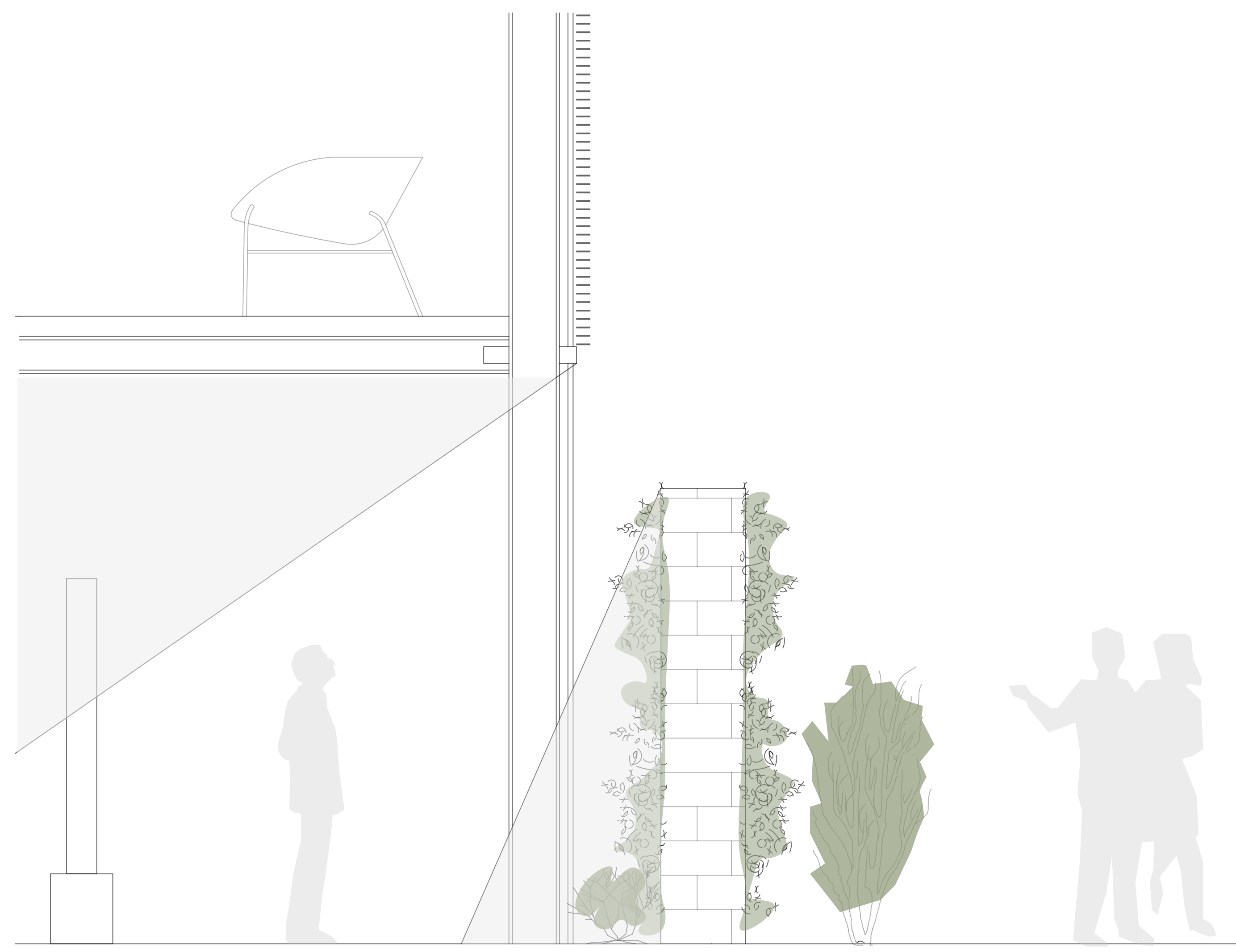




13. The Belvedere



Interaction Between the Belvedere and the Ruins - Detail 1:20



Programmatic Axonometry of Positive Emotions



15. The Agora