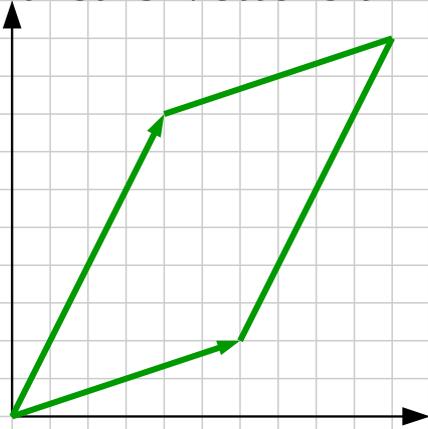
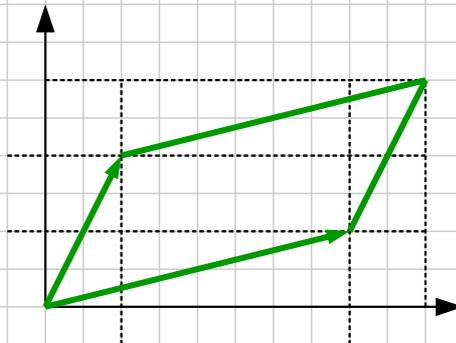
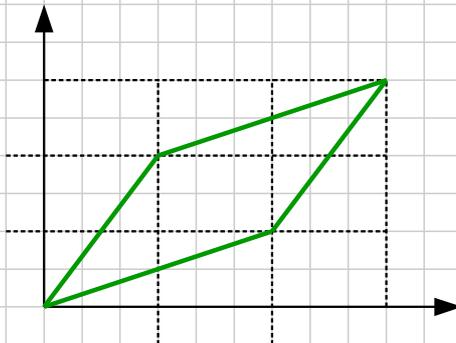
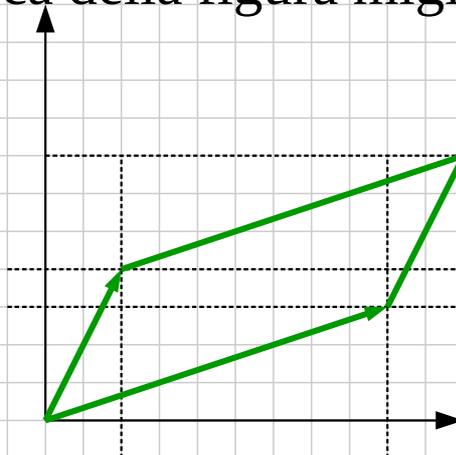
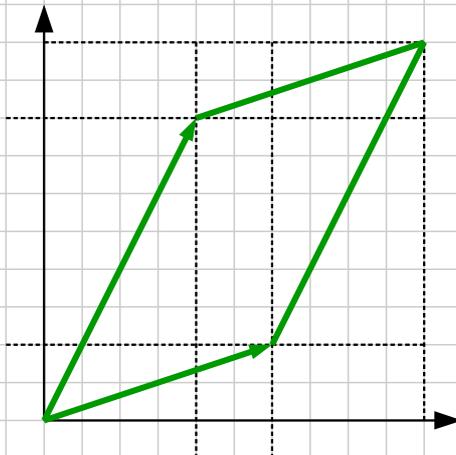


