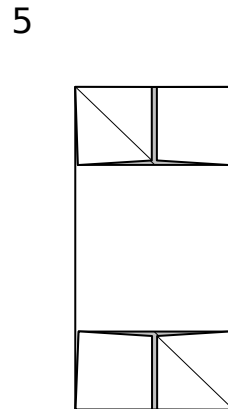
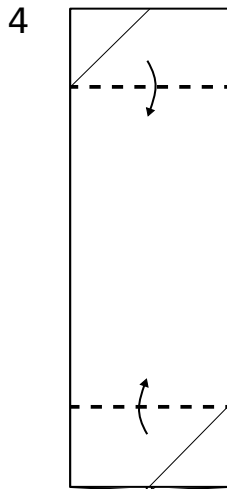
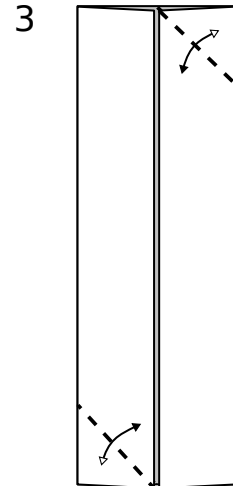
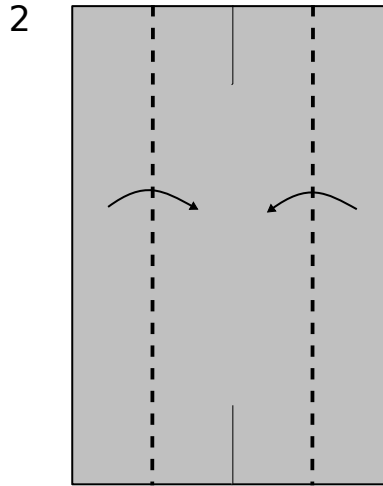
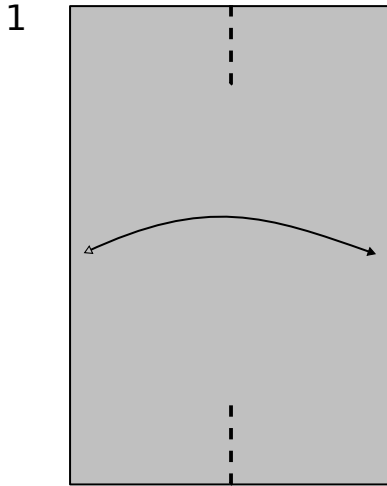


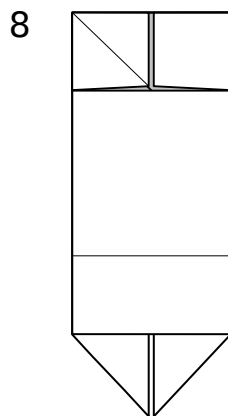
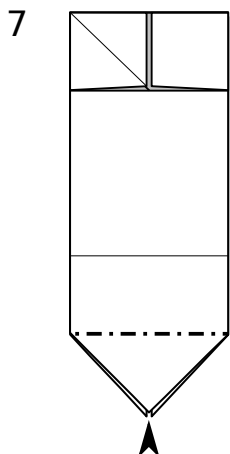
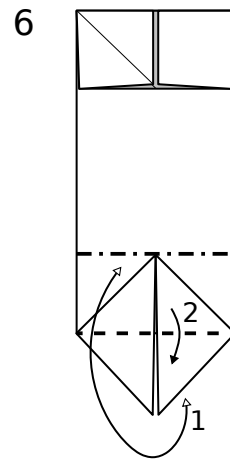
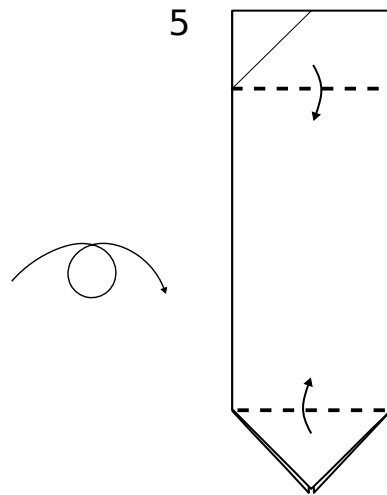
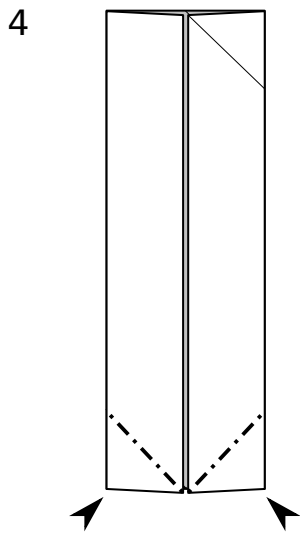
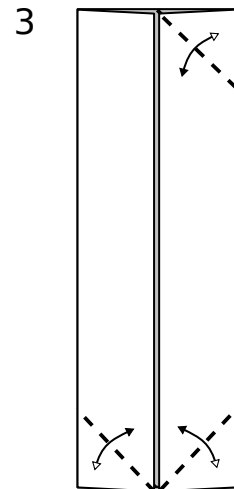
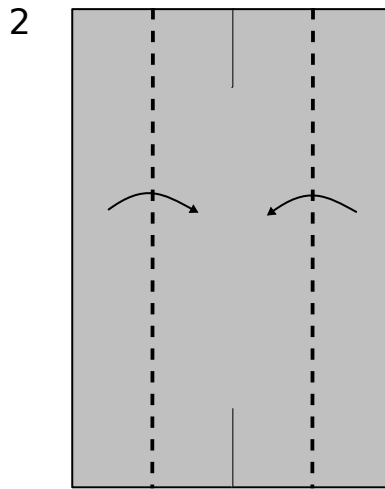
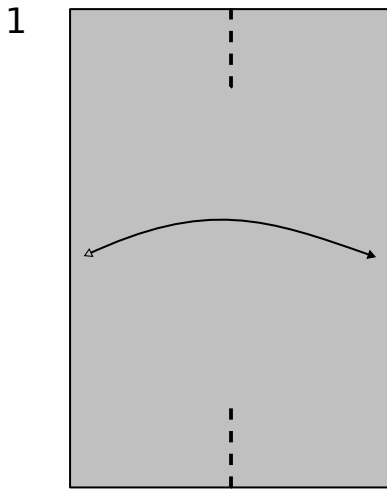
Pixel unit (Proximal)

