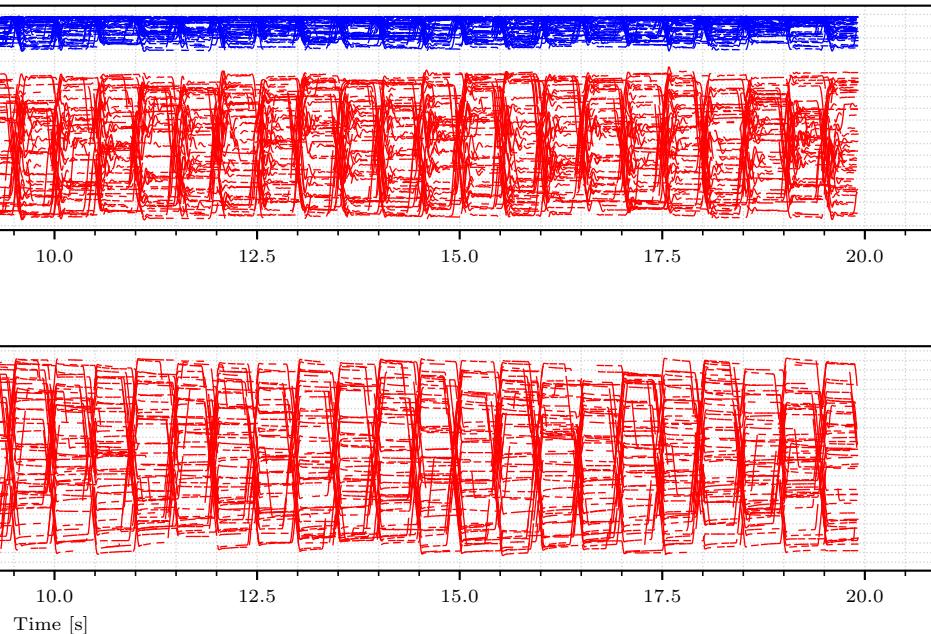
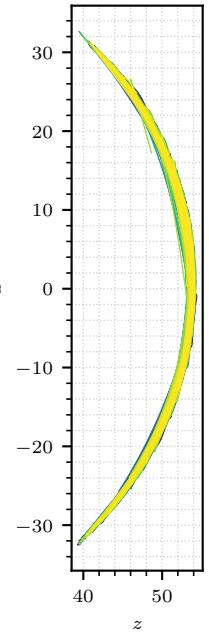
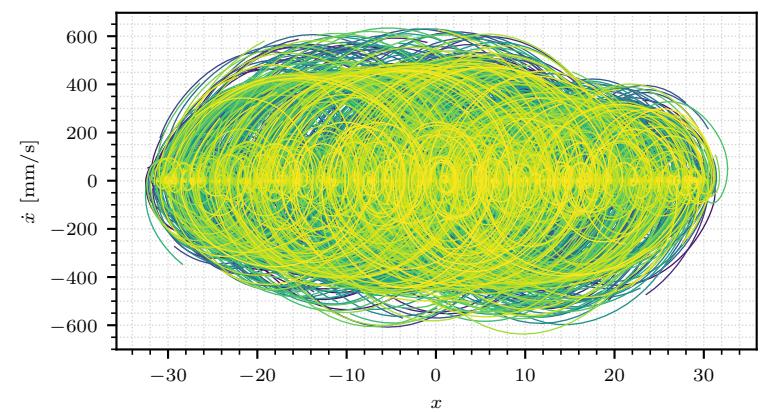


3D tip position

Phase Portrait x Phase Portrait z 