each view-grid interval is one cube edge. The views show exterior silhouettes and occupied footprint only.



Top / y up

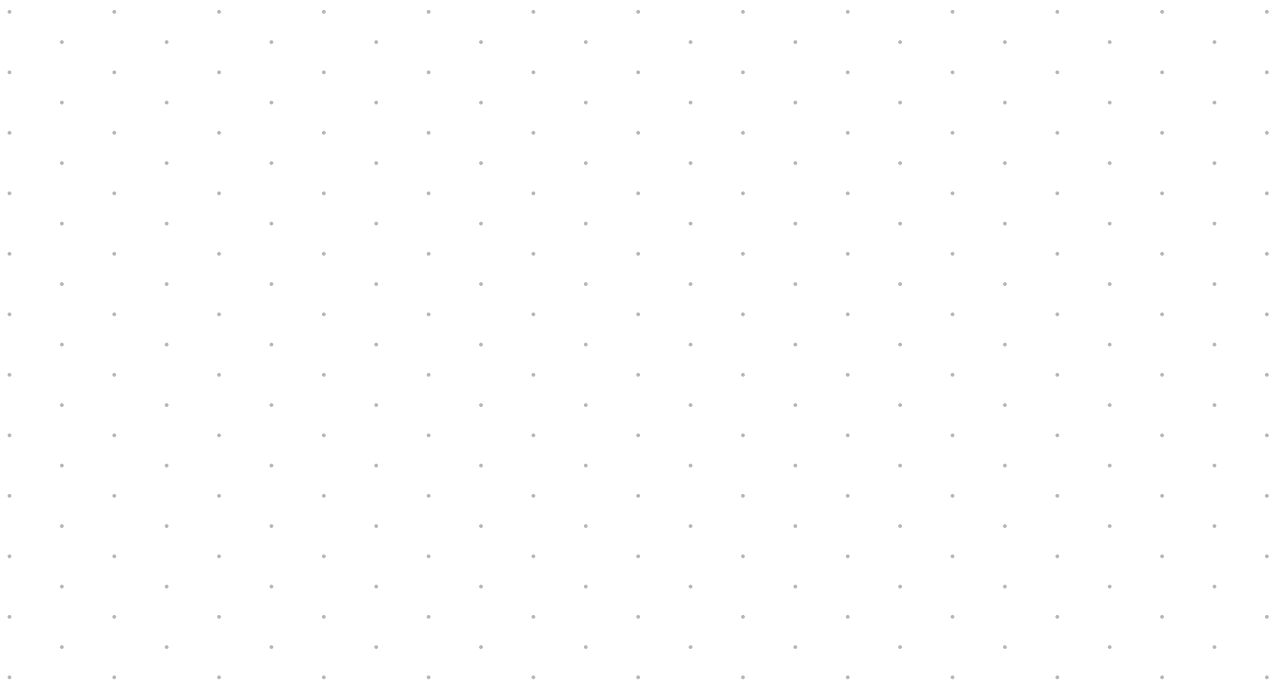


Front / from -y



Right / from +x

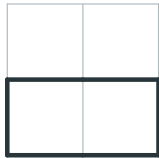
Use the dot area for possible isometric models. List every height map as front row $y=0$, then back row $y=1$. x increases right in each row.



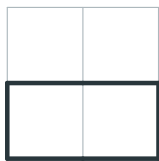
Number of models: _____ Height maps: _____

From three views to blocks: IR02

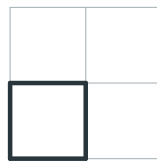
Find ALL permitted models. Each occupied cell is a solid column of 1 or 2 unit cubes on the base. Total cubes: 2. No overhangs or floating cubes. Each view-grid interval is one cube edge. The views show exterior silhouettes and occupied footprint only.



