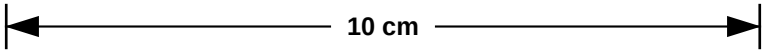
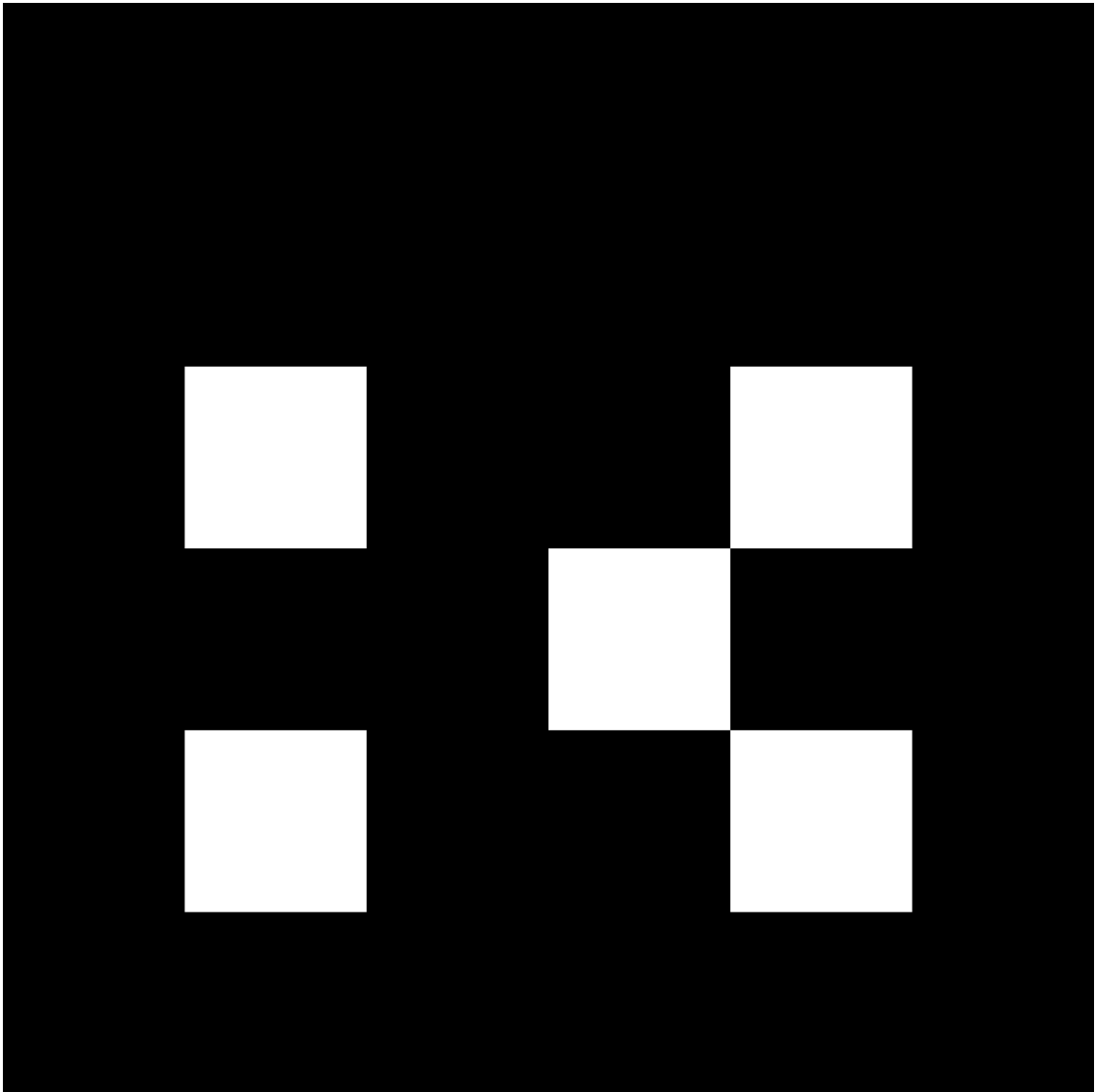


