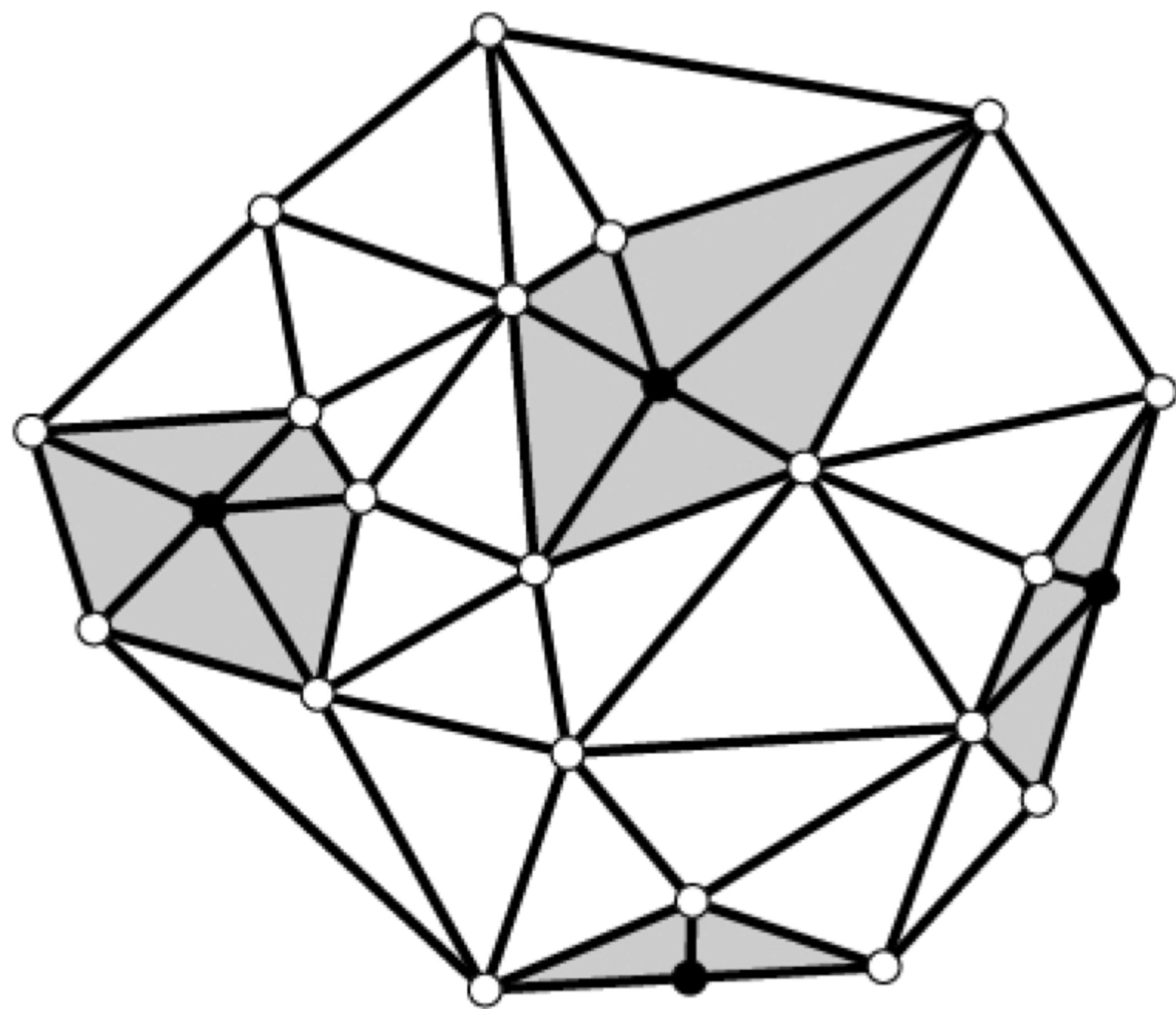


(a) Unrefined Mesh



(b) Refined Mesh