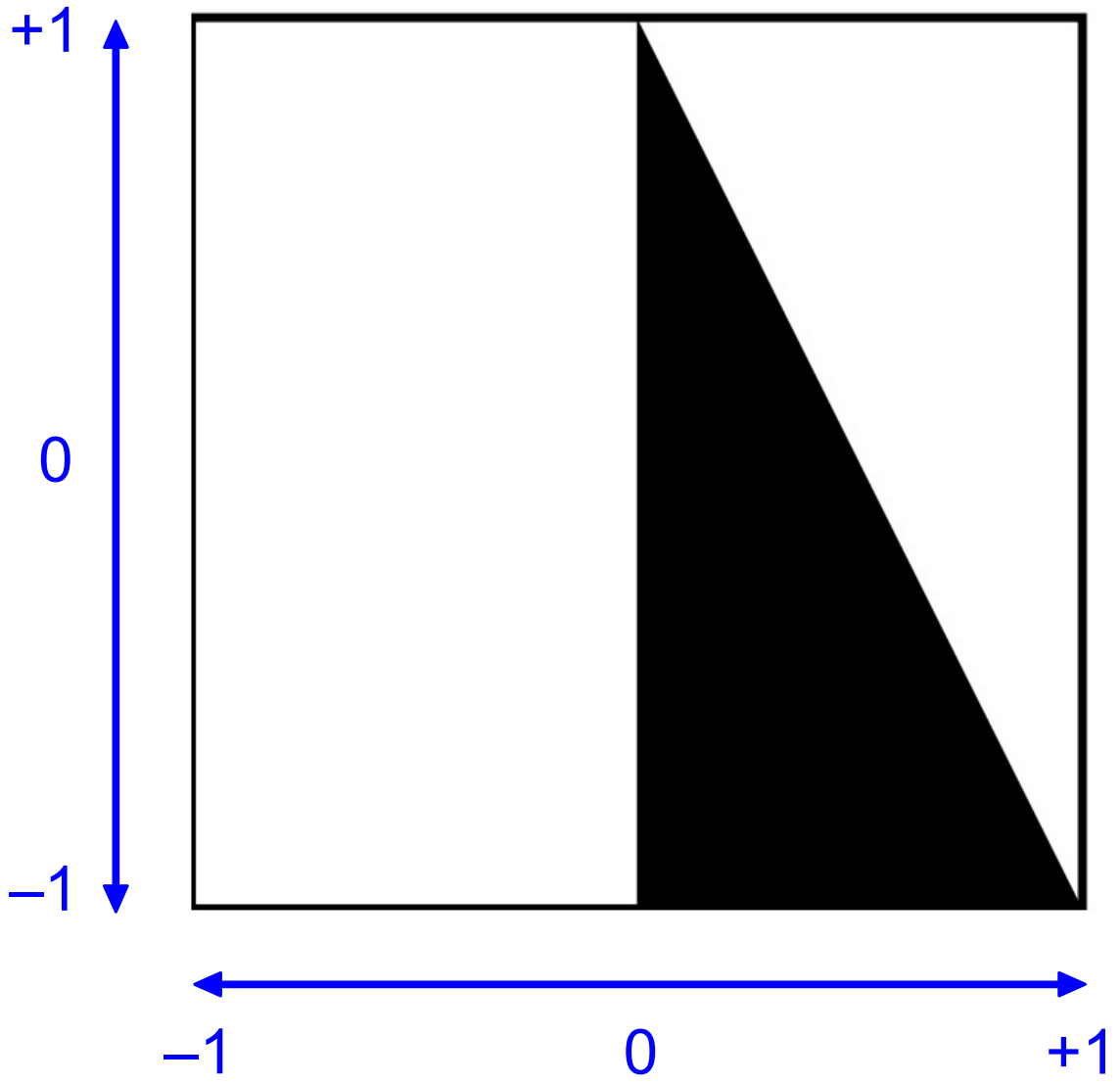
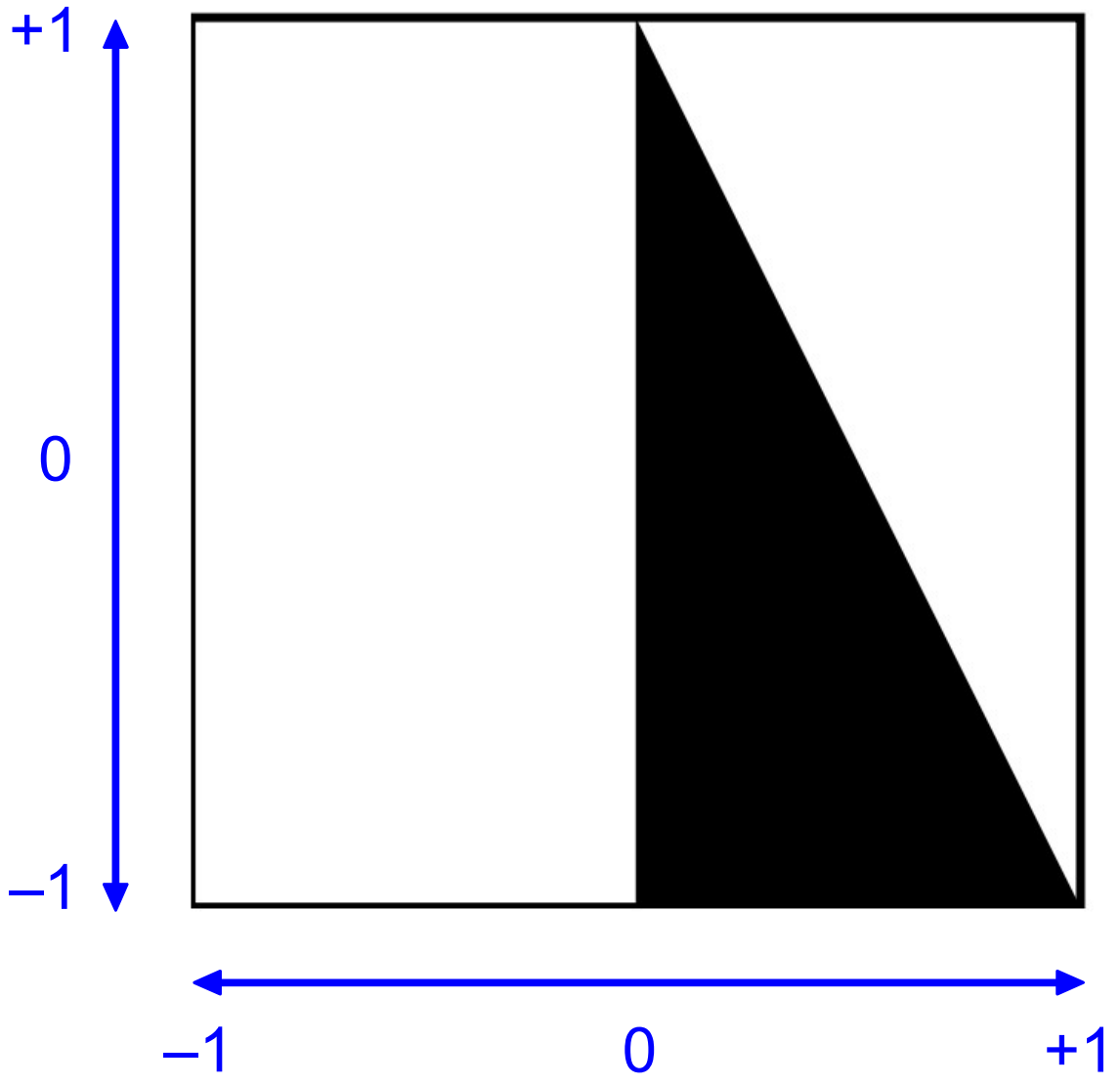
