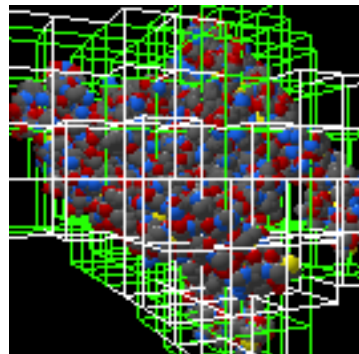
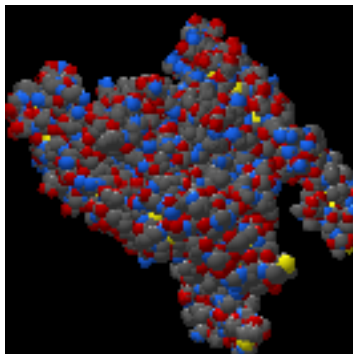
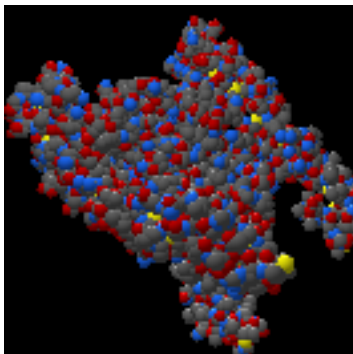


Plate 2: Close-ups of scenes, revealing color-cube elements



geometry only

cubes & geometry

same w / wireframe

Plate 3: Views of Scenes which straddle the near/far field boundary

(white wires indicate geometry; green indicate color-cubes)