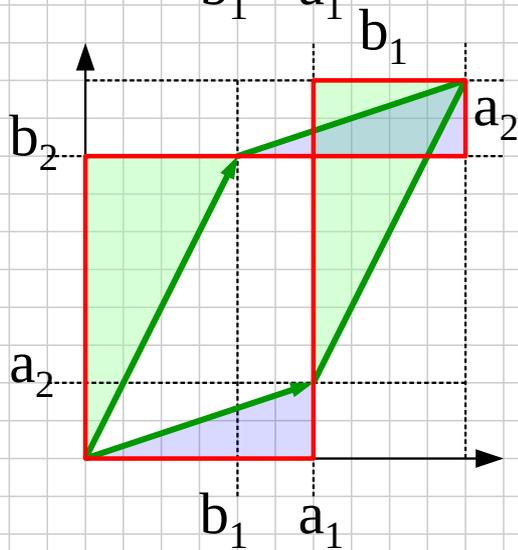
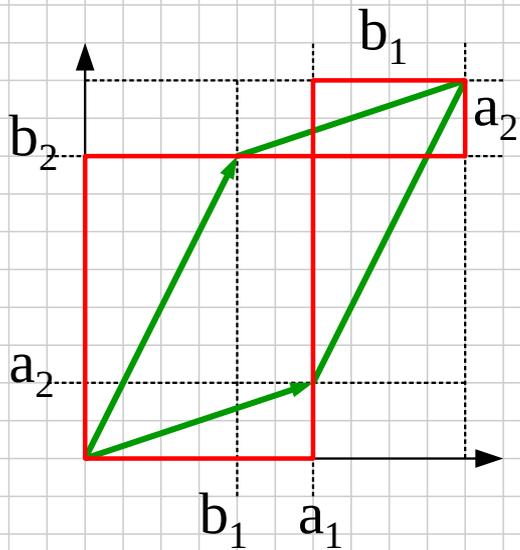
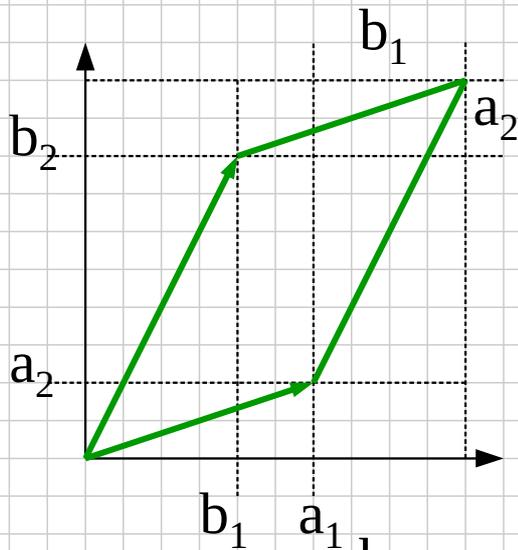
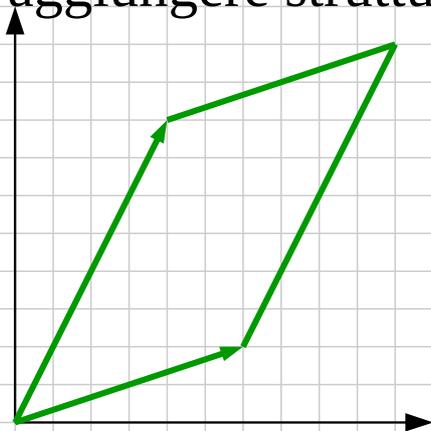
area bivettore  $\mathbf{a} \wedge \mathbf{b} = a_1 b_2 - a_2 b_1$



