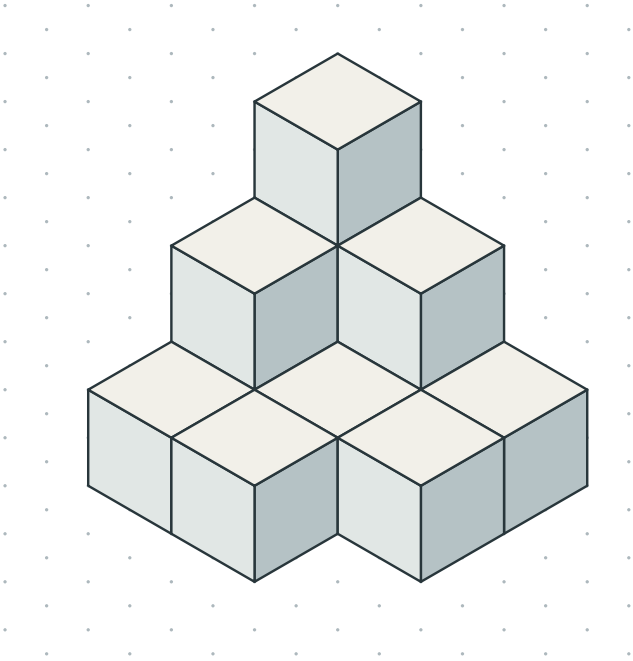


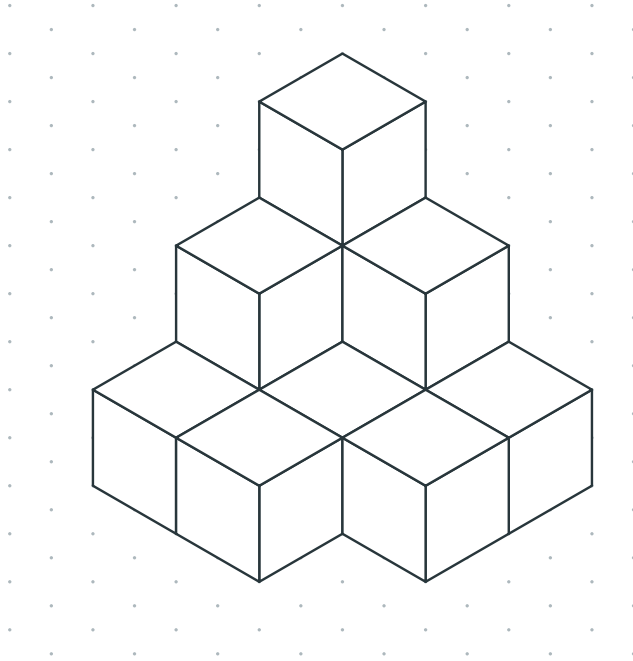
The tall corner

ISO09 | Challenge | Fixed view: from positive x, y and z

GIVEN VIEW



LINE SOLUTION



UNDERLYING MODEL

Total cubes: 12. This total includes hidden cubes. The column-height plan makes the model explicit.

3	2	1
2	1	1
1	1	0

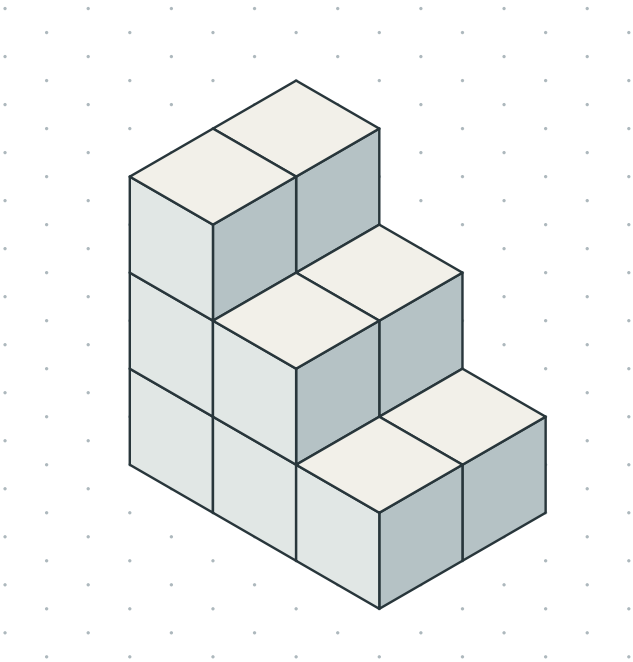
Column heights: x runs right, y runs down. 0 means an empty column. All columns start at z = 0.

