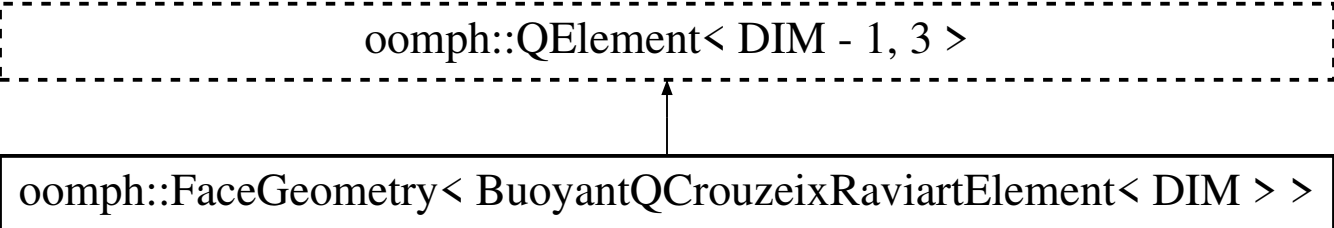
oomph::QElement< DIM - 1, 3 >
oomph::FaceGeometry< BuoyantQCrouzeixRaviartElement< DIM > >