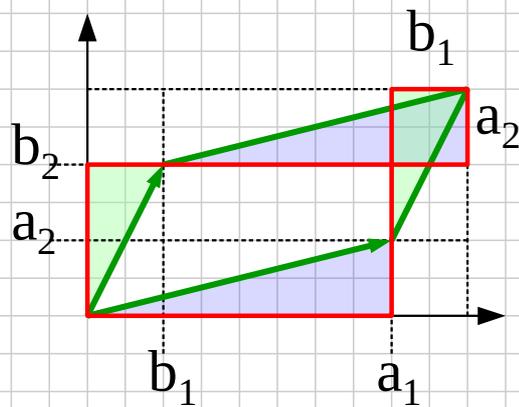
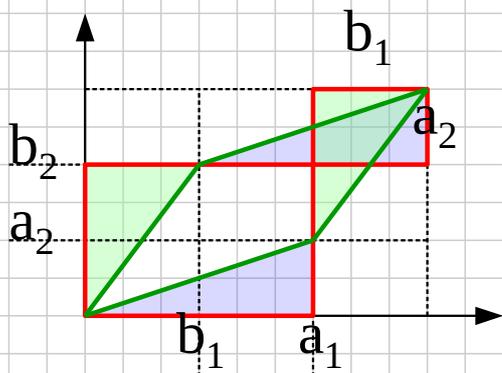
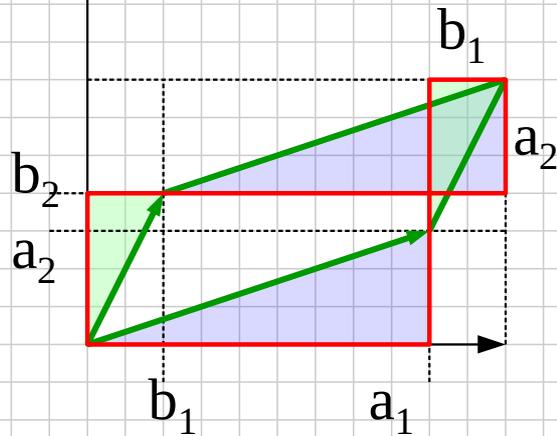
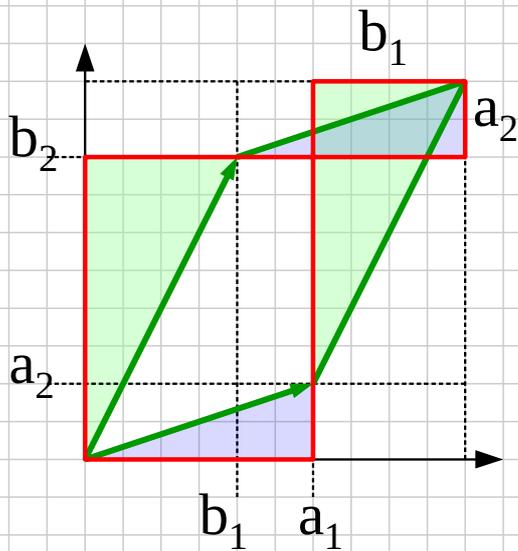
ricerca della figura migliore