Top / y up

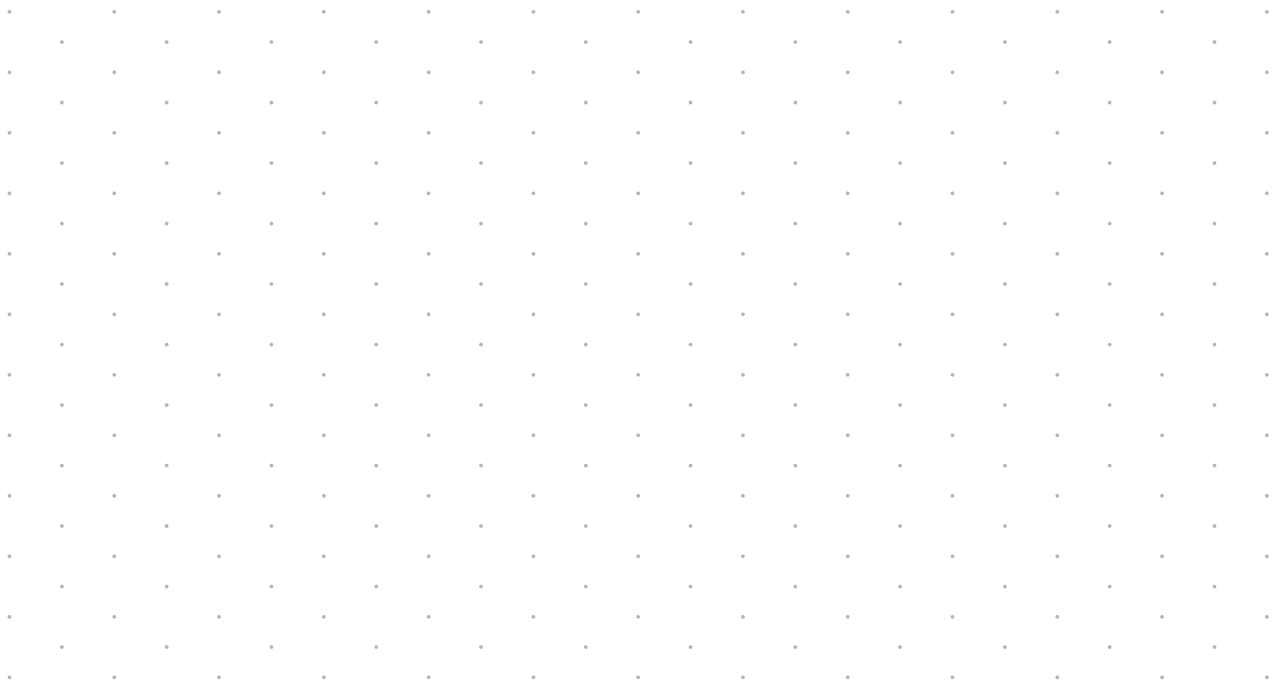


Front / from -y



Right / from +x

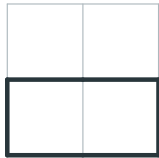
Use the dot area for possible isometric models. List every height map as front row $y=0$, then back row $y=1$. x increases right in each row.



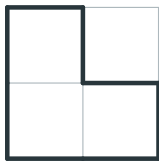
Number of models: _____ Height maps: _____

From three views to blocks: IR03

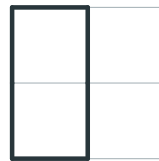
Find ALL permitted models. Each occupied cell is a solid column of 1 or 2 unit cubes on the base. Total cubes: 3. No overhangs or floating cubes. Each view-grid interval is one cube edge. The views show exterior silhouettes and occupied footprint only.



