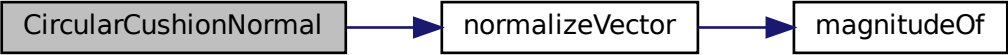


CircularCushionNormal



```
graph LR; A[CircularCushionNormal] --> B[normalizeVector]; B --> C[magnitudeOf]
```

normalizeVector

magnitudeOf