

structures



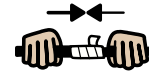
cut



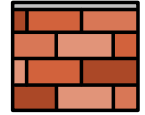
fold



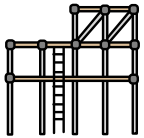
join



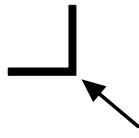
fix



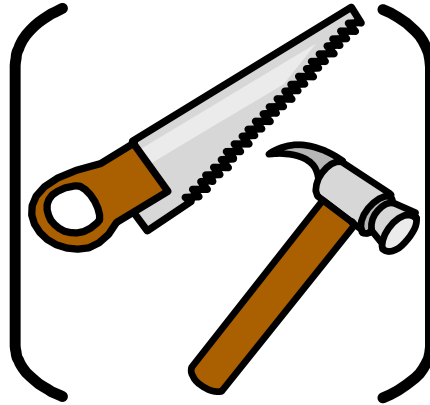
wall



framework



corner



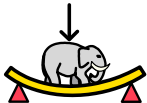
DT



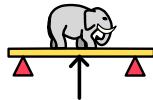
thinner



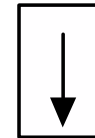
thicker



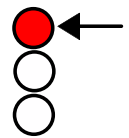
weak



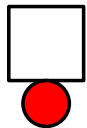
strong



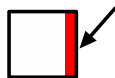
base



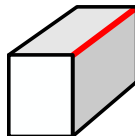
top



underneath



side



edge



point



curved



straight