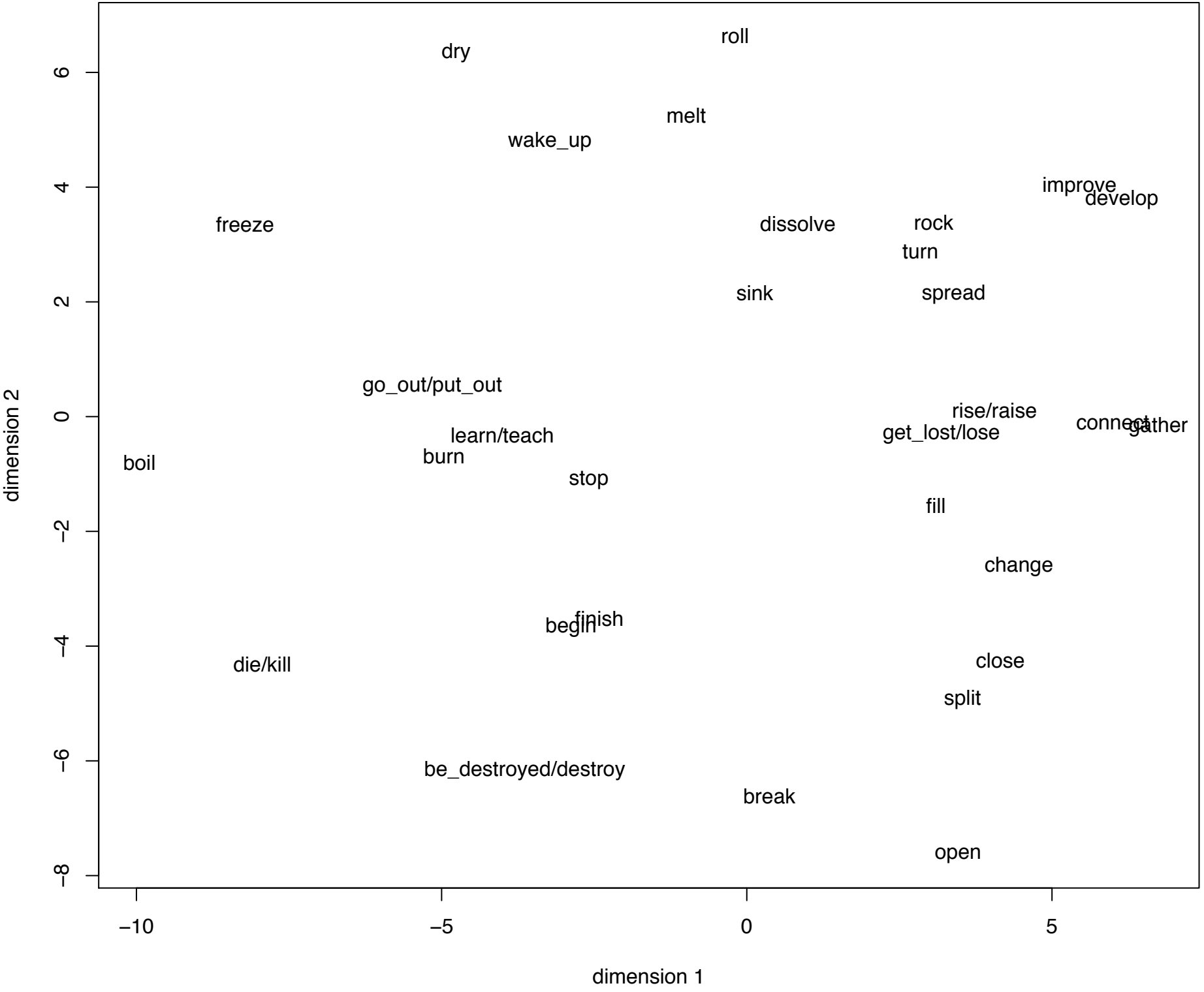
roll
dry
melt
wake_up
improve
develop
freeze
dissolve
rock
turn
sink
spread
go_out/put_out
rise/raise
connect
gather
learn/teach
get_lost/lose
boil
burn
stop
fill
change
finish
begin
die/kill
close
split
be_destroyed/destroy
break
open
6
4
2
0
−2
−4
−6
−8
dimension 2
−10
−5
0
5
dimension 1