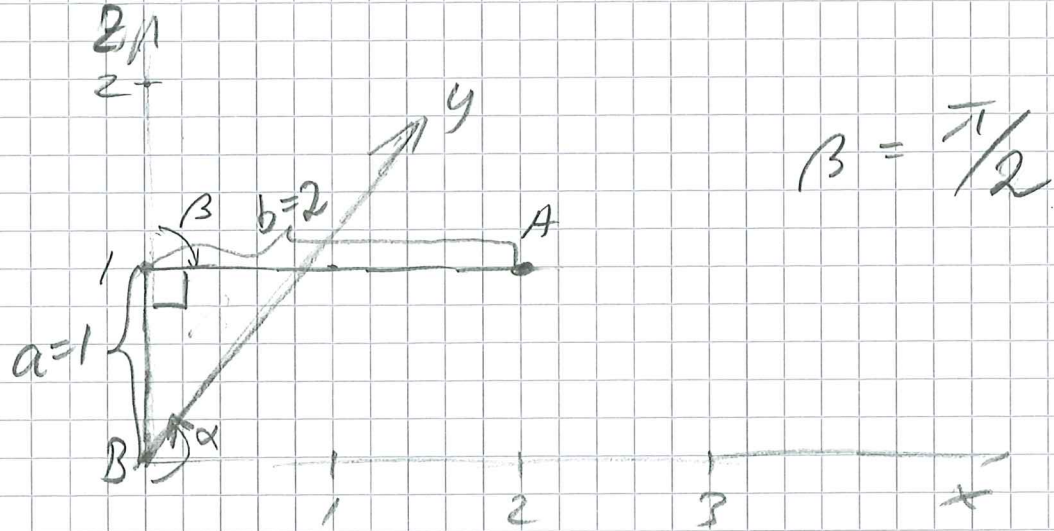


# CRANE

①



$A = (2, 0, 1)$

We only really use the  $xz$  plane since  $\alpha = 0$

②-3