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Pixel unit (Distal)

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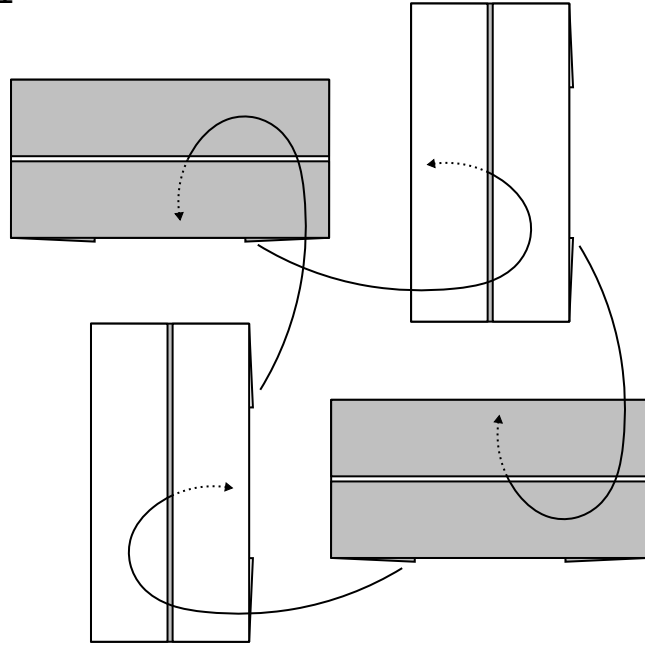


Pixel unit (Center assembly)

