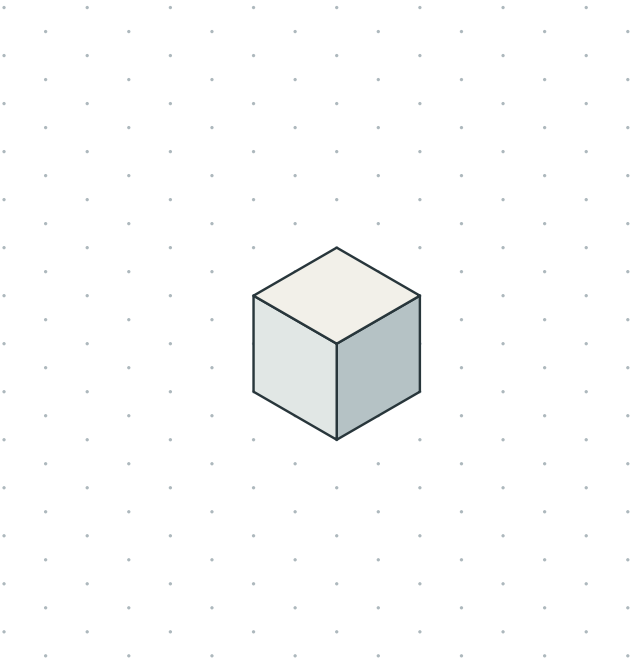
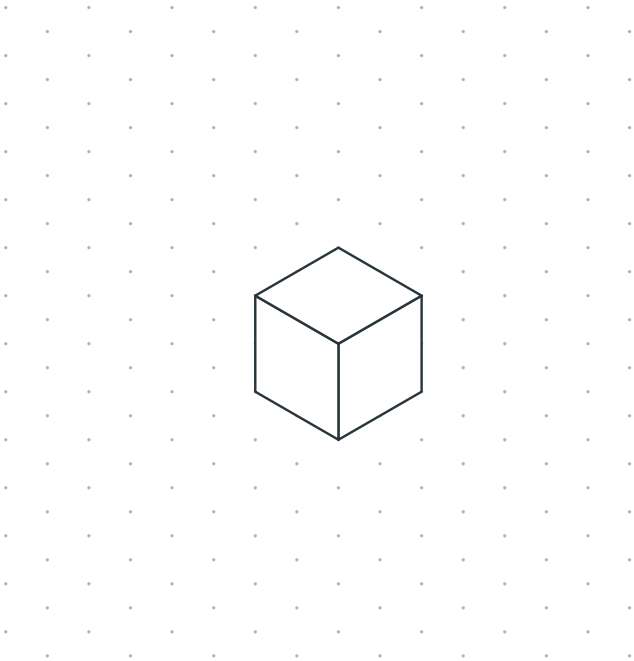
One cube

ISO01 | Beginner | Fixed view: from positive x, y and z

GIVEN VIEW



LINE SOLUTION



UNDERLYING MODEL

Total cubes: 1. This total includes hidden cubes. The column-height plan makes the model explicit.

1

Column heights: x runs right, y runs down. 0 means an empty column. All columns start at z = 0.

Keep vertical edges vertical and the other two edge families at +30 and -30 degrees. Shading is optional.

