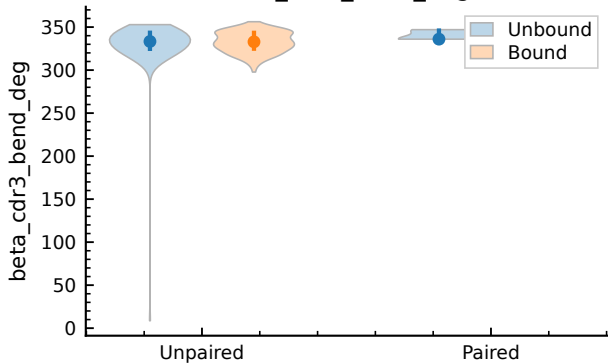


# beta\_cdr3\_bend\_deg



Unpaired: unbound n=152, bound n=115; Paired: unbound n=5, bound n=5