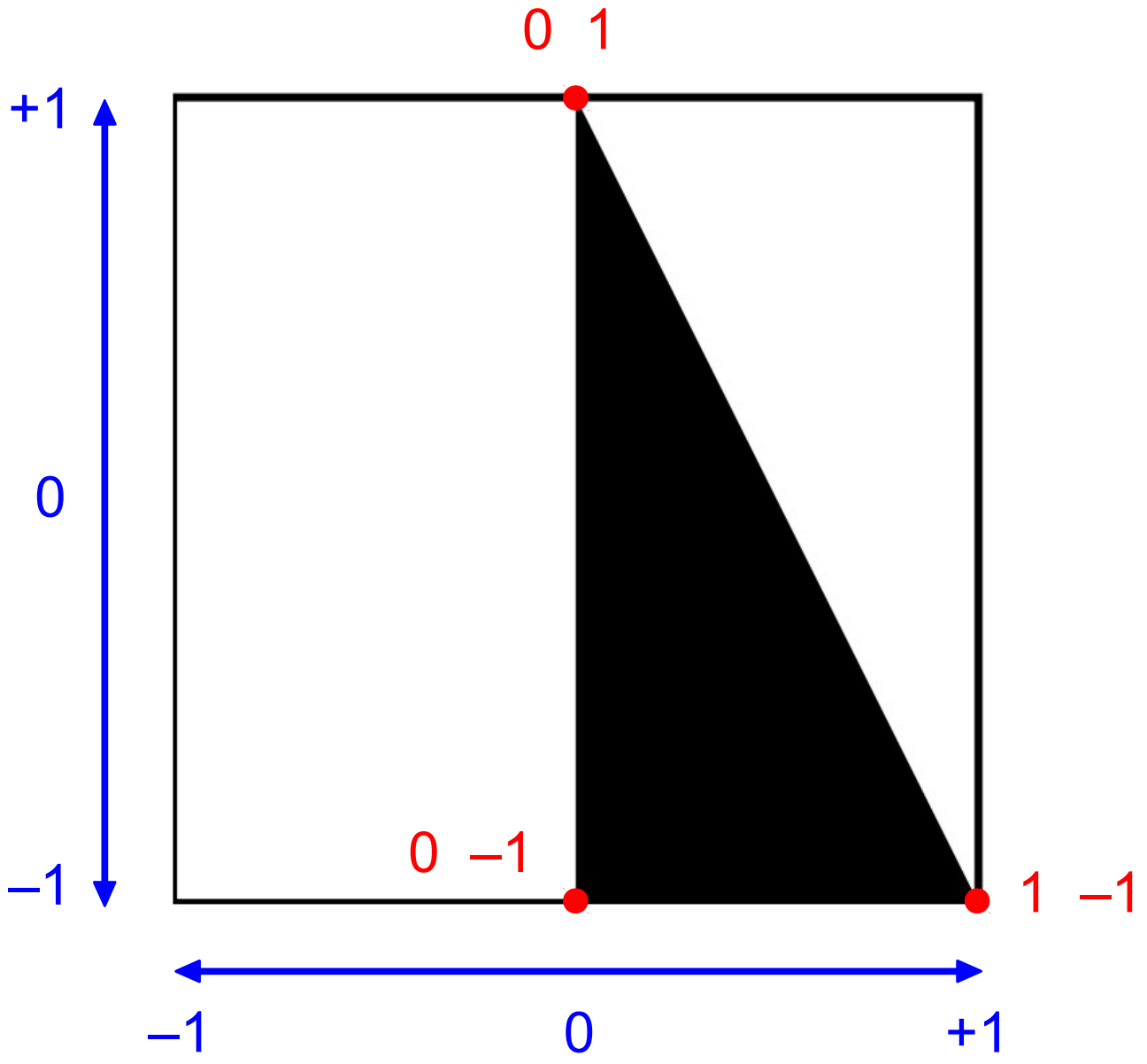

+1
0
–1
–1
0
+1

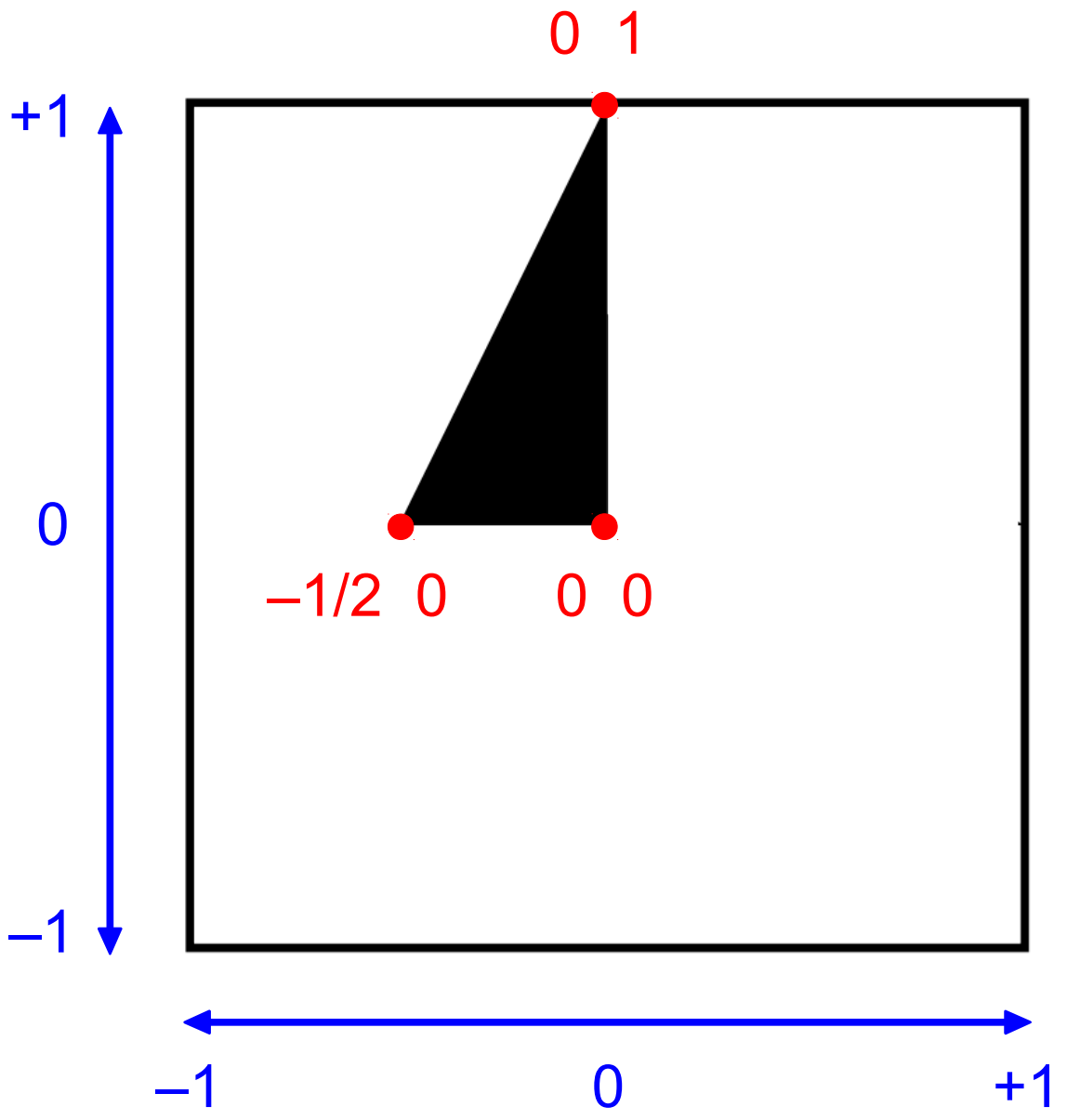
