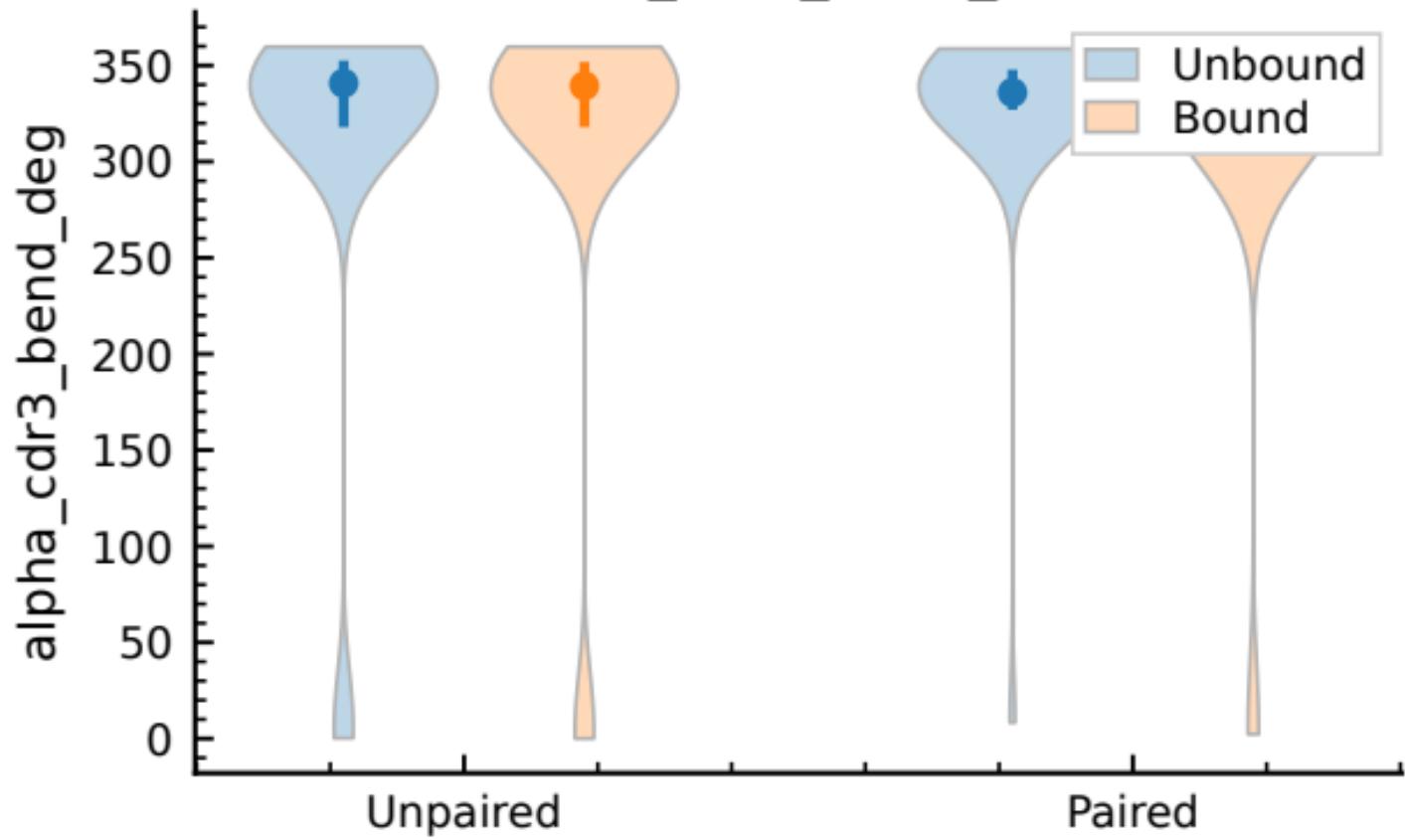


# *alpha\_cdr3\_bend\_deg*



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