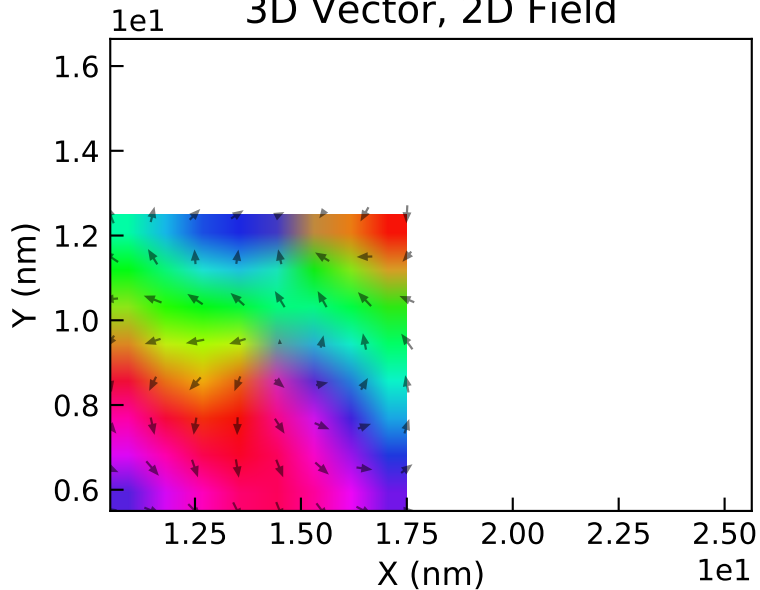


# 3D Vector, 2D Field



# 3D Vector, 3D Field