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

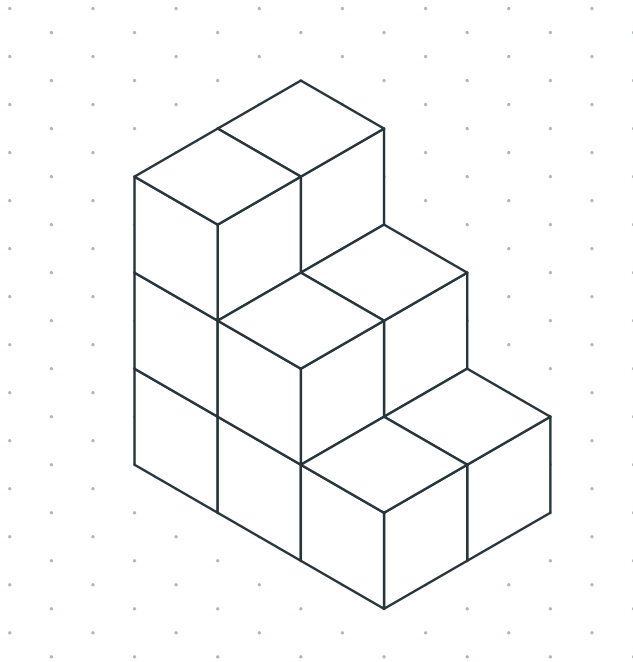
Long stair

ISO10 | Challenge | Fixed view: from positive x, y and z

GIVEN VIEW



LINE SOLUTION



UNDERLYING MODEL

Total cubes: 12. This total includes hidden cubes. The column-height plan makes the model explicit.

3	2	1
3	2	1

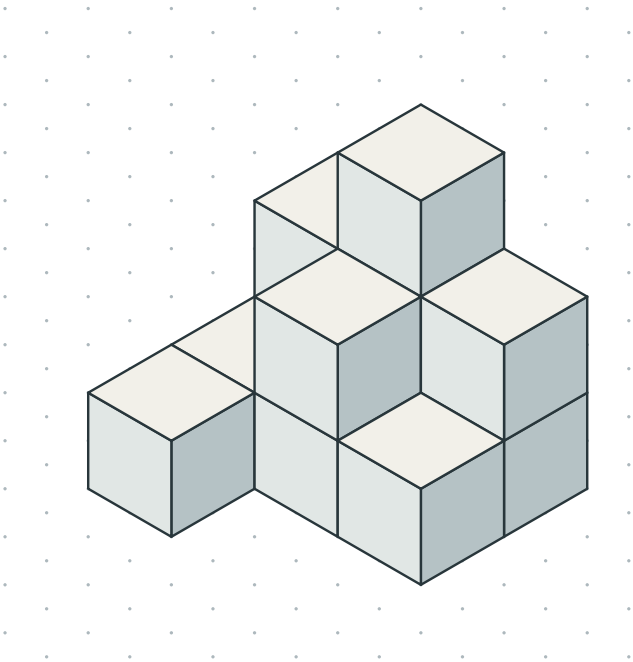
Column heights: x runs right, y runs down. 0 means an empty column. All columns start at z = 0.

