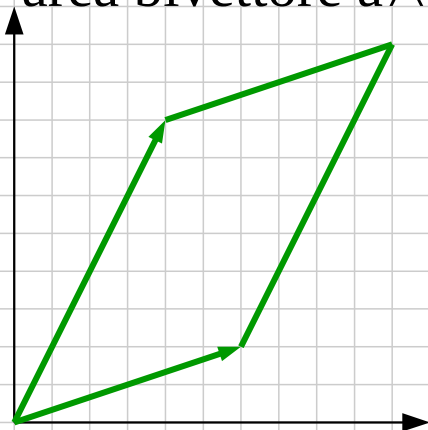
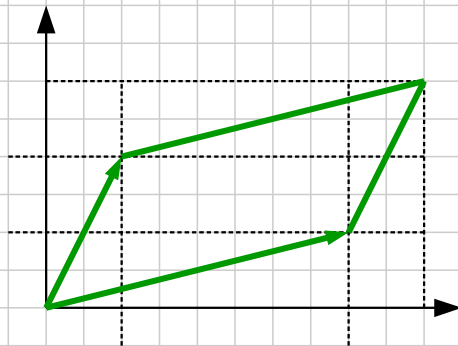
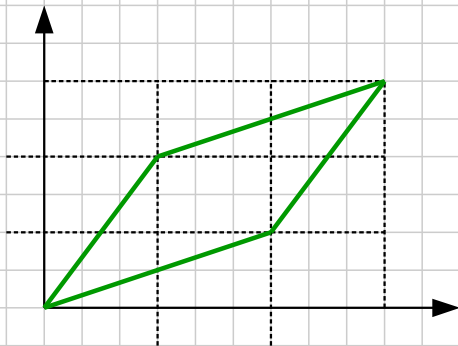
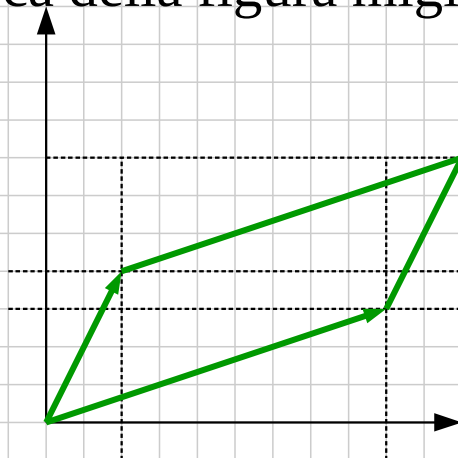
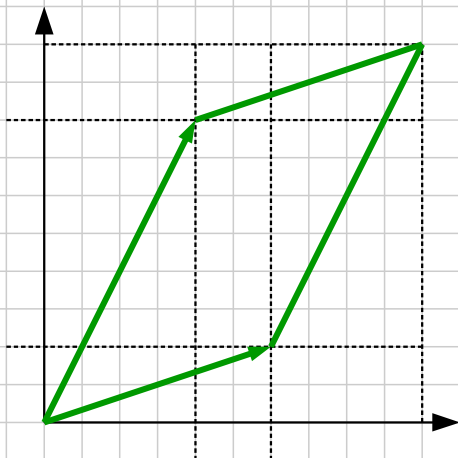


