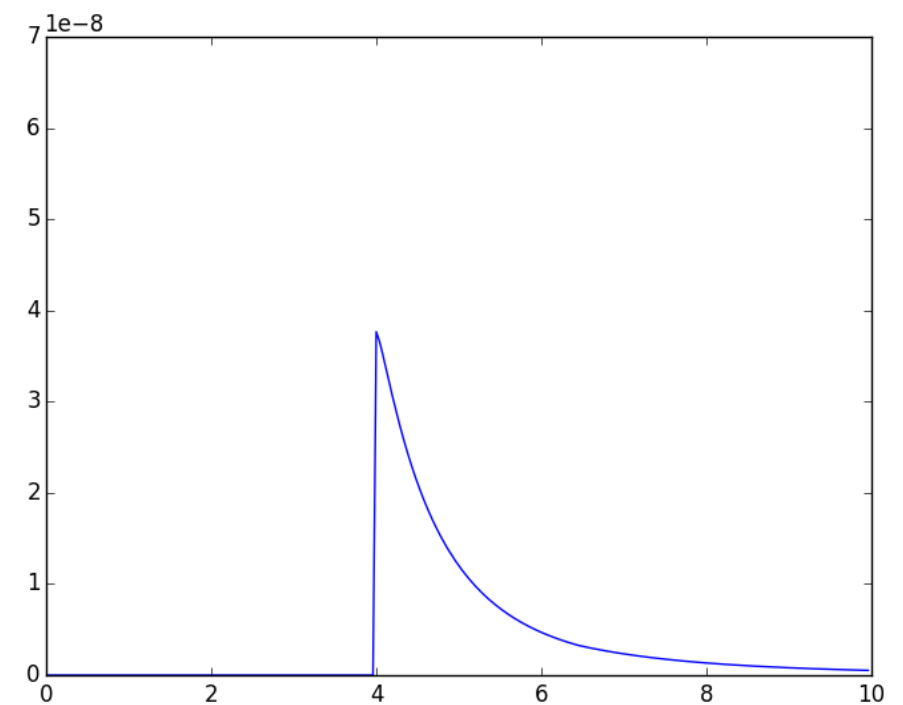
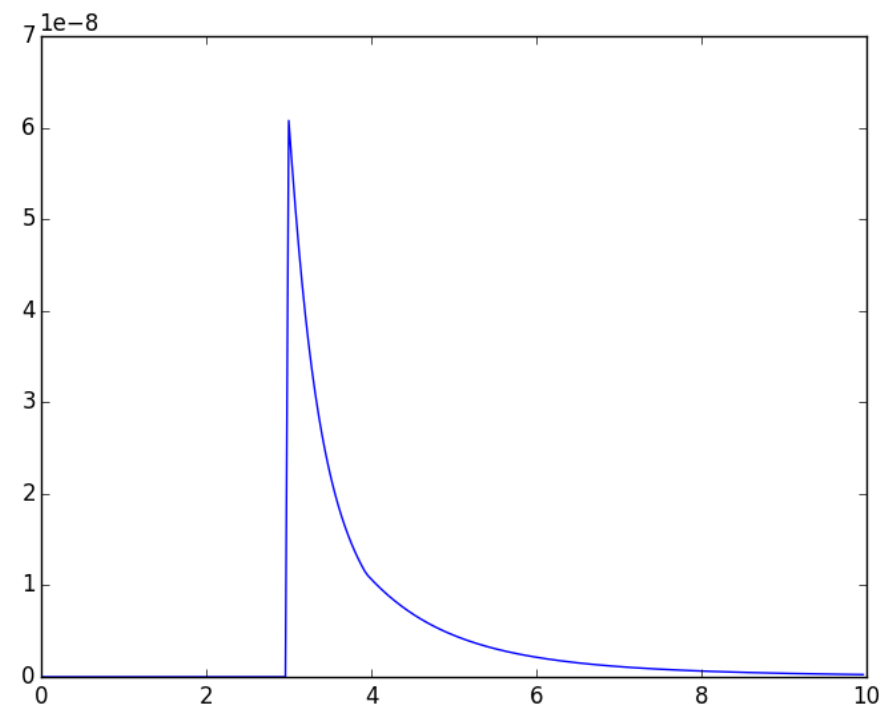
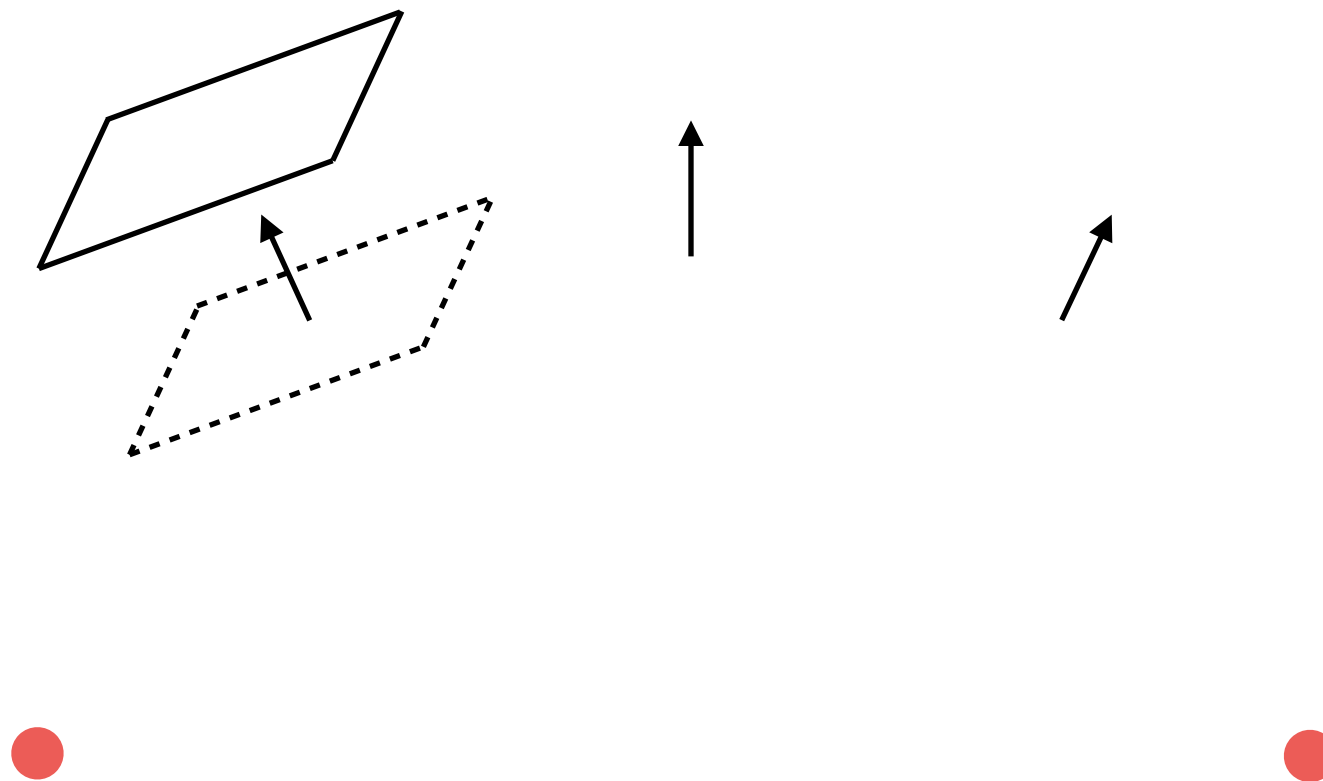
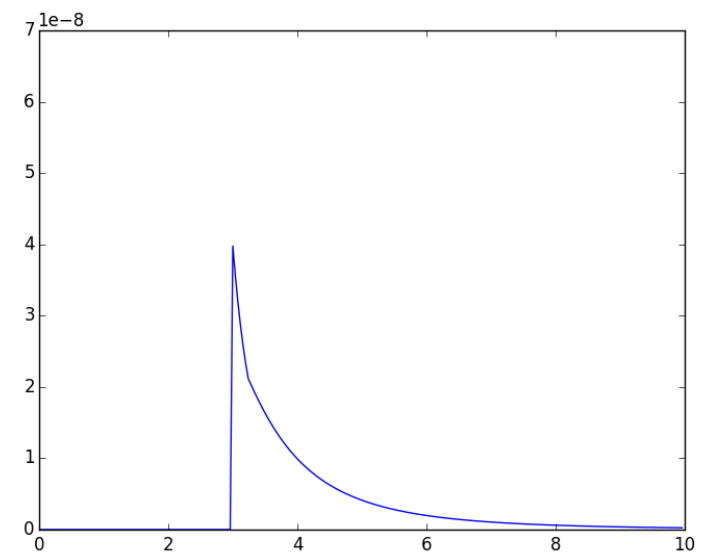