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

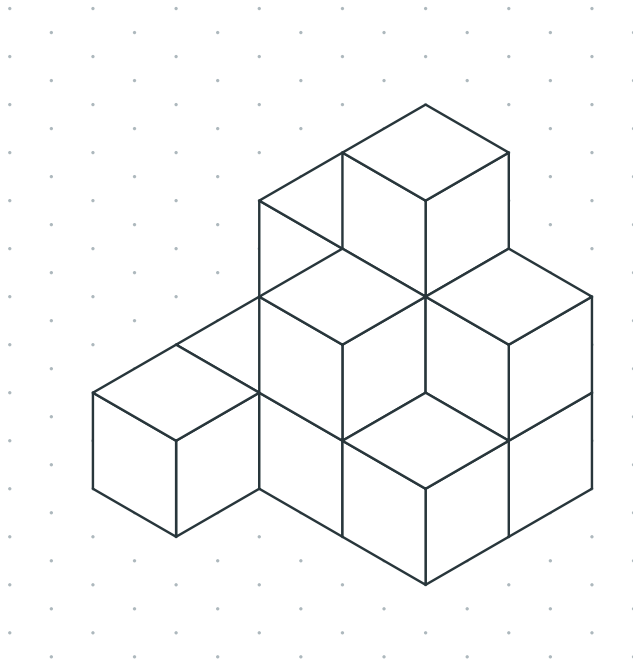
Split terrace

ISO11 | Challenge | Fixed view: from positive x, y and z

GIVEN VIEW



LINE SOLUTION



UNDERLYING MODEL

Total cubes: 12. This total includes hidden cubes. The column-height plan makes the model explicit.

2	3	2
1	2	1
1	0	0

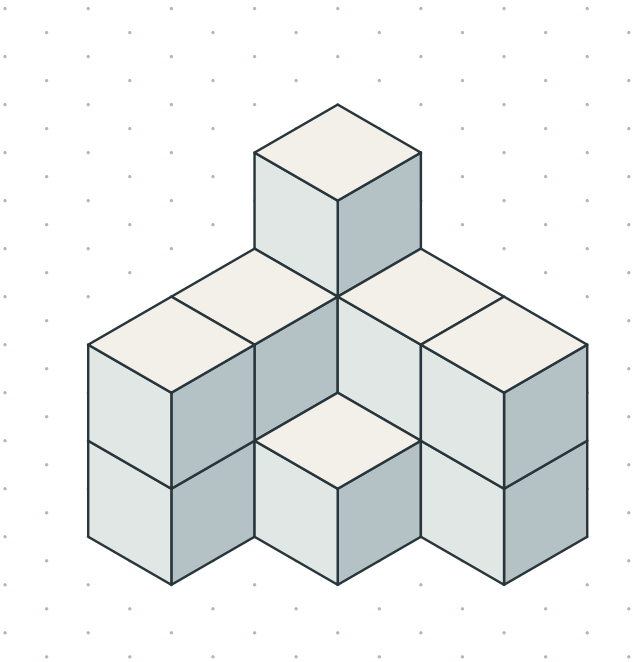
Column heights: x runs right, y runs down. 0 means an empty column. All columns start at z = 0.

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

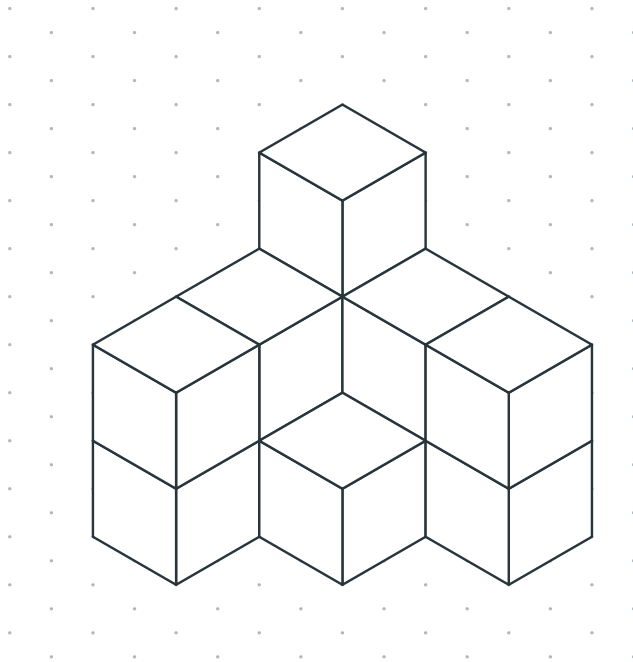
The stepped courtyard

ISO12 | Challenge | Fixed view: from positive x, y and z

GIVEN VIEW



LINE SOLUTION



UNDERLYING MODEL

Total cubes: 12. This total includes hidden cubes. The column-height plan makes the model explicit.

3	2	2
2	1	0
2	0	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.