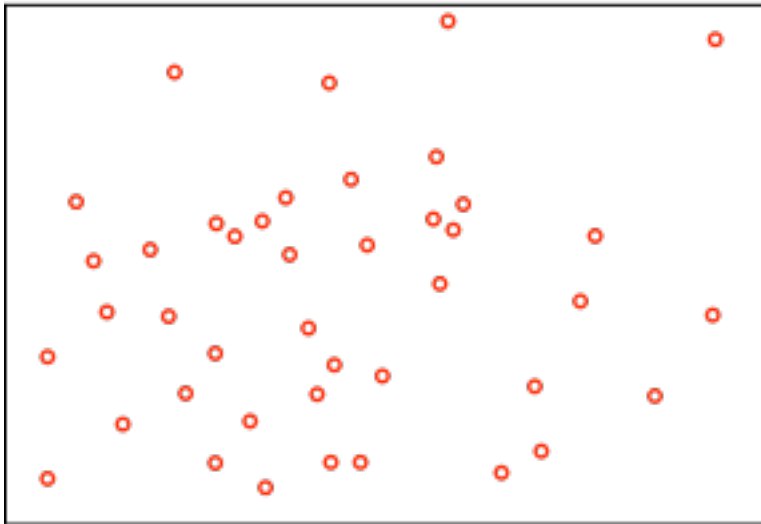
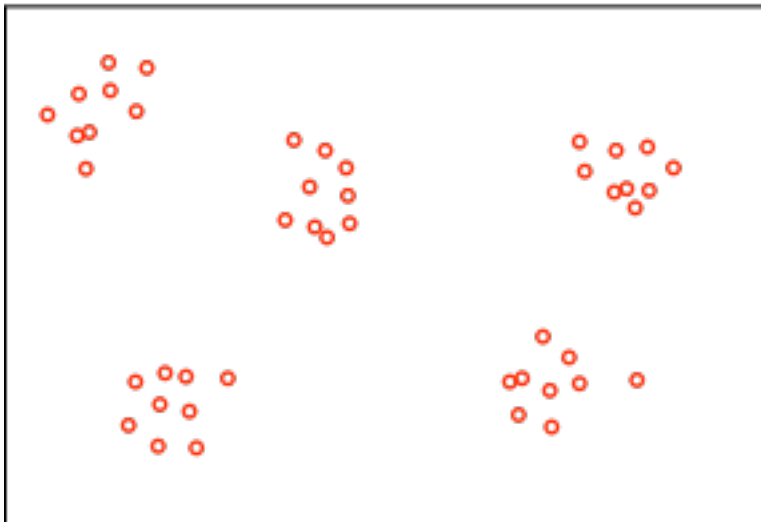


Long nearest-neighbour distances

Uniform



Random



Clustered

Short nearest-neighbour distances