Top / y up

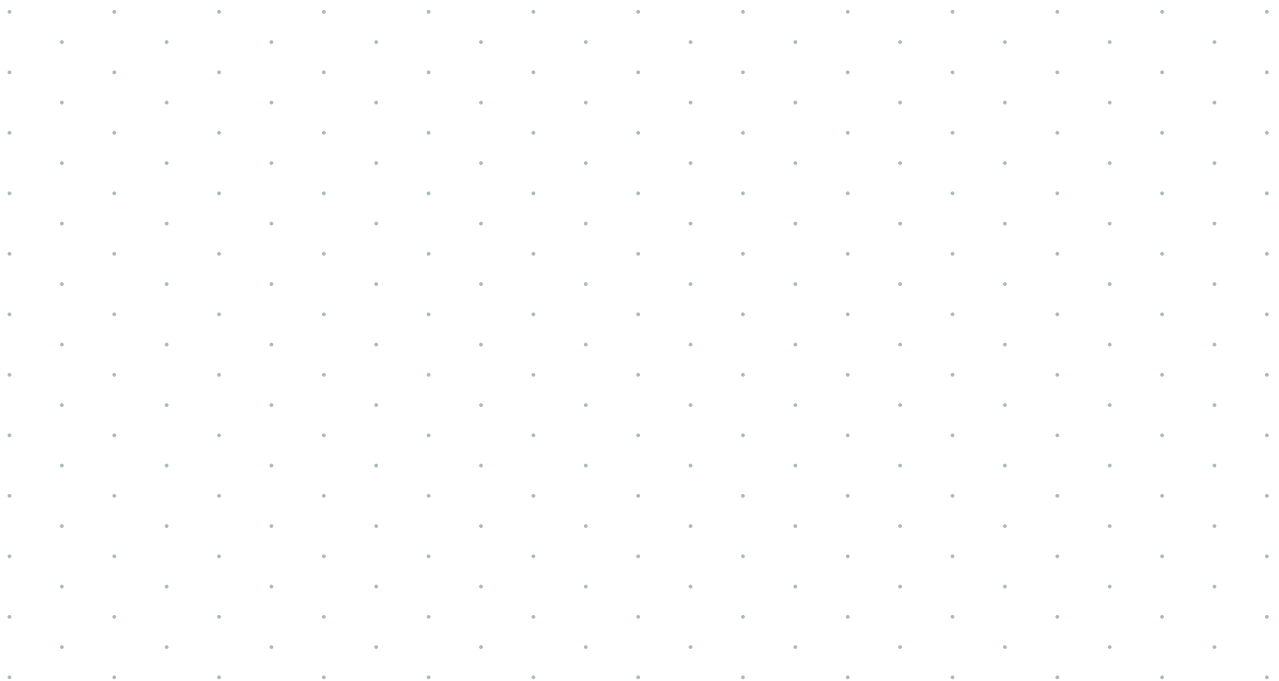


Front / from -y



Right / from +x

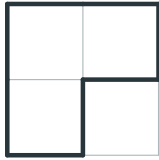
Use the dot area for possible isometric models. List every height map as front row $y=0$, then back row $y=1$. x increases right in each row.



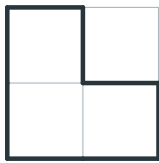
Number of models: _____ Height maps: _____

From three views to blocks: IR04

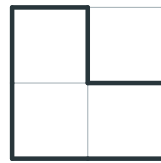
Find ALL permitted models. Each occupied cell is a solid column of 1 or 2 unit cubes on the base. Total cubes: 4. No overhangs or floating cubes. Each view-grid interval is one cube edge. The views show exterior silhouettes and occupied footprint only.



