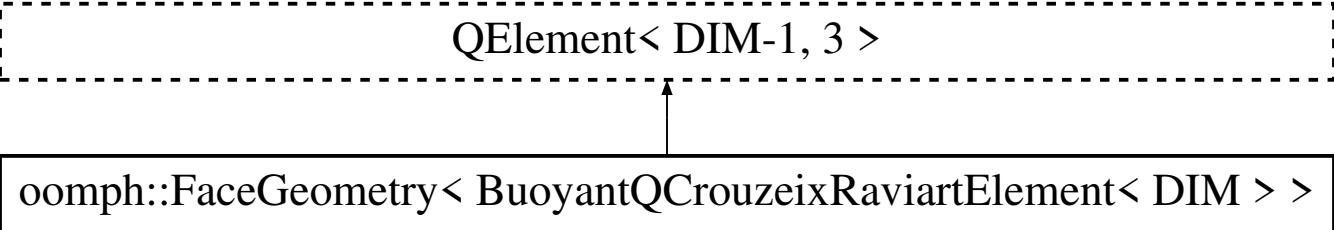
QElement< DIM-1, 3 >
oomph::FaceGeometry< BuoyantQCrouzeixRaviartElement< DIM > >