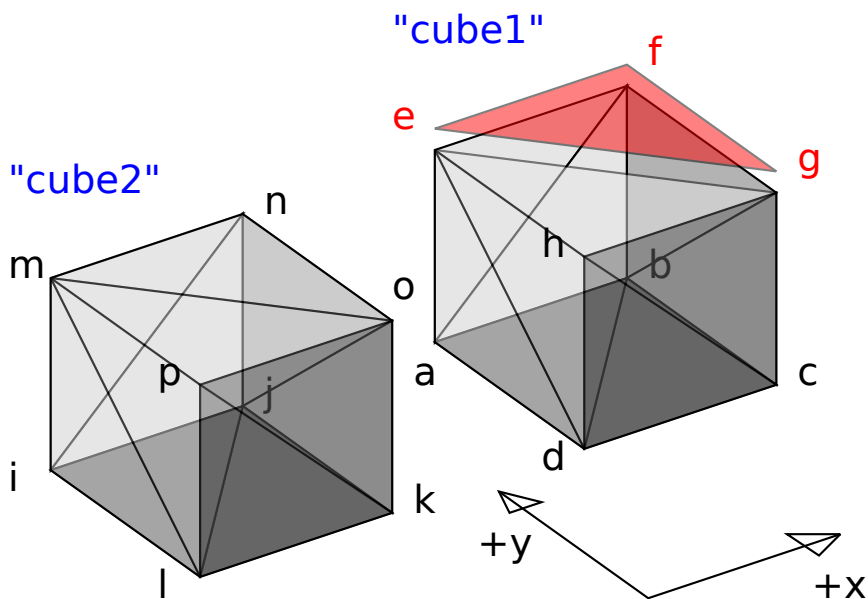


## Wavefront Format Code

## GString Format Code

a	v -1 -1 -1	f 1 4 2	v -1 -1 -1	#<cube1><surface1>
b	v 1 -1 -1	f 2 4 3	v 1 -1 -1	f 1 4 2
c	v 1 1 -1	f 8 7 3	v 1 1 -1	f 2 4 3
d	v -1 1 -1	f 8 3 4	v -1 1 -1	#</surface1><surface2>
e	v -1 -1 1.1	f 7 6 2	v -1 -1 1.1	f 8 7 3
f	v 1 -1 1.1	f 7 2 3	v 1 -1 1.1	f 8 3 4
g	v 1 1 1.1	f 6 5 1	v 1 1 1.1	#</surface2><surface3>
h	v -1 1 1	f 6 1 2	v -1 1 1	f 7 6 2
i	v -5 -1 -1	f 5 8 4	v -5 -1 -1	f 7 2 3
j	v -3 -1 -1	f 5 4 1	v -3 -1 -1	#</surface3><surface4>
k	v -3 1 -1	f 5 6 7	v -3 1 -1	f 6 5 1
l	v -5 1 -1	f 5 7 8	v -5 1 -1	f 6 1 2
m	v -5 -1 1	f 9 12 10	v -5 -1 1	#</surface4><surface5>
n	v -3 -1 1	f 10 12 11	v -3 -1 1	f 5 8 4
o	v -3 1 1	f 16 15 11	v -3 1 1	f 5 4 1
p	v -5 1 1	f 16 11 12	v -5 1 1	#</surface5><surface6>
		f 15 14 10		f 5 6 7
		f 15 10 11		f 5 7 8
		f 14 13 9		#</surface6>
		f 14 9 10		#</cube1>
		f 13 16 12		#<cube2><surface1>
		f 13 12 9		f 9 12 10
		f 13 14 15		f 10 12 11
		f 13 15 16		...etc



[cubes.obj/cube1/surface6/face11](#)