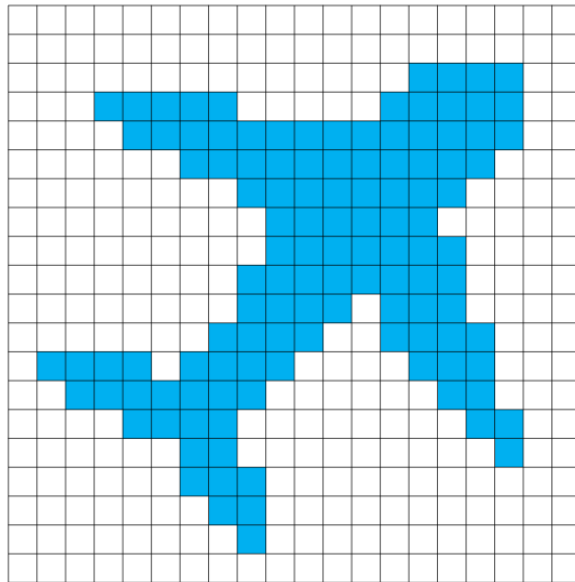




Geometry



Cartesian grid

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0
0	0	0	1	1	1	1	1	0	0	0	0	0	0	1	1	1	1	1	0
0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	0	0
0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0	0	0	0
0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0	0	0
0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	0	1	1	1	0
0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0	1	1	1	0
0	1	1	1	1	0	1	1	1	1	0	0	0	0	0	1	1	1	0	0
0	0	1	1	1	1	1	1	1	0	0	0	0	0	0	0	1	1	0	0
0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0	1	1	0
0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	1	0
0	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Artificial image