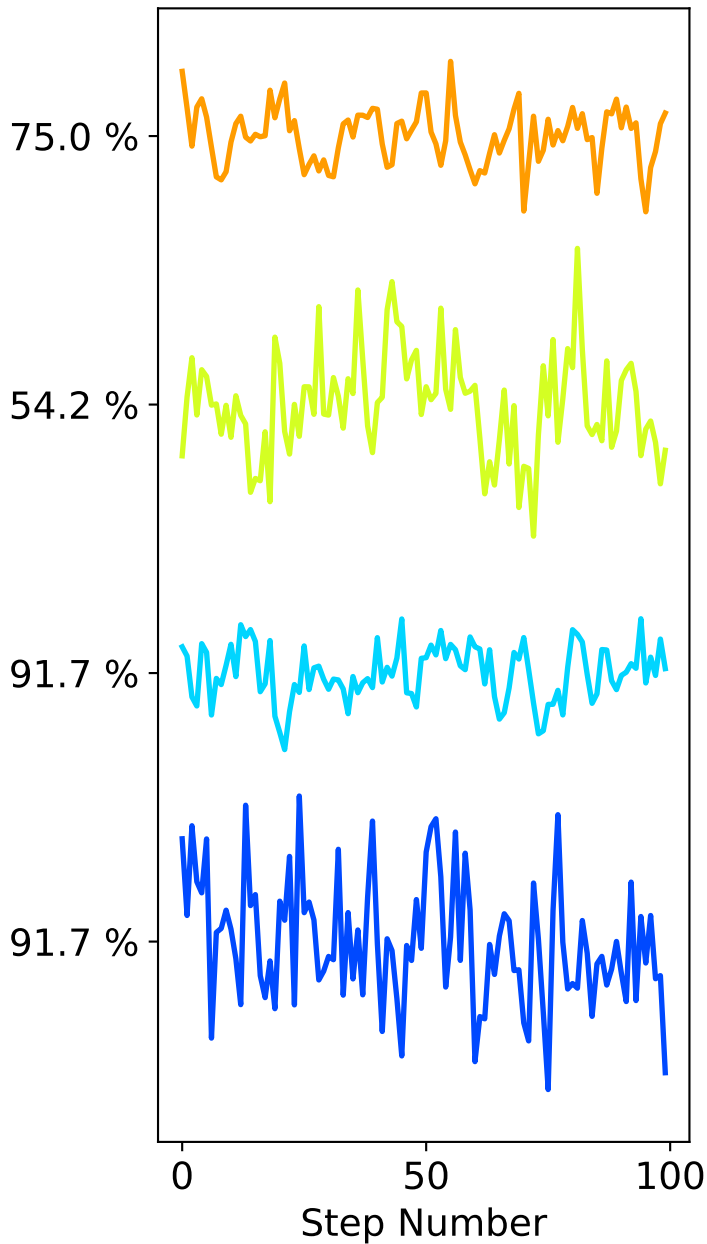


*z* direction



*r* direction