MARKER 35

DICT_4X4_50 · 150 mm **PRINT AT 100%**



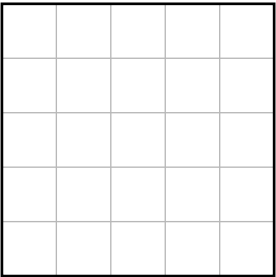
INSTRUCTIONS

Keep the white border clear — do not trim, write on, or tape over it.
Shoot from an **ANGLE**, never square-on. Get closer, not higher.
On the floor: one photo. Off the floor: two, from different angles.

LOCATION

Grid cell: _____

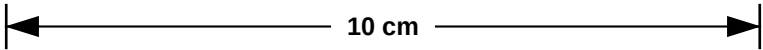
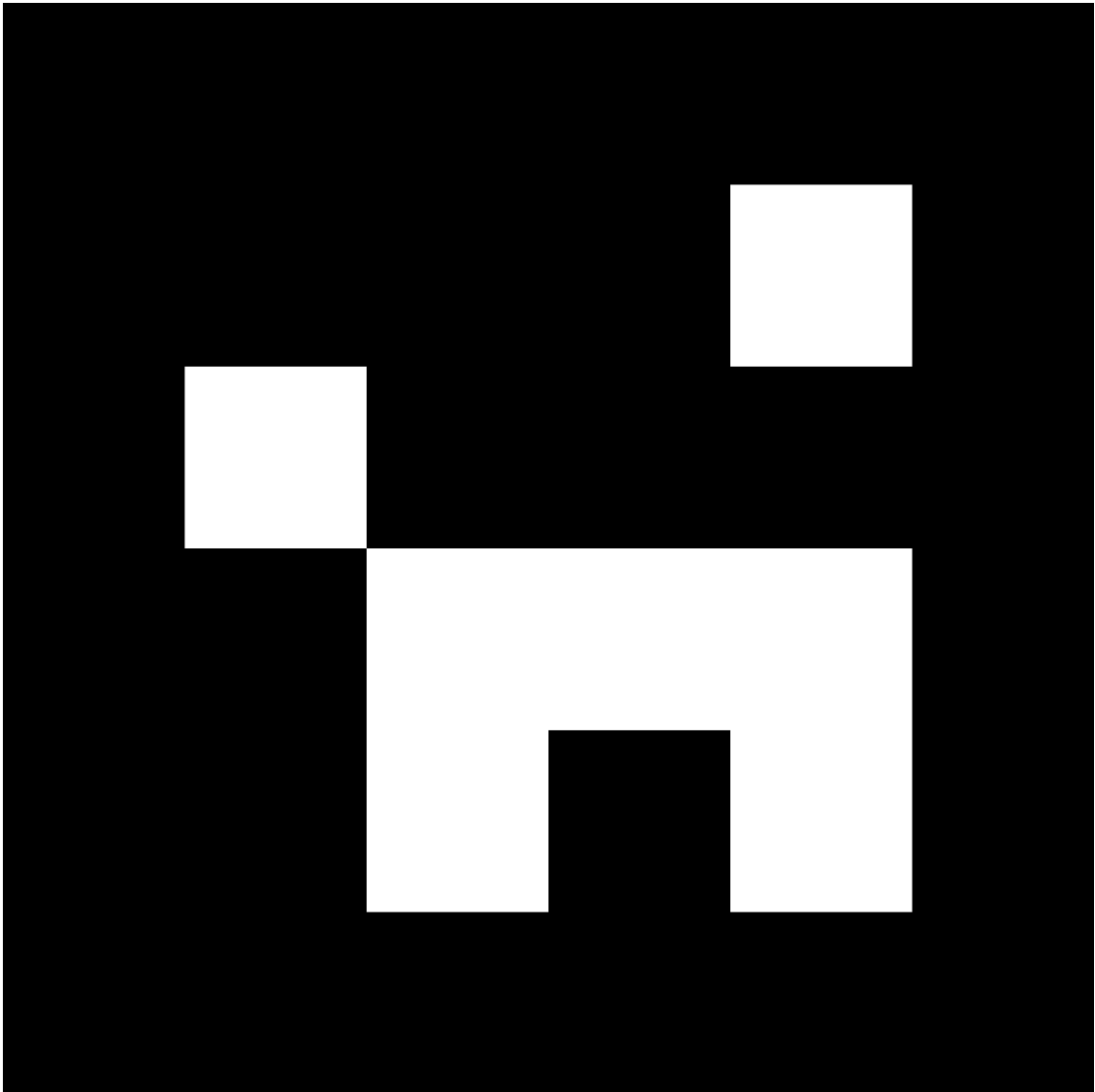
Height, m (0 = floor): _____