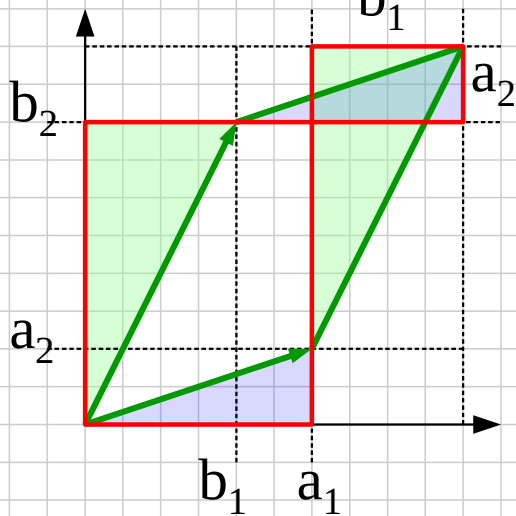
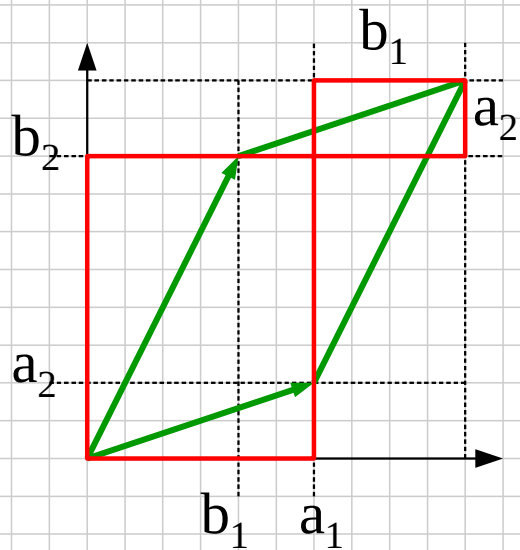
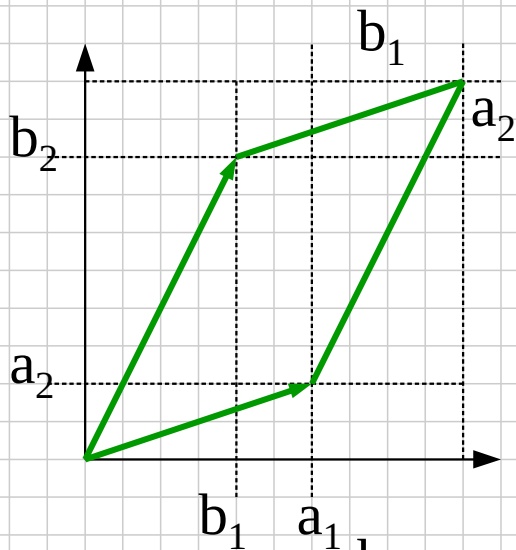
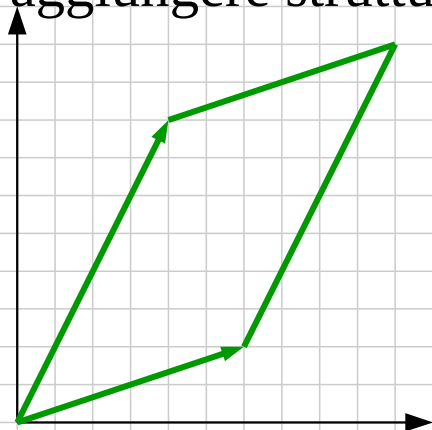
area bivettore $\mathbf{a} \wedge \mathbf{b} = a_1 b_2 - a_2 b_1$



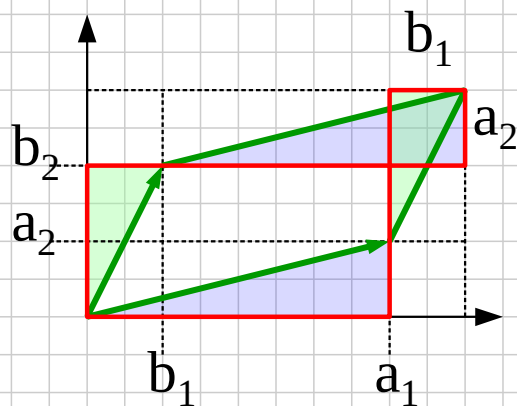
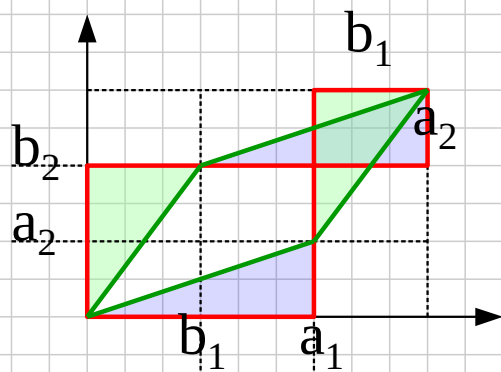
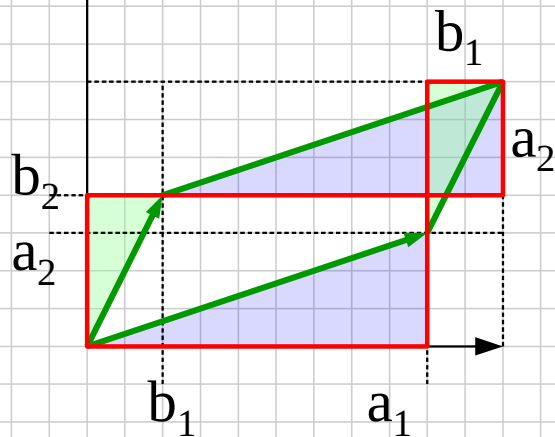
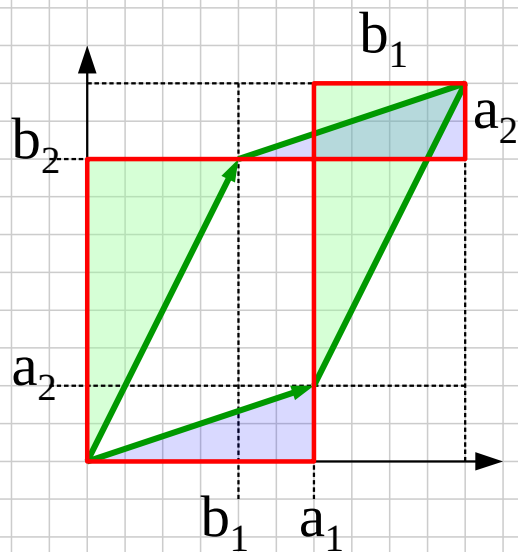
ricerca della figura migliore