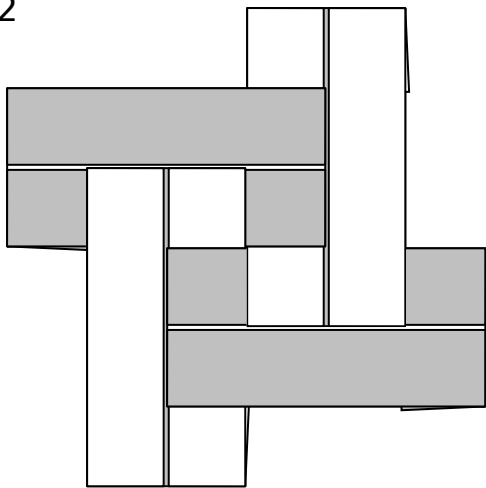
Alexis Degrugillier



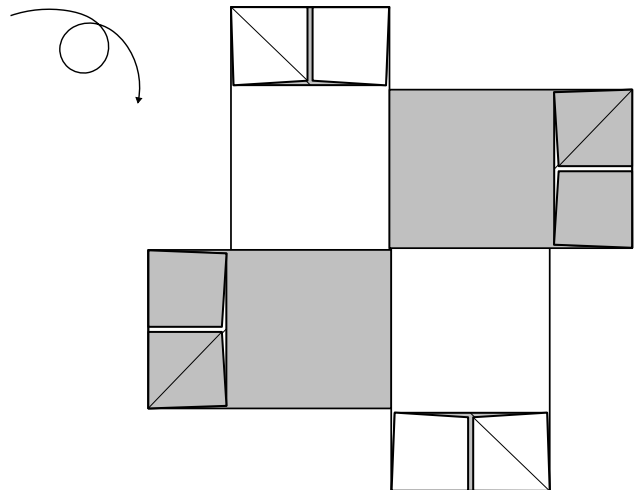
1



2

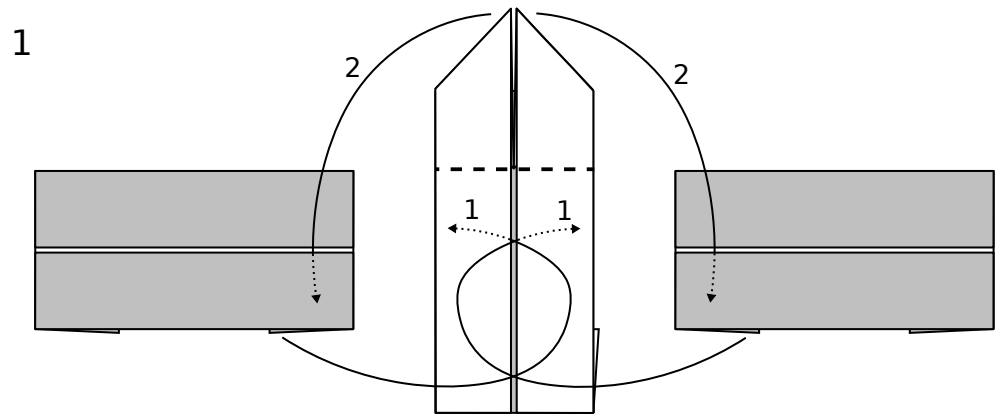


3

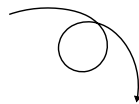
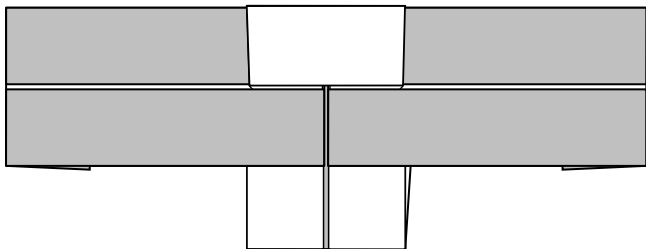


Pixel unit (Edge assembly)

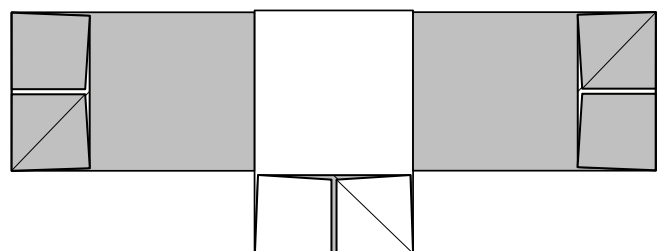
Alexis Degrugillier



2

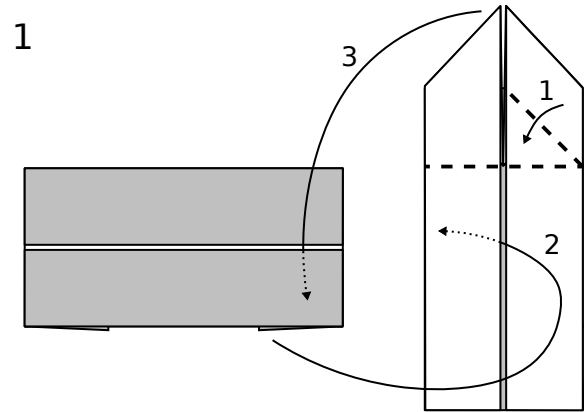


3

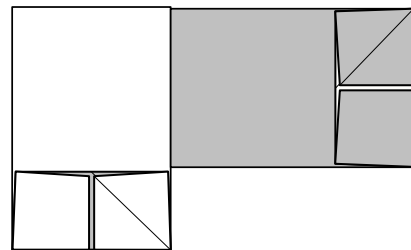
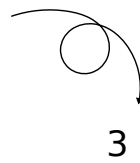
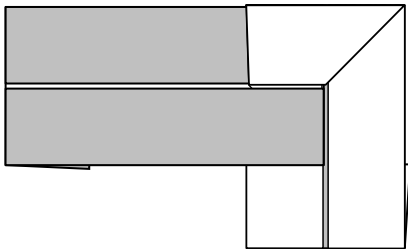