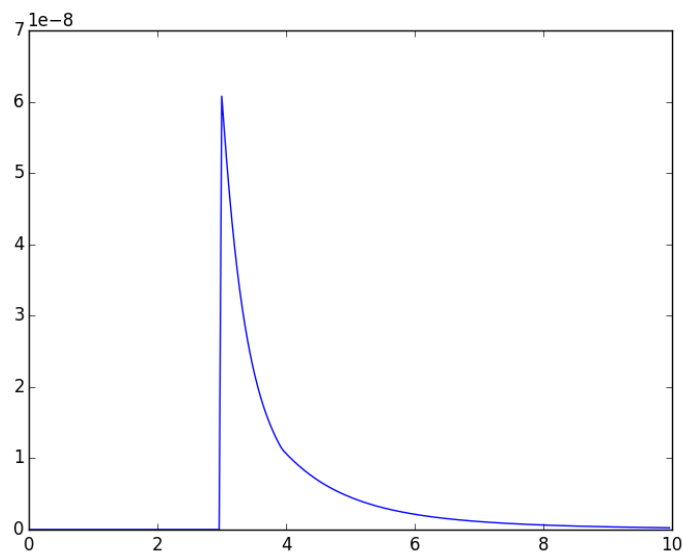
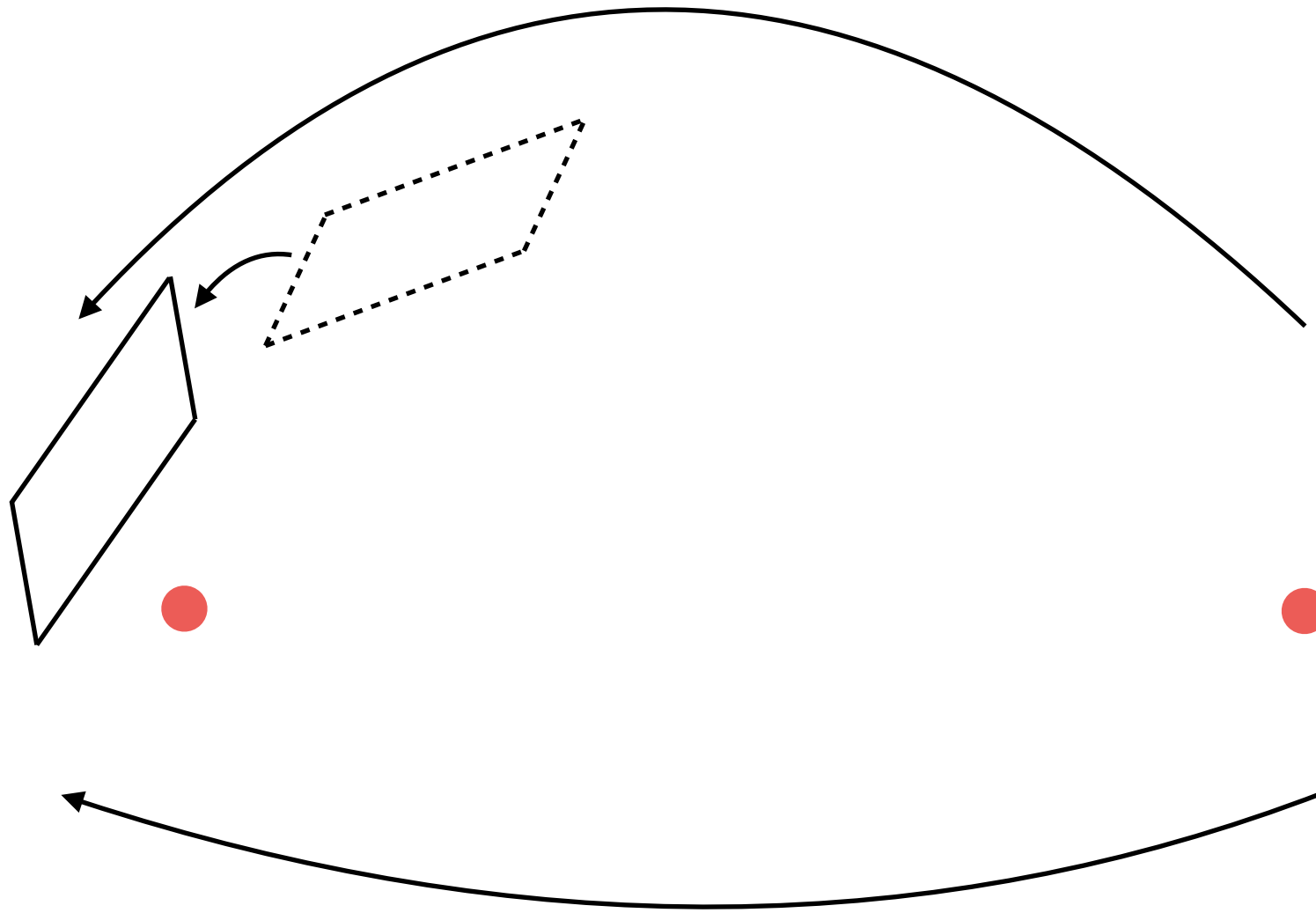


# Varying the target's distance (with orientation fixed)



# Varying the target's ellipsoidal angle (with azimuthal angle and distance fixed)



# Varying the target's azimuthal angle (with ellipsoidal angle and distance fixed)

