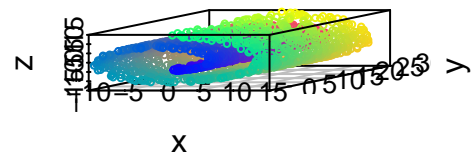
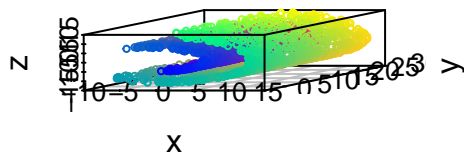


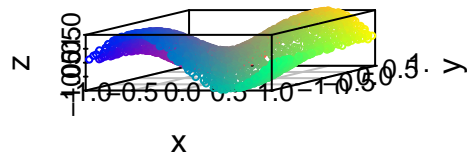
Swiss Roll



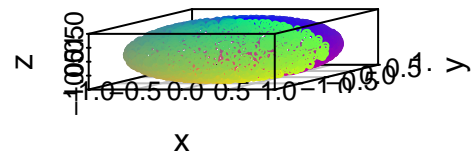
Broken Swiss Roll



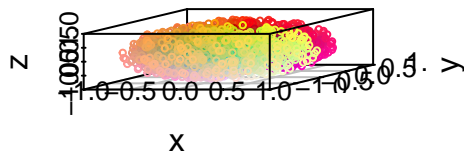
Twin Peaks



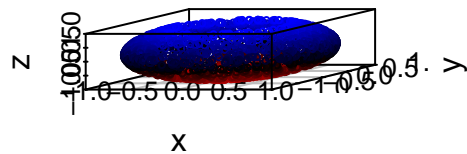
Sphere



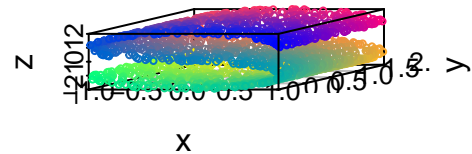
Ball



FishBowl



3D S Curve



variable Noise Helix

