



```

when clicked
reset
set hue to 0
go to x: -10 y: 0 z: 0
script variables height
repeat 10
change height by 1
set lightness to height * 10
cuboid step l: 8 w: 4 h: height
set z to height / 2
    
```

```

when clicked
reset
set hue to 0
go to x: -10 y: 0 z: 0
script variables height
repeat 10
change height by 2
set lightness to height * 10
cuboid step l: 8 w: 4 h: 1
set z to height / 2
    
```

```

when clicked
reset
set hue to 0
go to x: -10 y: 0 z: 0
script variables height width length
set width to 20
set length to 18
repeat 6
change height by 2
set lightness to height * 10
cuboid step l: length - 4 w: width h: height
move 6 - length
set z to height / 2
change width by -4
change length by -2
    
```

```

when clicked
reset
set hue to 0
go to x: -10 y: 0 z: 0
script variables height
repeat 10
change height by 2
set lightness to height * 10
cuboid step l: 8 w: 4 h: 1
rotate z by 20
set z to height / 2
    
```

```

when clicked
reset
set hue to 0
go to x: 0 y: 0 z: 0
script variables height
repeat 10
change height by 2
set lightness to height * 10
if height mod 10 = 0
cuboid step l: 4 w: 4 h: 1
move -2
rotate z by 90
else
cuboid step l: 8 w: 4 h: 1
set z to height / 2
    
```