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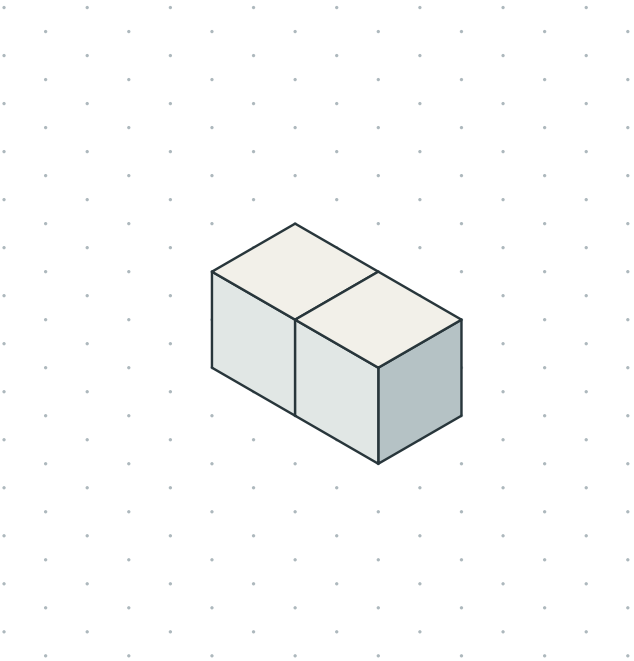
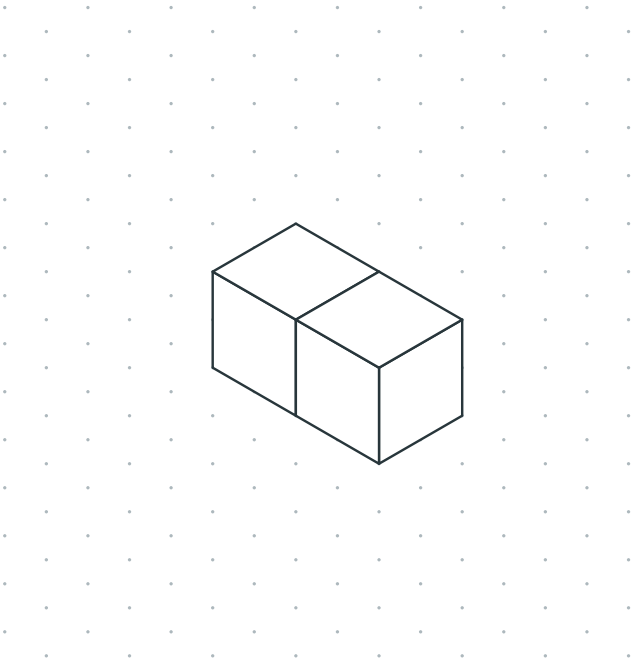
Two in a row

ISO02 | Beginner | Fixed view: from positive x, y and z

GIVEN VIEW



LINE SOLUTION



UNDERLYING MODEL

Total cubes: 2. This total includes hidden cubes. The column-height plan makes the model explicit.

1	1

Column heights: x runs right, y runs down. 0 means an empty column. All columns start at z = 0.

Keep vertical edges vertical and the other two edge families at +30 and -30 degrees. Shading is optional.

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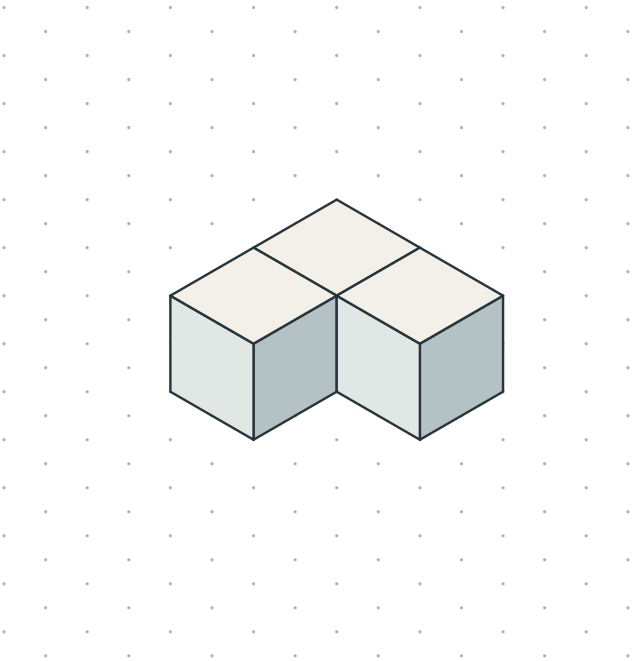
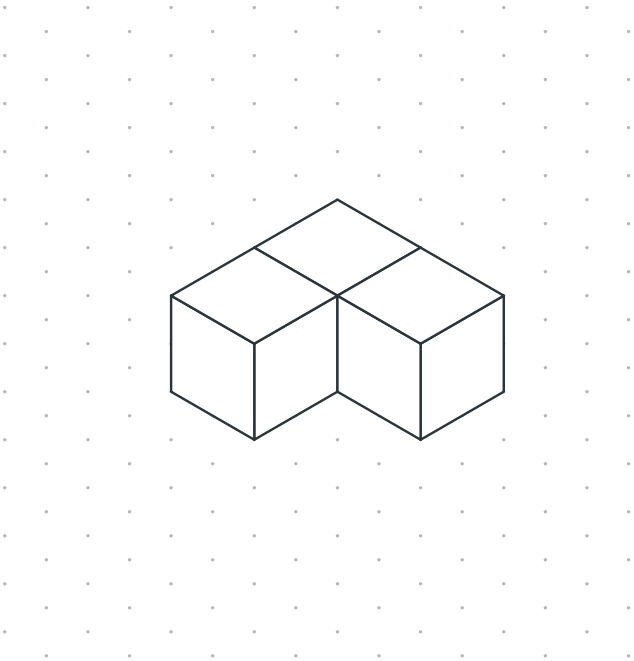
The small L

