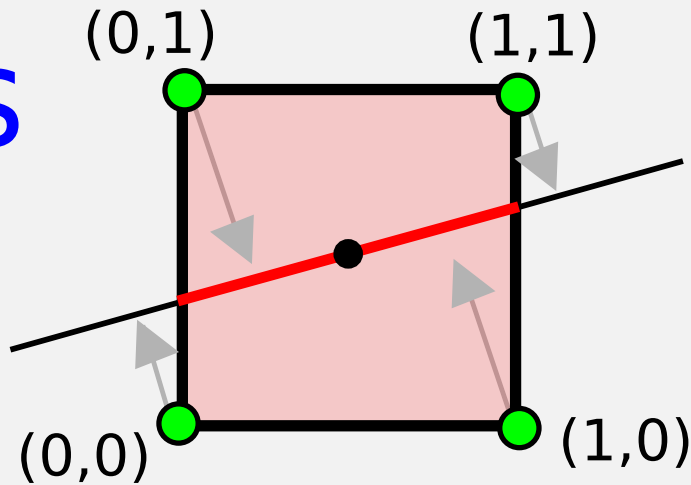


# cubes



Vertices of "the" 3D cube:

$(0,0,0)$ ,  $(0,0,1)$ , ...,  $(1,1,1)$

Vertices of "the" 4D cube:

$(0,0,0,0)$ ,  $(0,0,0,1)$ , ...,  $(1,1,1,1)$