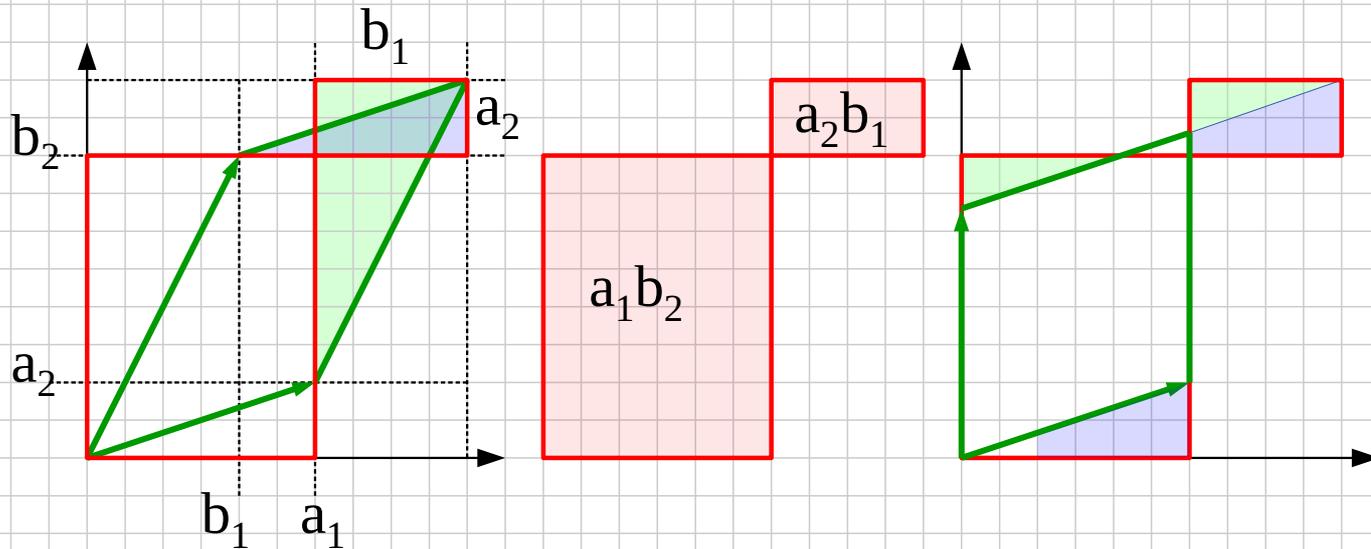
aggiungere struttura



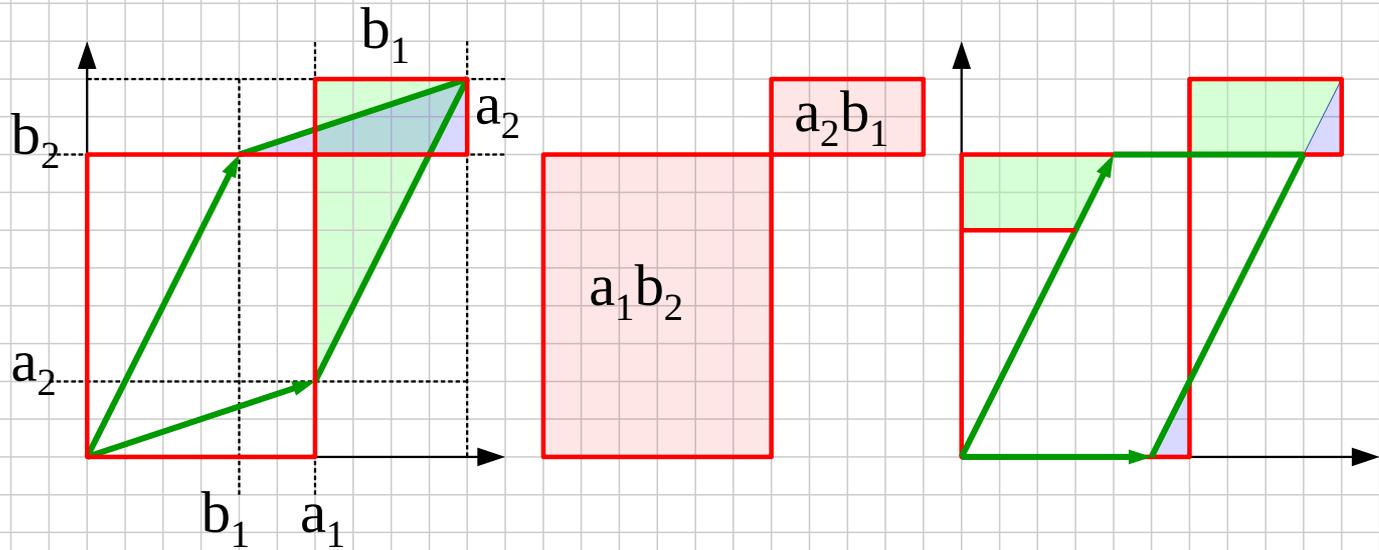
ricerca della figura migliore  
con struttura



