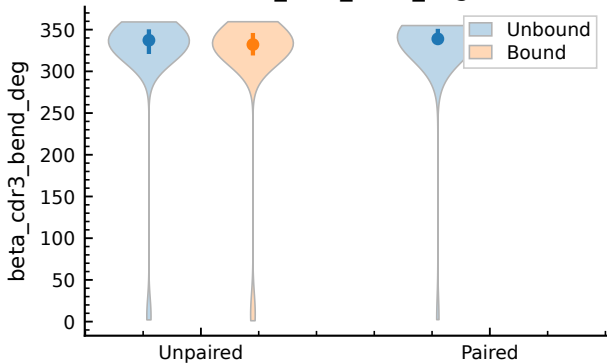


# beta\_cdr3\_bend\_deg



Unpaired: unbound n=329, bound n=333; Paired: unbound n=39, bound n=39