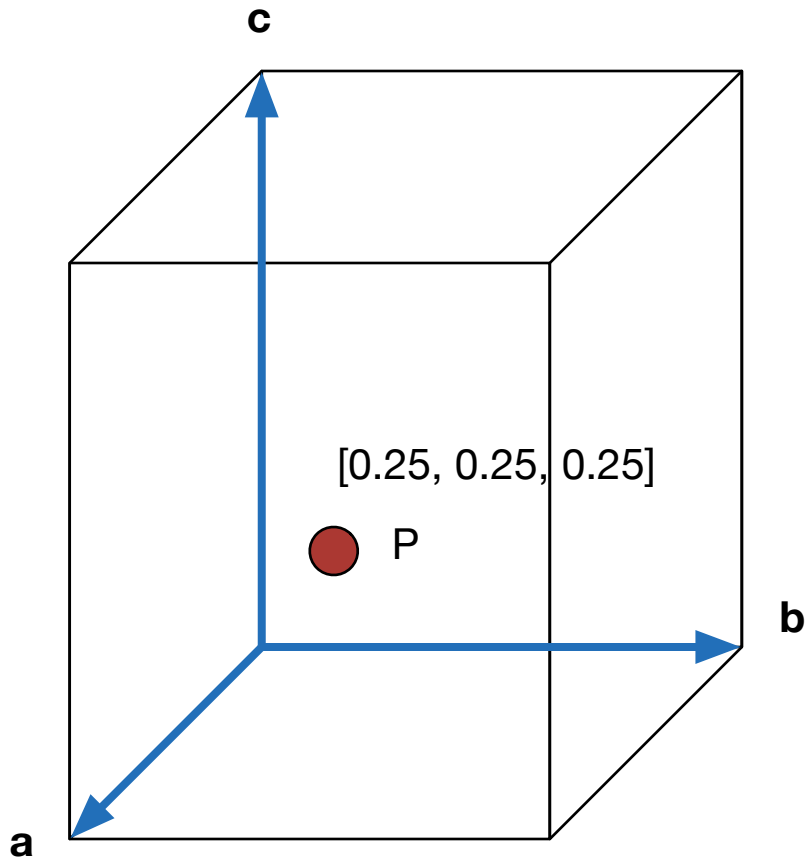


# Crystal



Cartesian basis  
(orthogonal unit vectors)