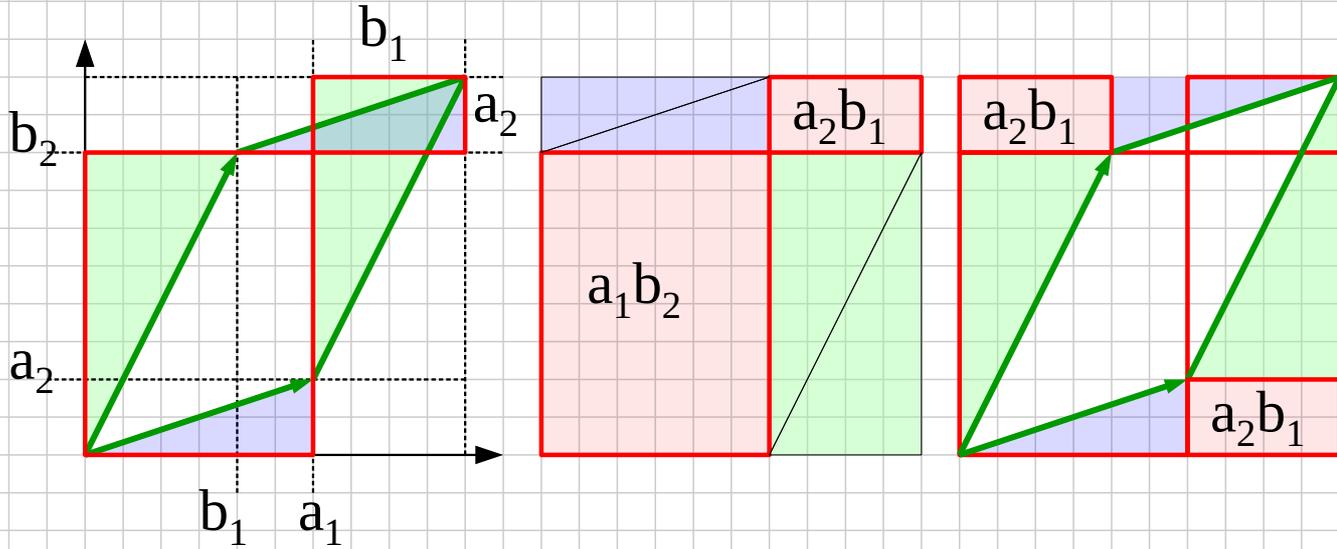
# Prima scorrimento, poi decomposizione



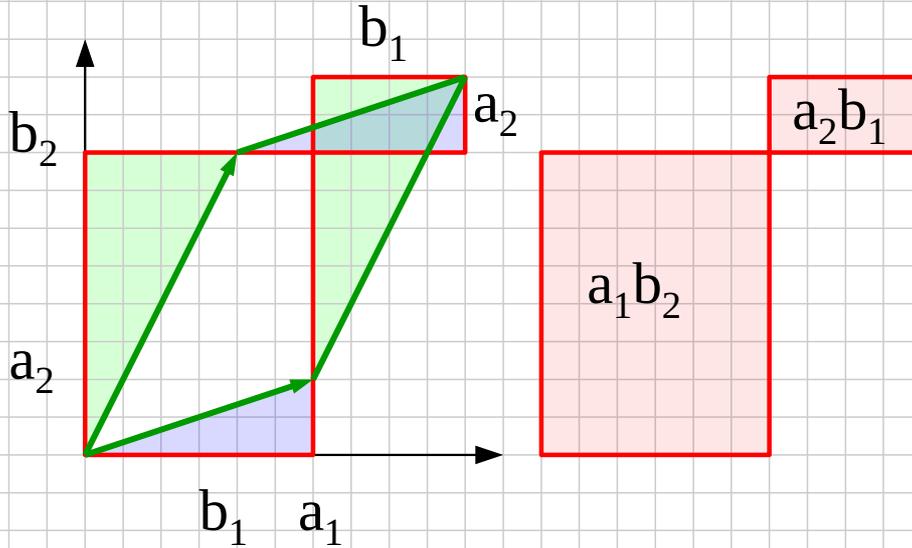
# Prima scorrimento, poi decomposizione



# Decomporre