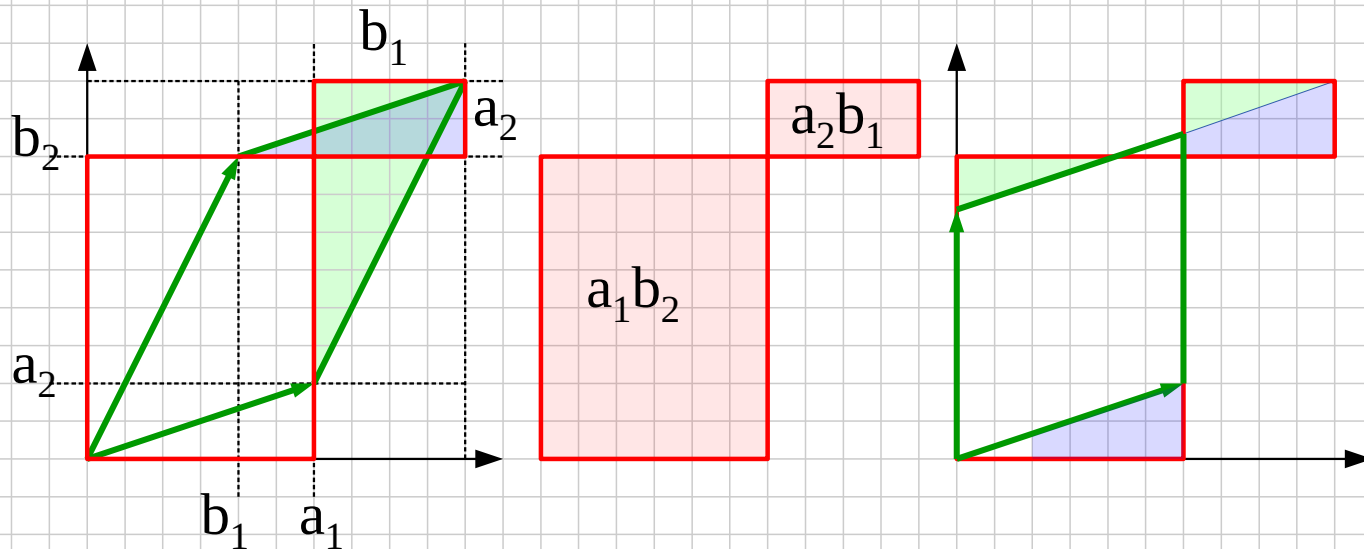
aggiungere struttura



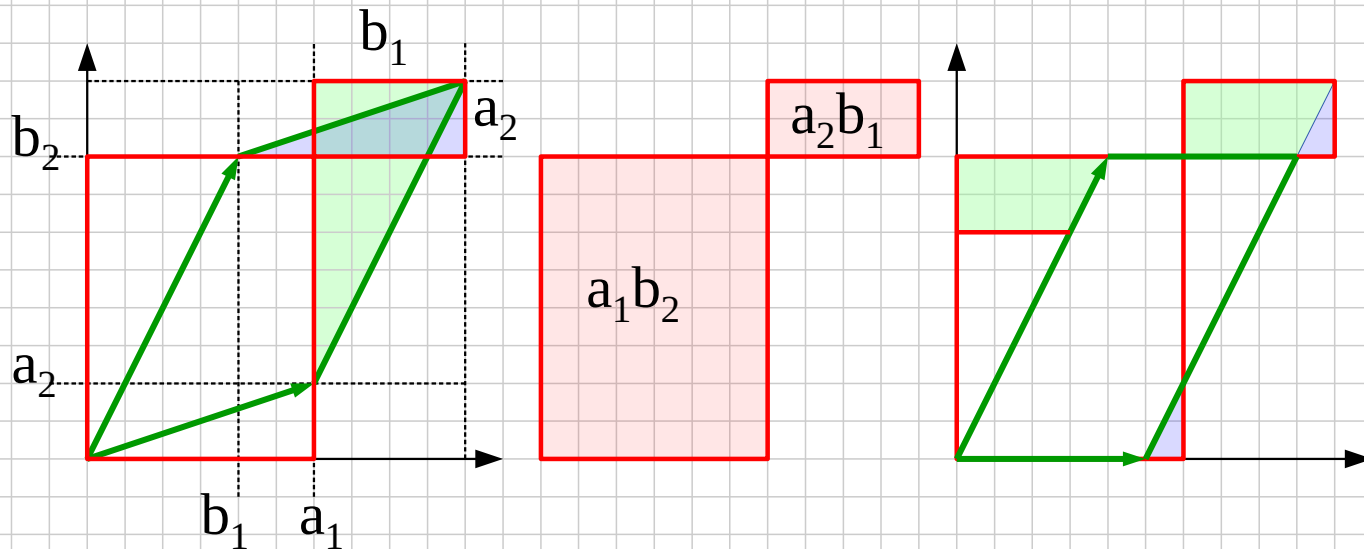
ricerca della figura migliore
con struttura