Top / y up

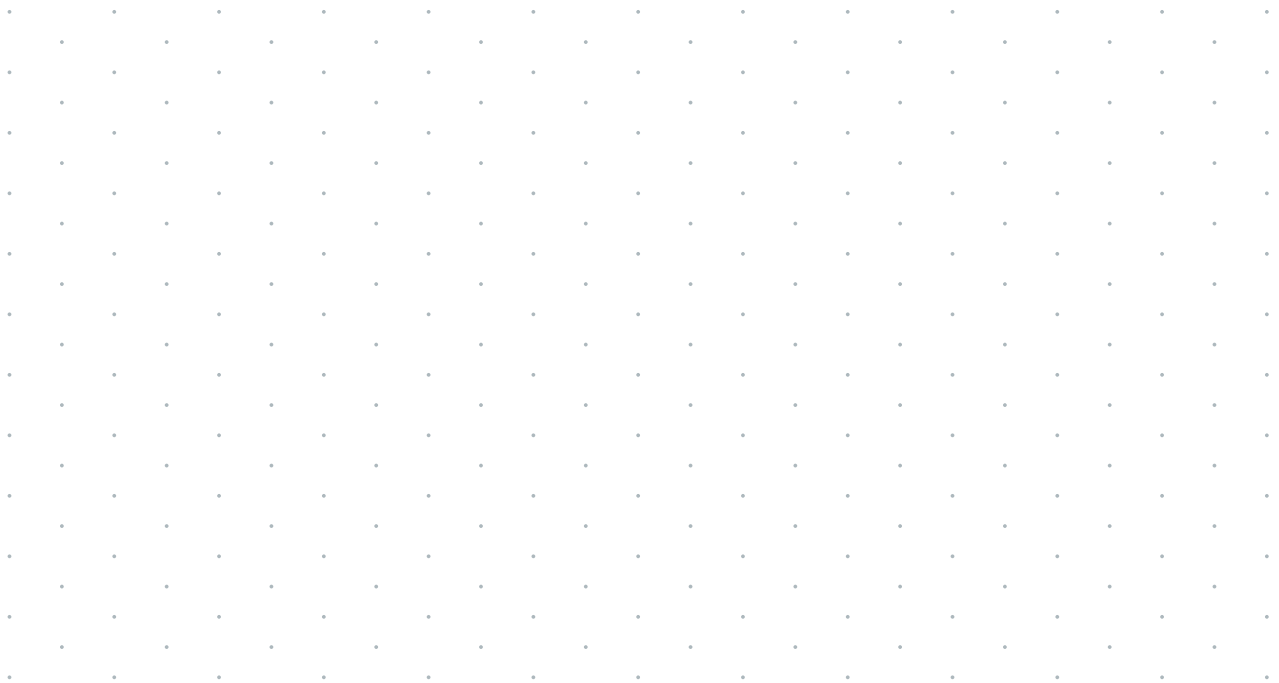


Front / from -y



Right / from +x

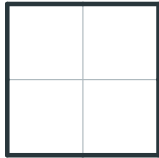
Use the dot area for possible isometric models. List every height map as front row $y=0$, then back row $y=1$. x increases right in each row.



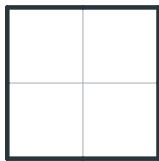
Number of models: _____ Height maps: _____

From three views to blocks: IR05

Find ALL permitted models. Each occupied cell is a solid column of 1 or 2 unit cubes on the base. Total cubes: 6. No overhangs or floating cubes. Each view-grid interval is one cube edge. The views show exterior silhouettes and occupied footprint only.