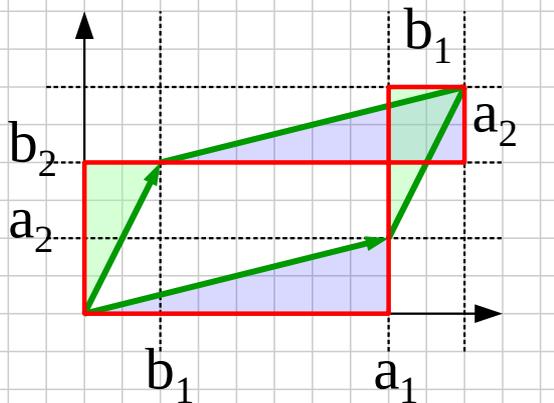
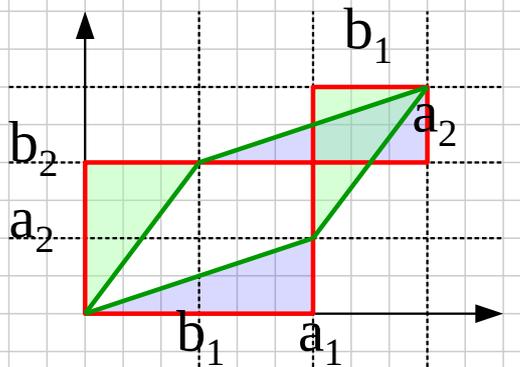
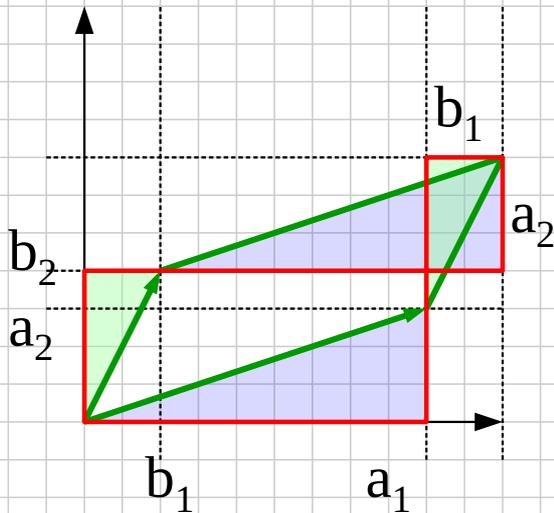
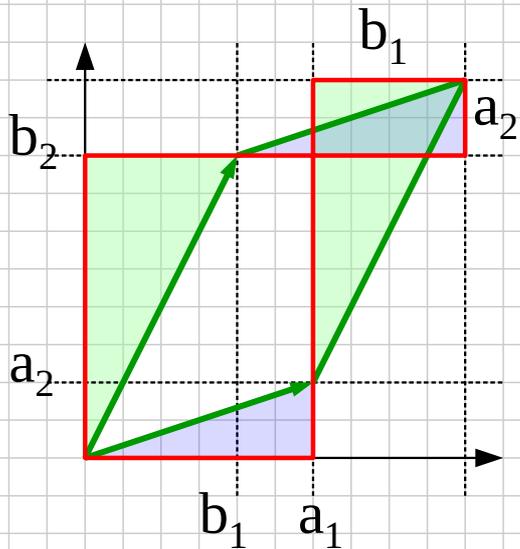
# Decomporre