mark location on grid

MARKER 36

DICT_4X4_50 · 150 mm PRINT AT 100%



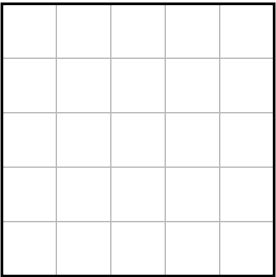
INSTRUCTIONS

Keep the white border clear — do not trim, write on, or tape over it.
Shoot from an ANGLE, never square-on. Get closer, not higher.
On the floor: one photo. Off the floor: two, from different angles.

LOCATION

Grid cell: _____

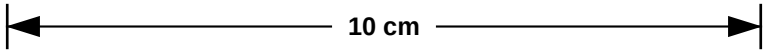
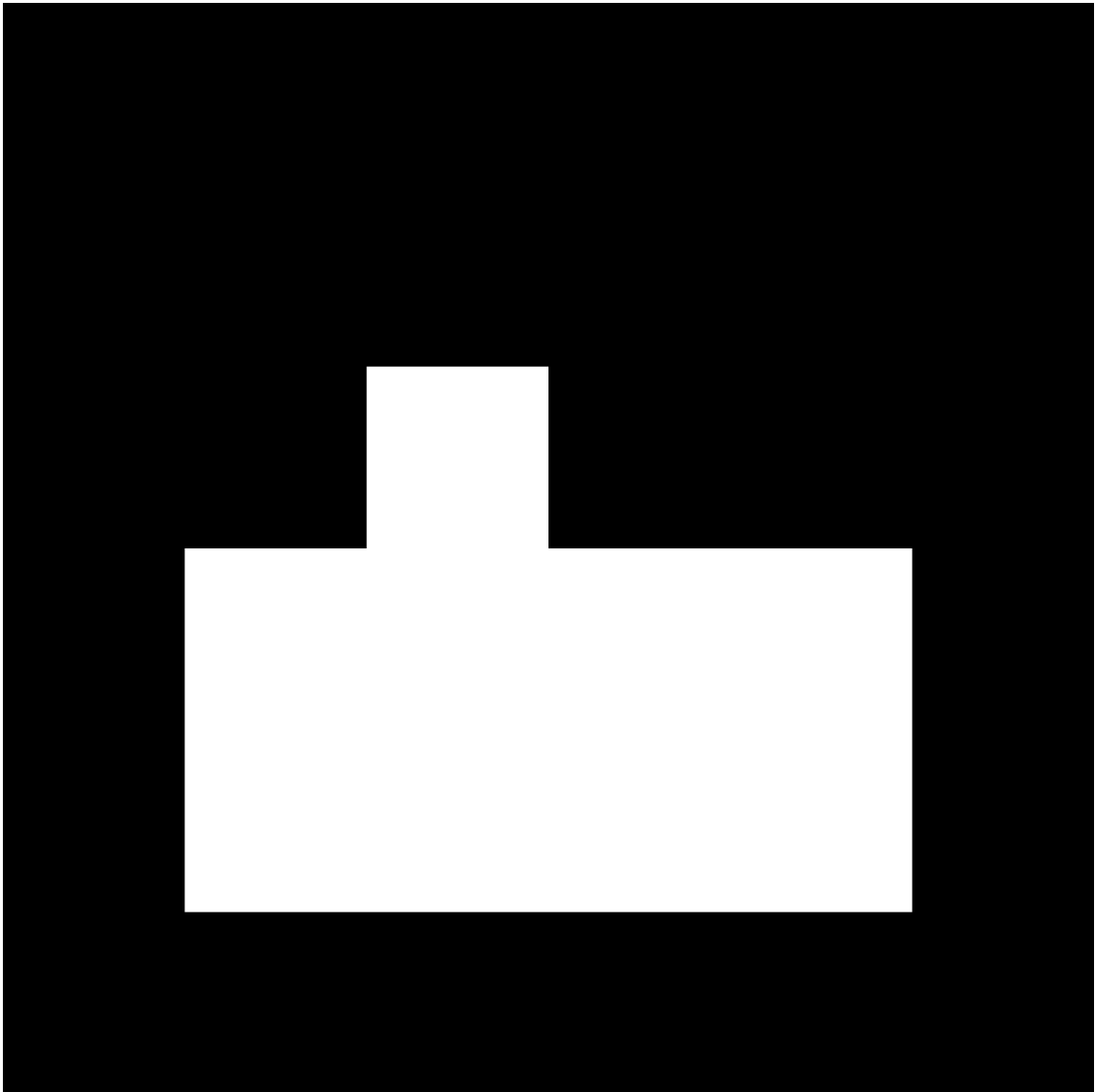
Height, m (0 = floor): _____



