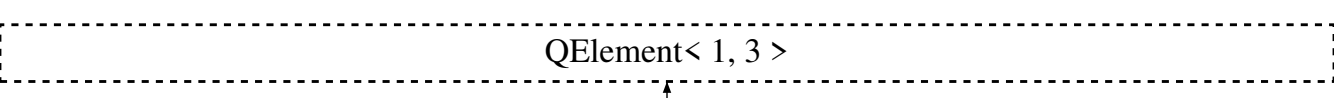
QElement< 1, 3 >
oomph::FaceGeometry< BrethertonElement< SpineElement< QTaylorHoodElement< 2 > > > >