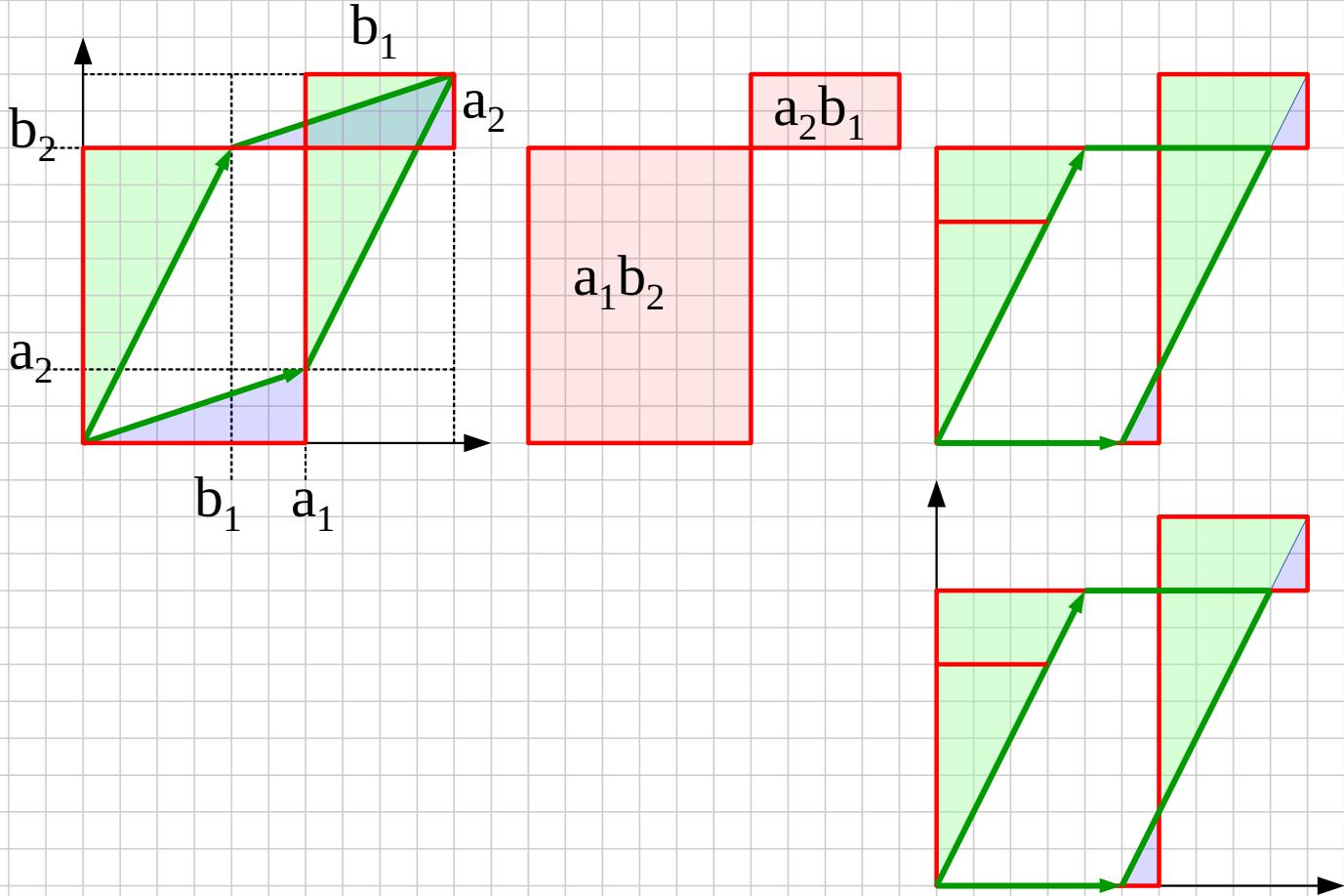
$$\text{area bivettore } a \wedge b = a_1 b_2 - a_2 b_1$$