mark location on grid

MARKER 37

DICT_4X4_50 · 150 mm PRINT AT 100%



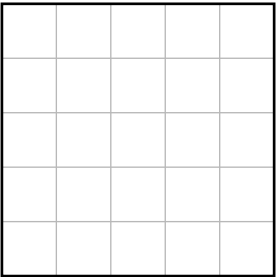
INSTRUCTIONS

Keep the white border clear — do not trim, write on, or tape over it.
Shoot from an ANGLE, never square-on. Get closer, not higher.
On the floor: one photo. Off the floor: two, from different angles.

LOCATION

Grid cell: _____

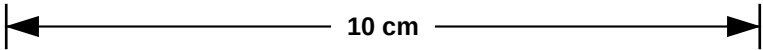
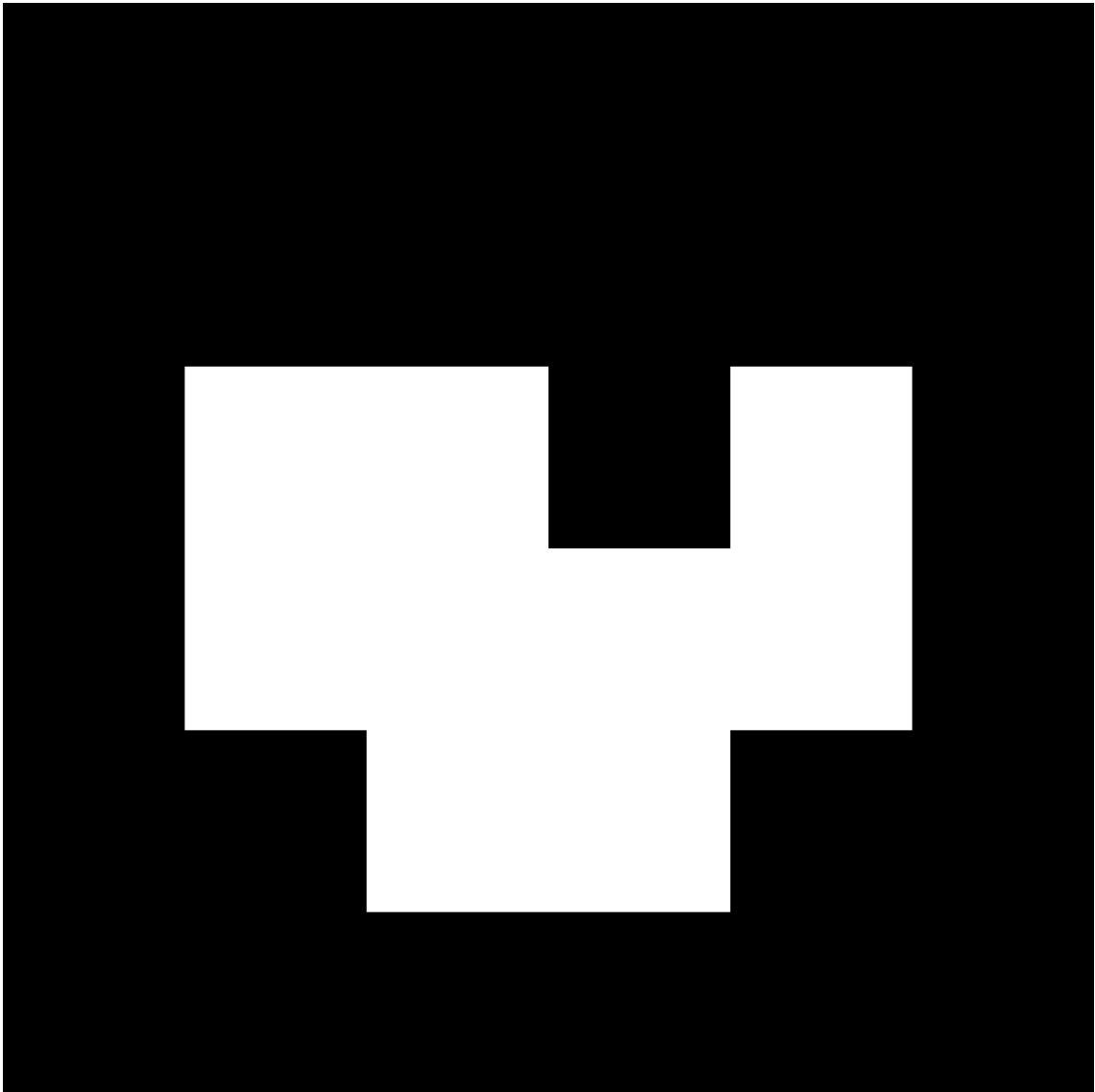
Height, m (0 = floor): _____



mark location on grid

MARKER 38

DICT_4X4_50 · 150 mm **PRINT AT 100%**



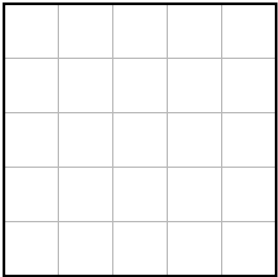
INSTRUCTIONS

Keep the white border clear — do not trim, write on, or tape over it.
Shoot from an **ANGLE**, never square-on. Get closer, not higher.
On the floor: one photo. Off the floor: two, from different angles.