Top / y up

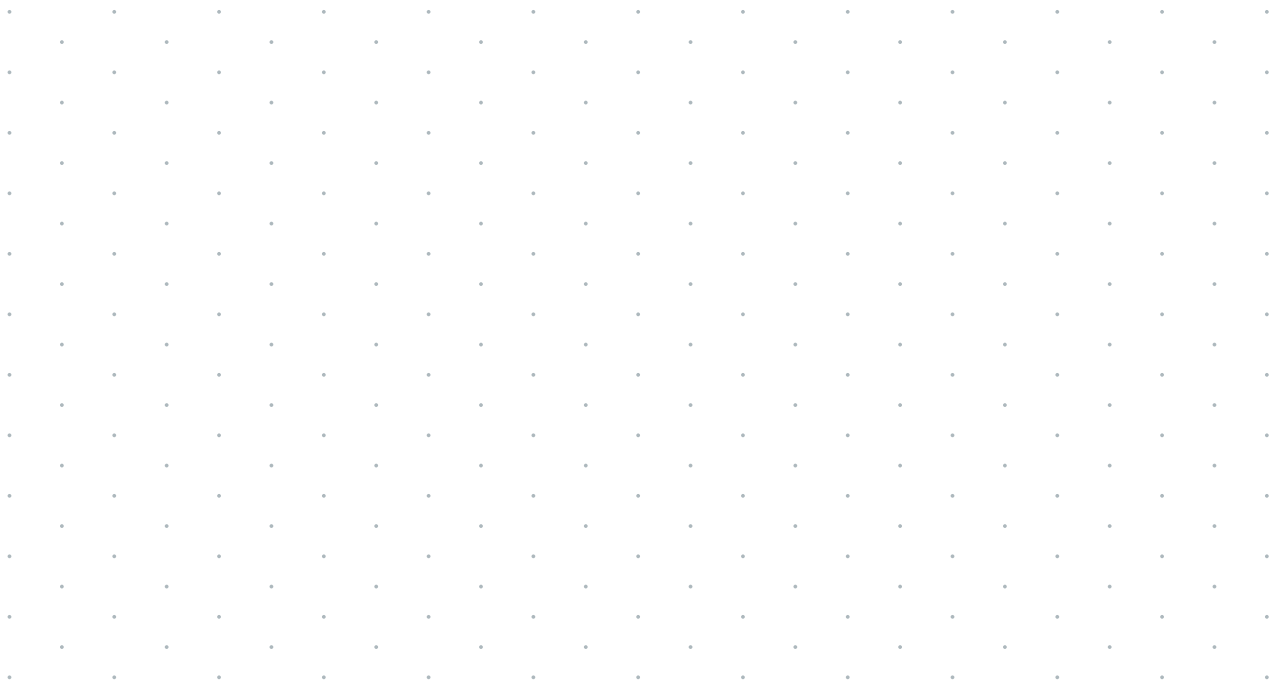


Front / from -y



Right / from +x

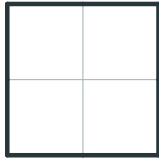
Use the dot area for possible isometric models. List every height map as front row $y=0$, then back row $y=1$. x increases right in each row.



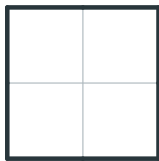
Number of models: _____ Height maps: _____

From three views to blocks: IR06

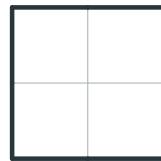
Find ALL permitted models. Each occupied cell is a solid column of 1 or 2 unit cubes on the base. Total cubes: 7. No overhangs or floating cubes. Each view-grid interval is one cube edge. The views show exterior silhouettes and occupied footprint only.



Top / y up

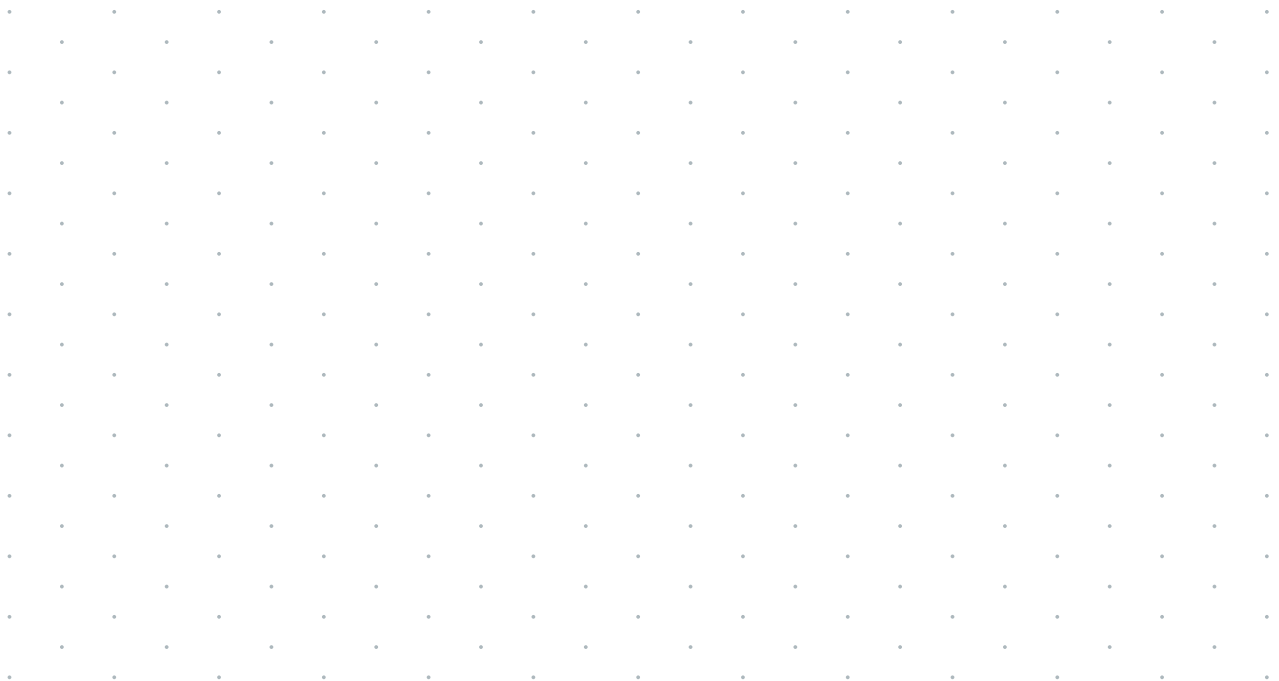


Front / from -y



Right / from +x

Use the dot area for possible isometric models. List every height map as front row $y=0$, then back row $y=1$. x increases right in each row.



Number of models: _____ Height maps: _____