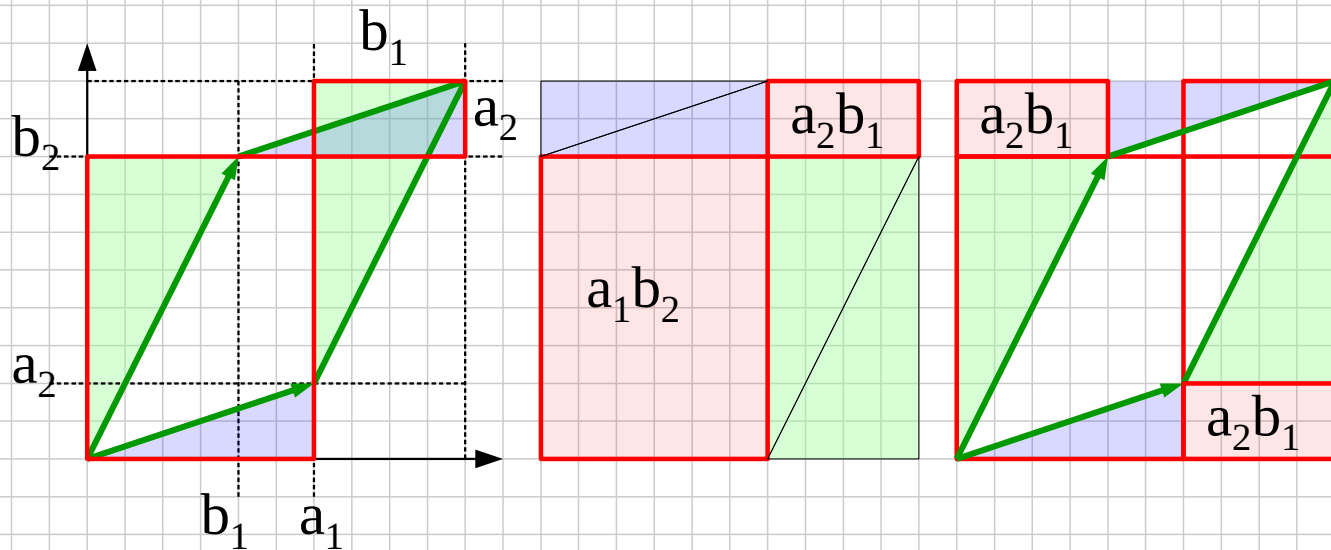
Prima scorrimento, poi decomposizione



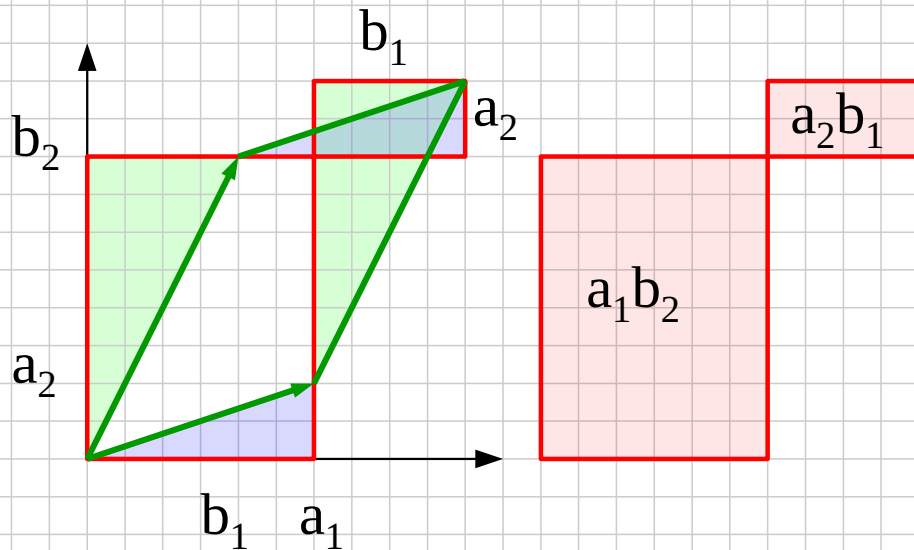
Prima scorrimento, poi decomposizione



Decomporre



