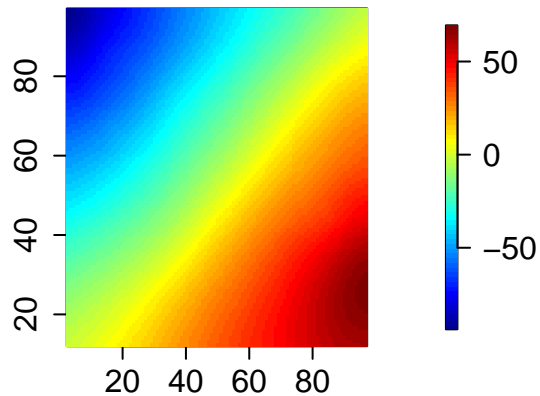
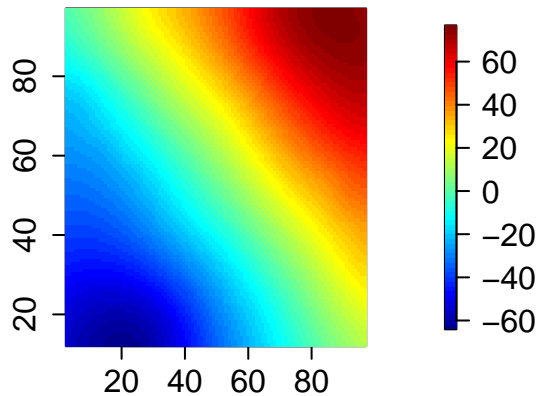


True surface (β_0)



True surface (β_1)



True surface (β_2)