LOCATION

Grid cell: _____

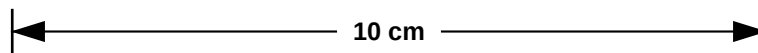
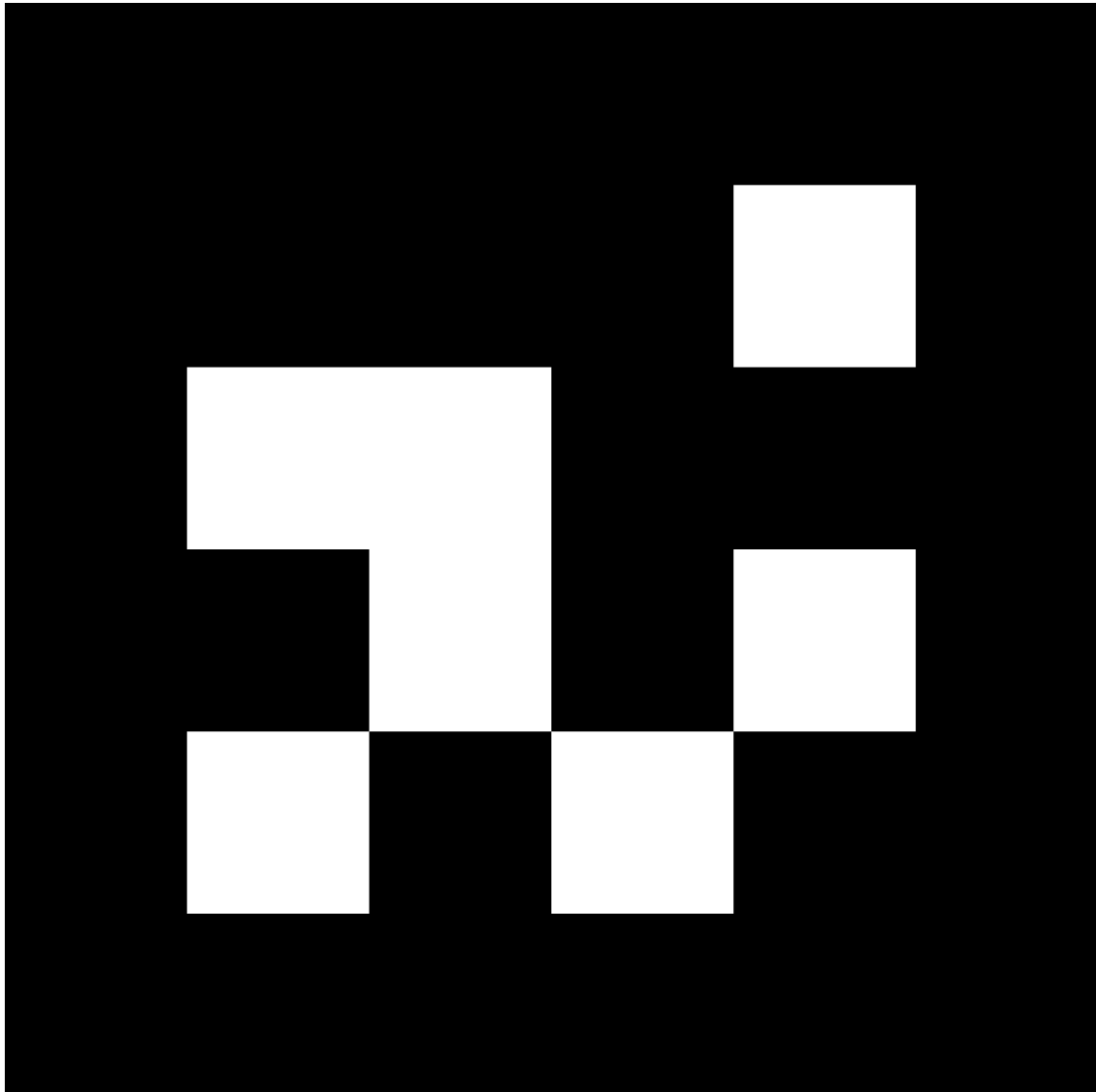
Height, m (0 = floor): _____



mark location on grid

MARKER 39

DICT_4X4_50 · 150 mm PRINT AT 100%



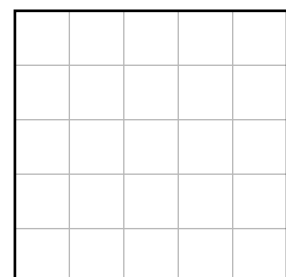
INSTRUCTIONS

Keep the white border clear — do not trim, write on, or tape over it.
Shoot from an ANGLE, never square-on. Get closer, not higher.
On the floor: one photo. Off the floor: two, from different angles.

LOCATION

Grid cell: _____

Height, m (0 = floor): _____



mark location on grid

see <https://aigon.ai/s/markers>