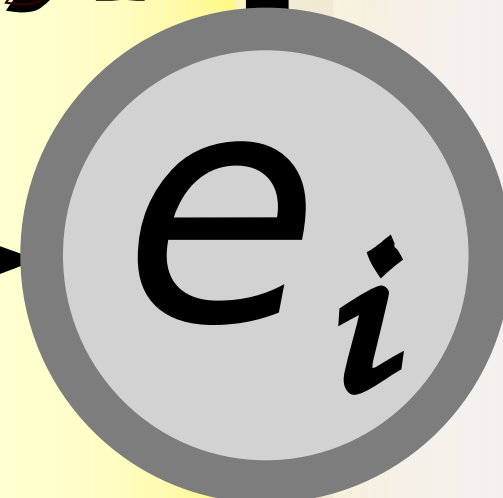


osshape  $os_1$

vbf.side\_mon\_vs\_side\_mon  
( $os_1$ ,  $m_{1j}$ ,  $p_1_{sf}$ ,  $e_i$ ,  $e_i_{sf_1}$ )

$e_i_{sf_1}$



$$p_1 = \sum_j a_{1j} m_{1j}$$

side face  $p_1_{sf}$