Versioni

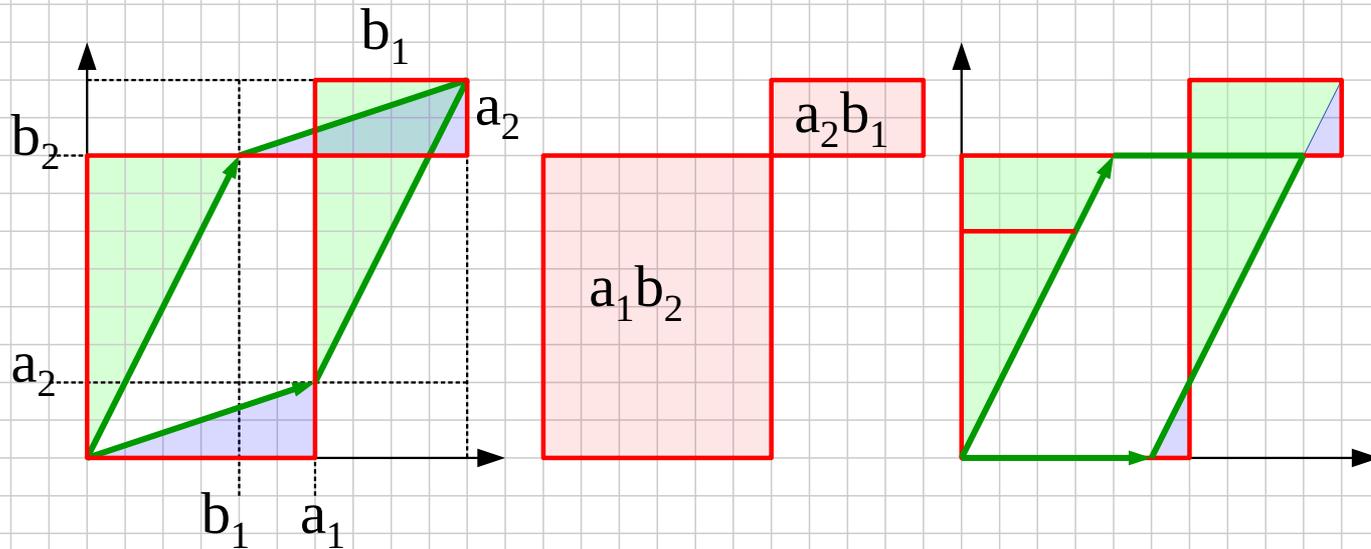
area bivettore  $a \wedge b = a_1 b_2 - a_2 b_1$



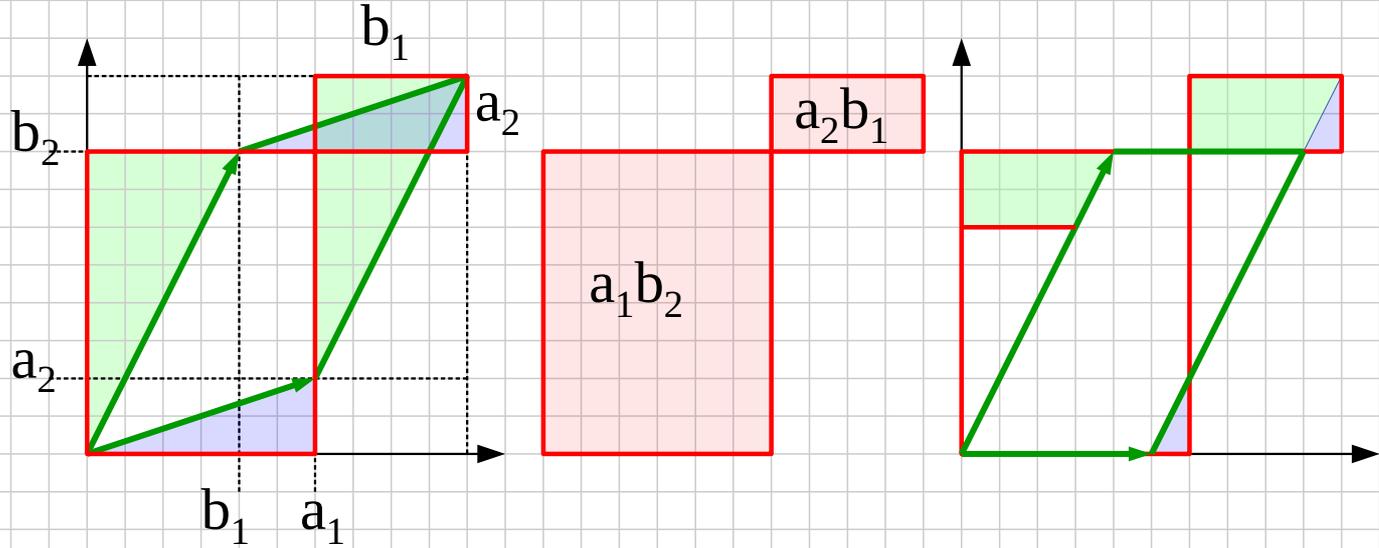
Meglio con/senza gli assi ?



# Prima scorrimento, poi decomposizione



# Prima scorrimento, poi decomposizione



# Prima scorrimento, poi decomposizione