(filled-triangle *x1 y1 x2 y2 x3 y3*)



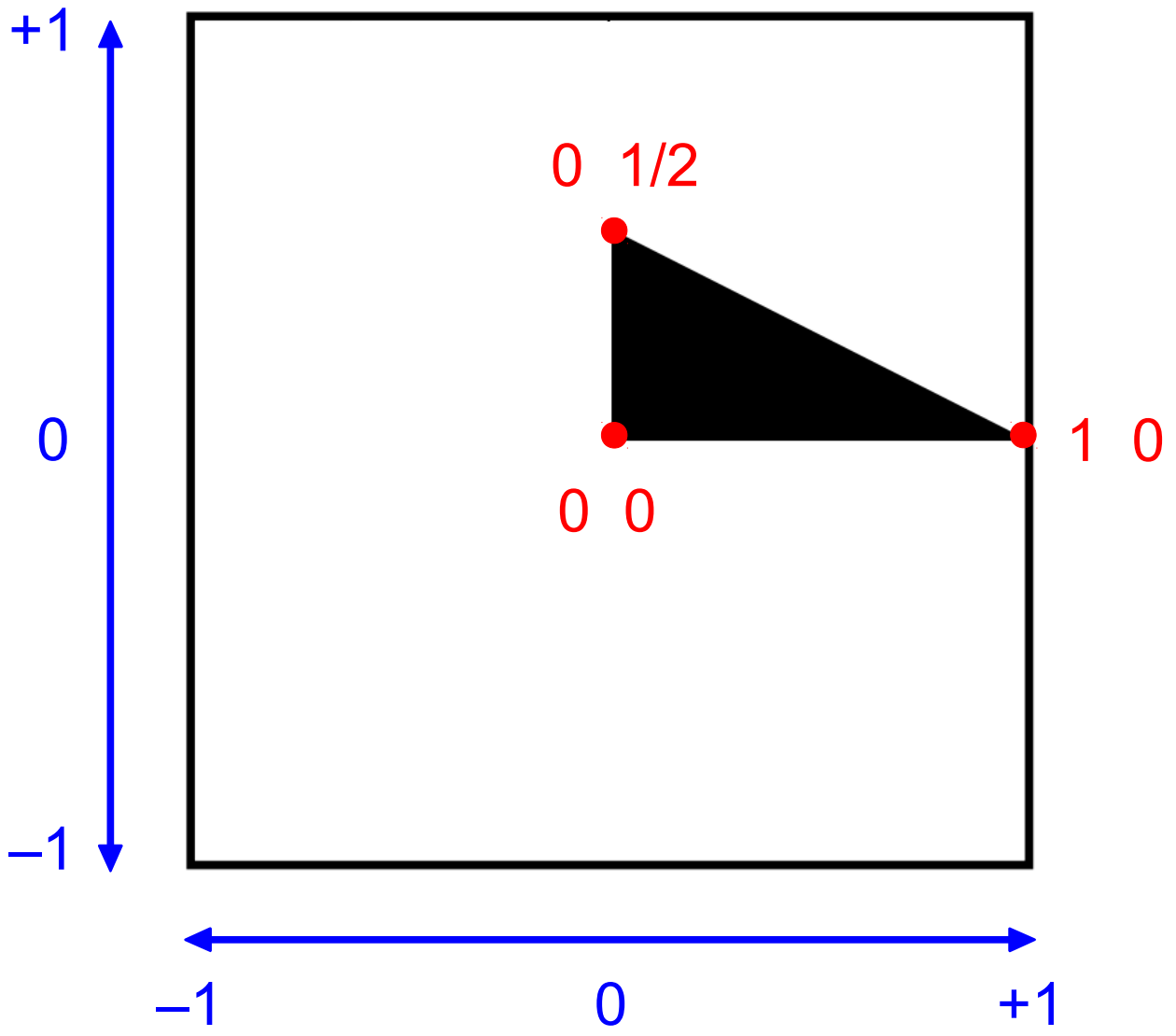