ISO03 | Beginner | Fixed view: from positive x, y and z

GIVEN VIEW



LINE SOLUTION



UNDERLYING MODEL

Total cubes: 3. This total includes hidden cubes. The column-height plan makes the model explicit.

1	1
1	0

Column heights: x runs right, y runs down. 0 means an empty column. All columns start at z = 0.

Keep vertical edges vertical and the other two edge families at +30 and -30 degrees. Shading is optional.

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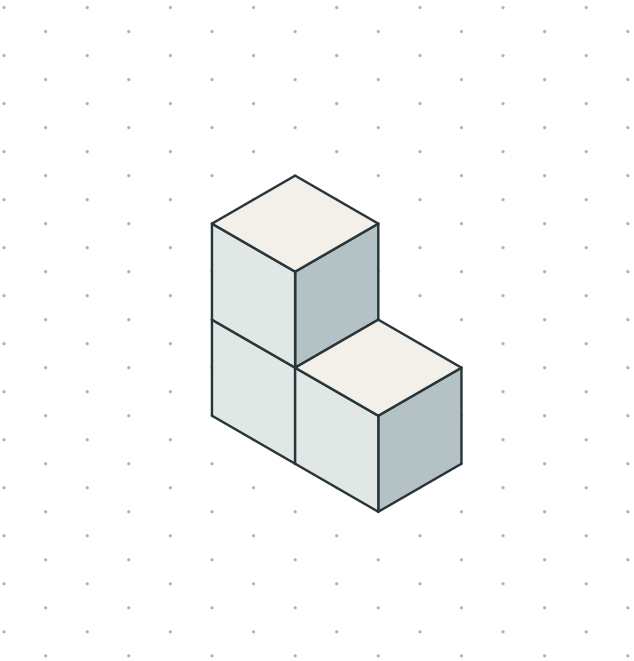
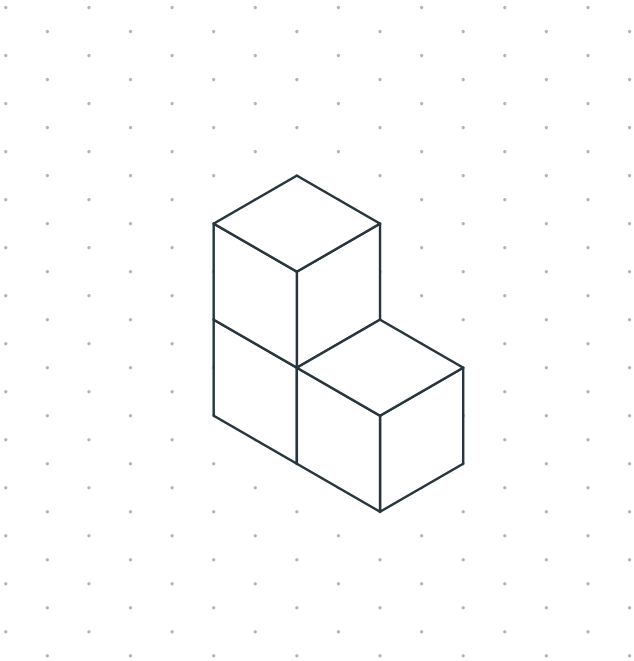
A single step

ISO04 | Beginner | Fixed view: from positive x, y and z

GIVEN VIEW



LINE SOLUTION



UNDERLYING MODEL

Total cubes: 3. This total includes hidden cubes. The column-height plan makes the model explicit.

2	1

Column heights: x runs right, y runs down. 0 means an empty column. All columns start at z = 0.

Keep vertical edges vertical and the other two edge families at +30 and -30 degrees. Shading is optional.

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