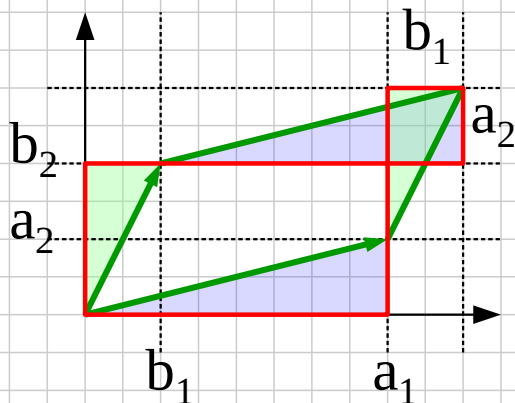
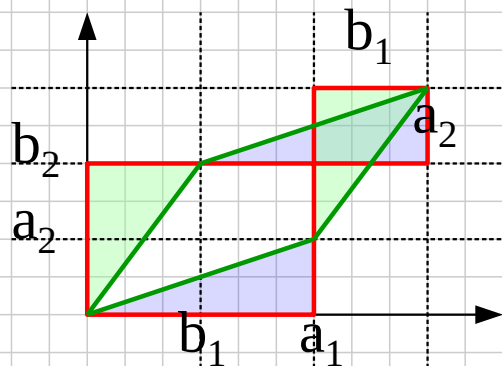
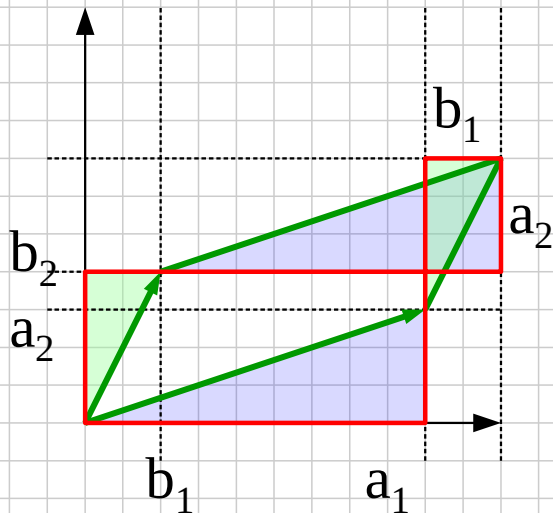
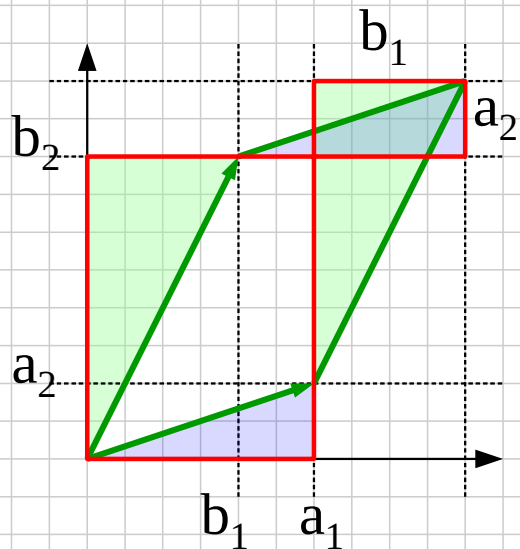
Decomporre



