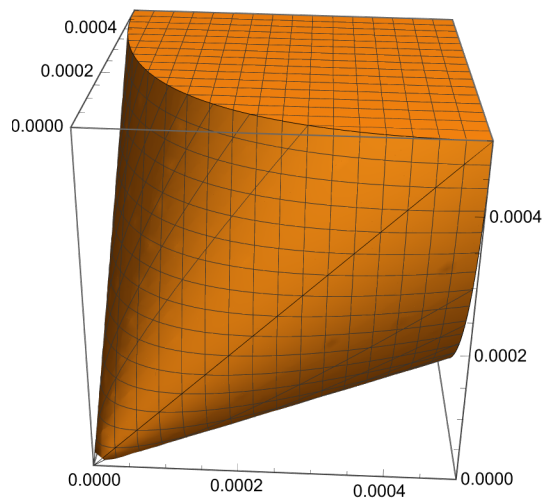


```

In[ ]:= RegionPlot3D[{x, y, z}.Normalize[{1, 1, 1}] ≥ Sqrt[x^2 + y^2 + z^2] Sqrt[2 / 3],
  {x, 0, boxlen}, {y, 0, boxlen}, {z, 0, boxlen}, PlotPoints → 40,
  PlotRange → {{0, boxlen}, {0, boxlen}, {0, boxlen}}]

```

Out[ ]:=



```

In[ ]:= boxlen = 0.0005;

```

```

In[ ]:= d[b_] := 3 b / (2 Sqrt[2]);

```

```

In[ ]:= RegionPlot3D[({x, y, z}.Normalize[{1, 1, 1}] ≥ Sqrt[x^2 + y^2 + z^2] Sqrt[2 / 3]) &&
  (x^2 + y^2 + z^2 ≤ d[boxlen]^2), {x, 0, boxlen}, {y, 0, boxlen}, {z, 0, boxlen},
  PlotPoints → 40, PlotRange → {{0, boxlen}, {0, boxlen}, {0, boxlen}}]

```

Out[ ]=