Pixel unit (Corner assembly)

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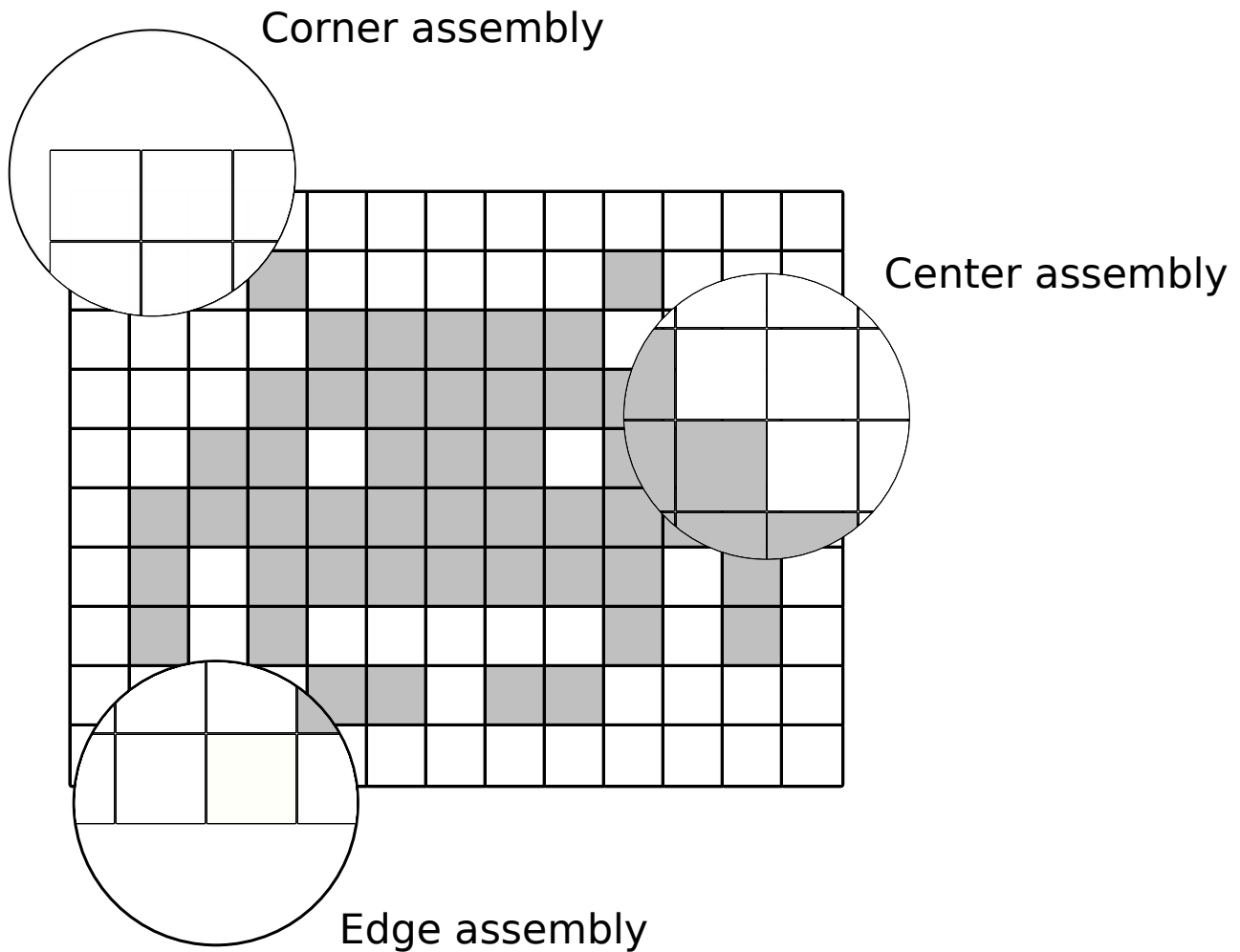


2



Pixel unit (Assembly example)

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To make this pattern you need 130 units:

- 46 grey proximal units
- 61 white proximal units
- 23 white distal units