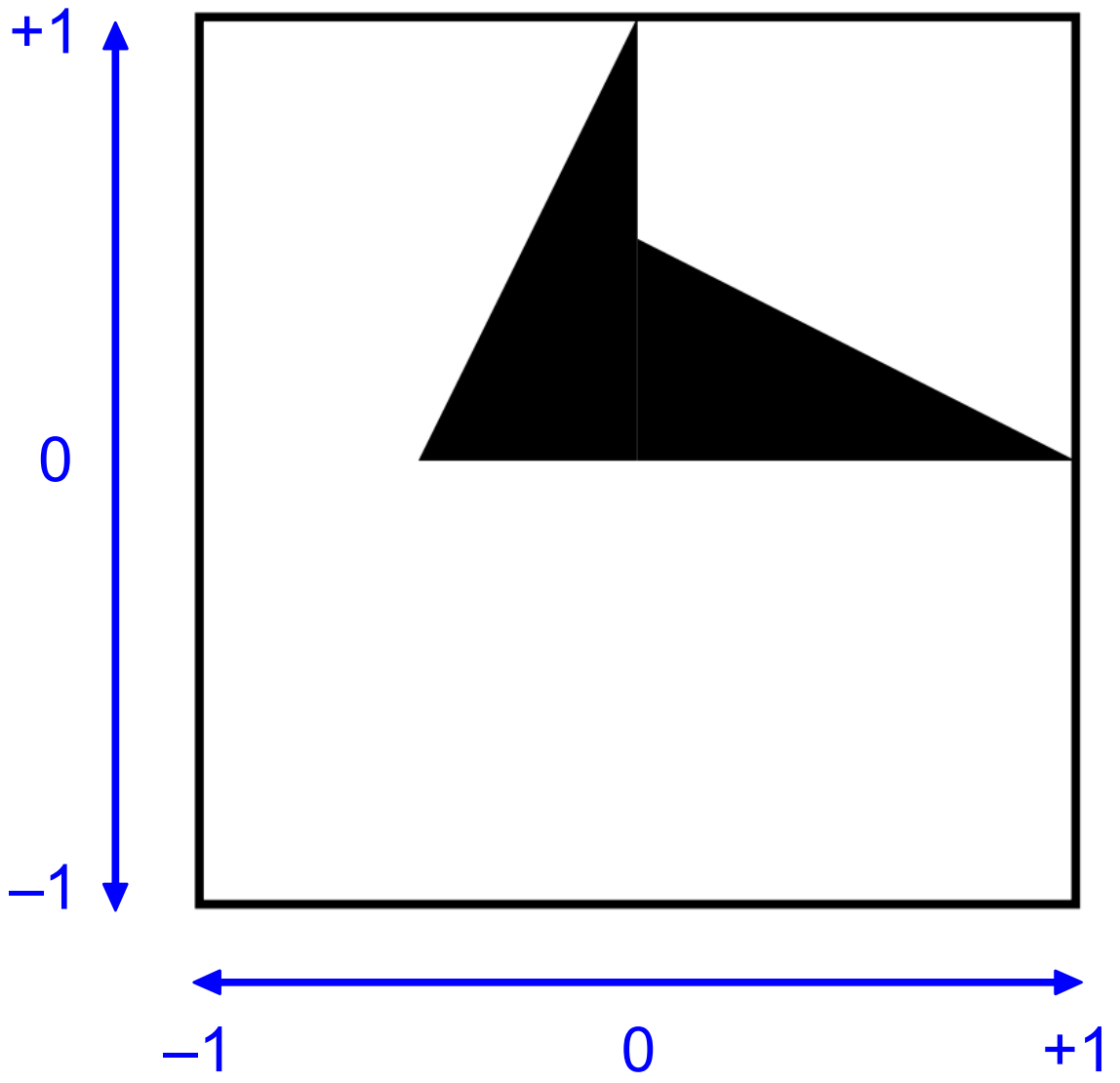
(filled-triangle 0 1 0 -1 1 -1)



```
(filled-triangle 0 1 0 0 -1/2 0)
```



```
(filled-triangle 0 0 0 1/2 1 0)
```



```
(overlay (filled-triangle 0 1 0 0 -1/2 0)
         (filled-triangle 0 0 0 1/2 1 0))
```