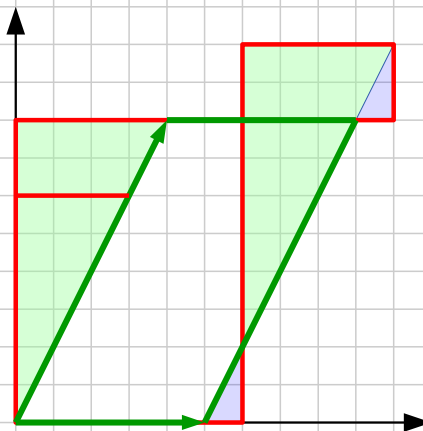
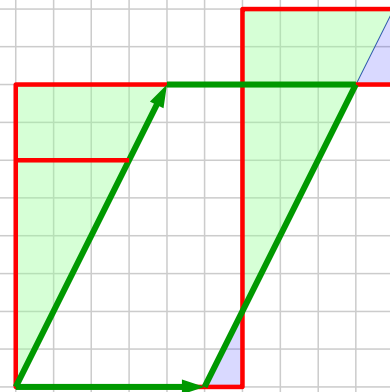
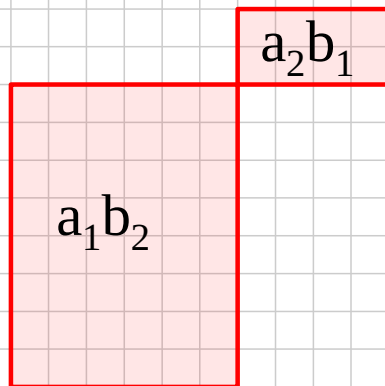
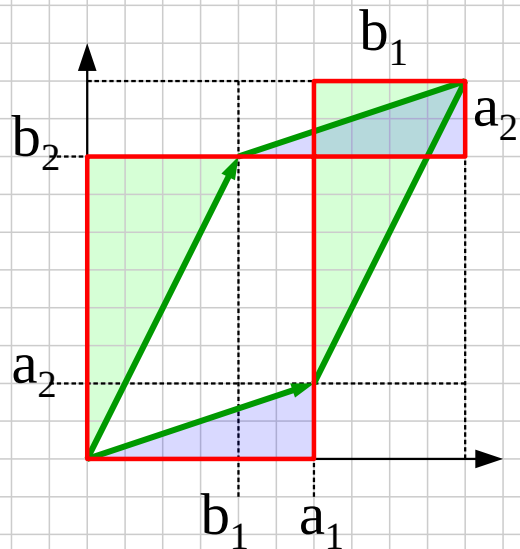
$$\text{area bivettore } a \wedge b = a_1 b_2 - a_2 b_1$$

Versioni

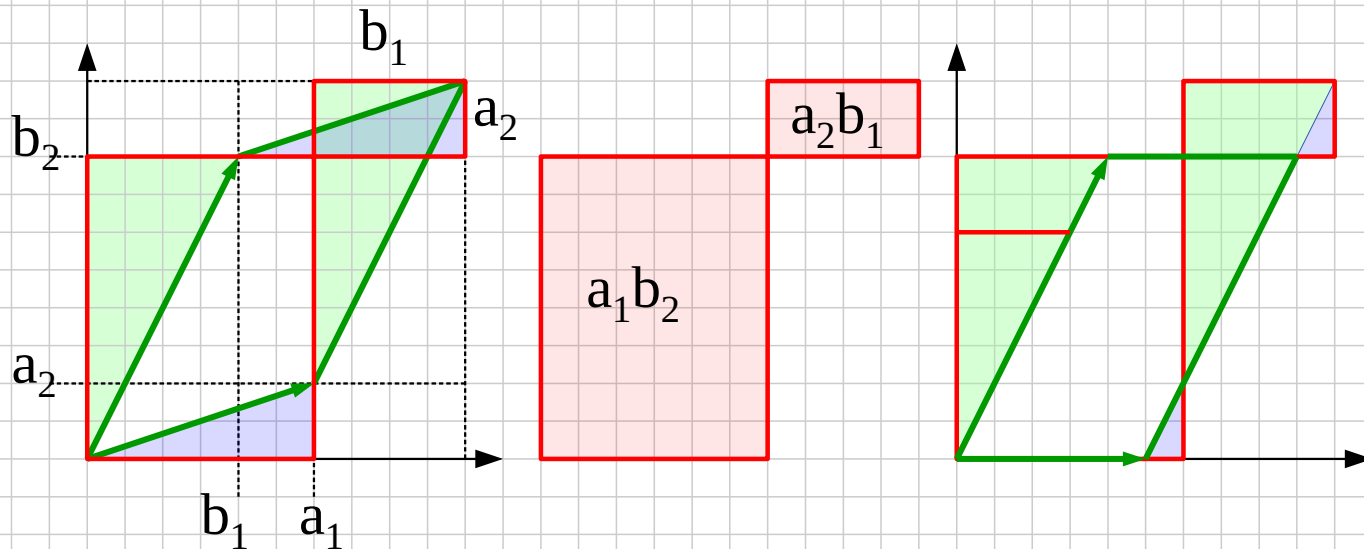
area bivettore $\mathbf{a} \wedge \mathbf{b} = a_1 b_2 - a_2 b_1$



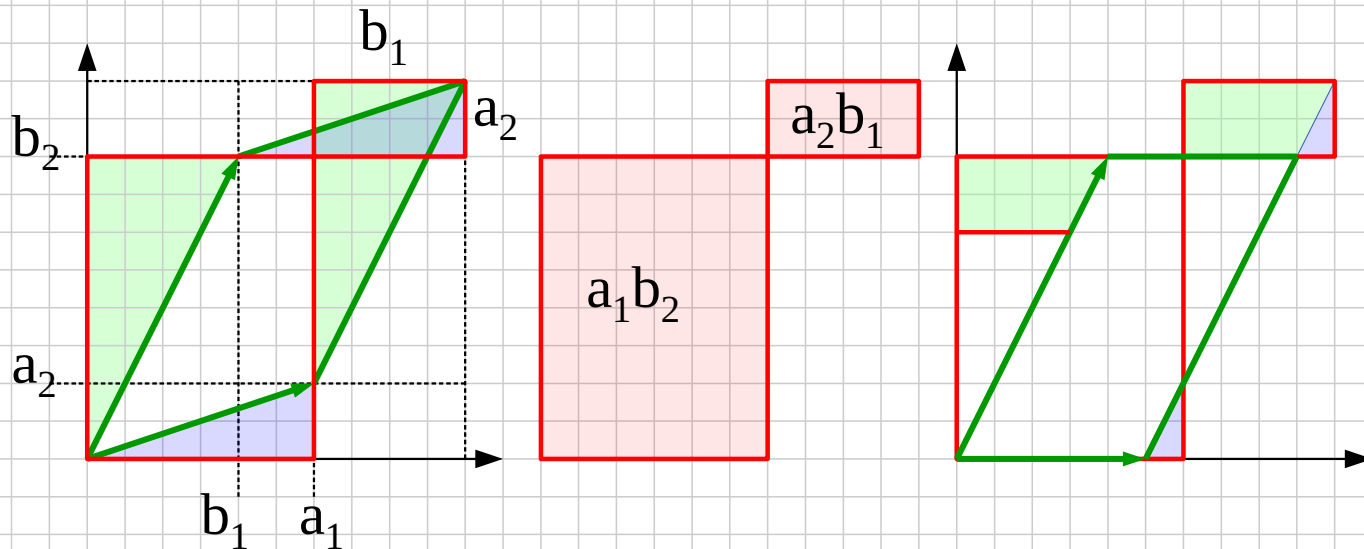
Meglio con/senza gli assi ?



Prima scorrimento, poi decomposizione



Prima scorrimento, poi decomposizione



Prima scorrimento, poi decomposizione

