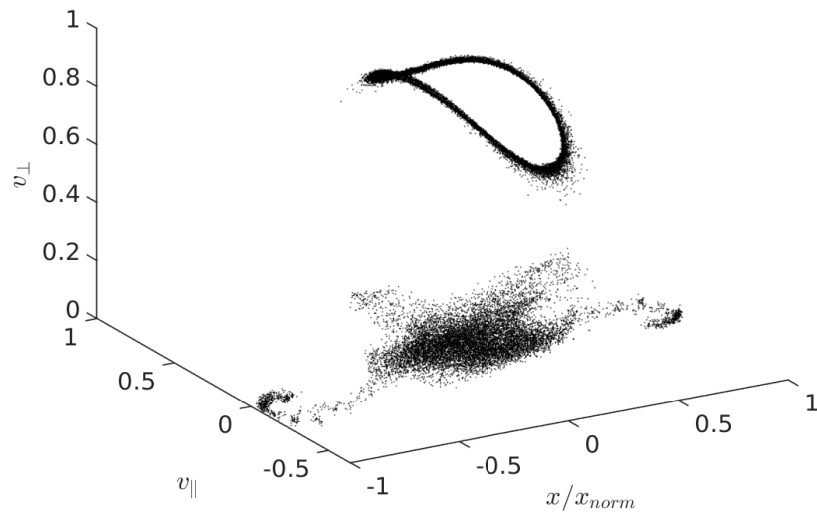
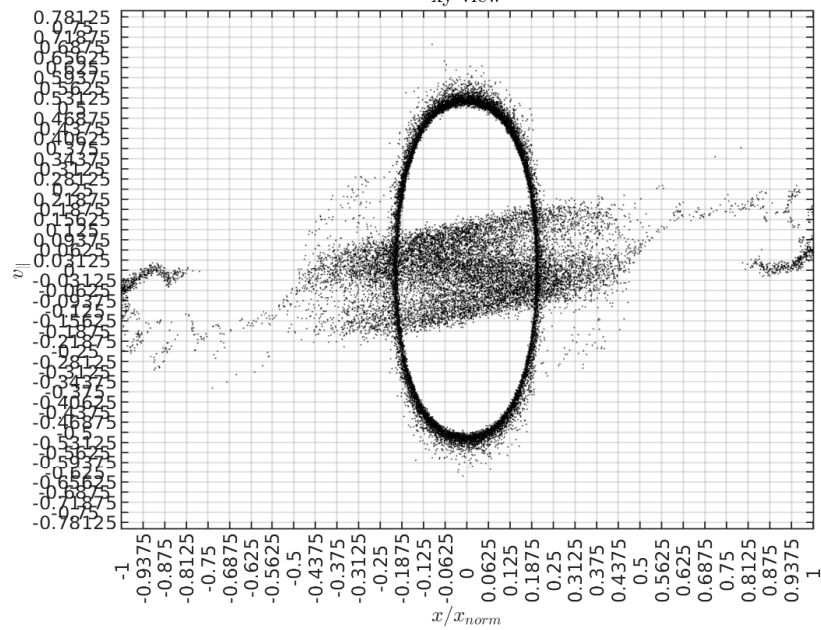


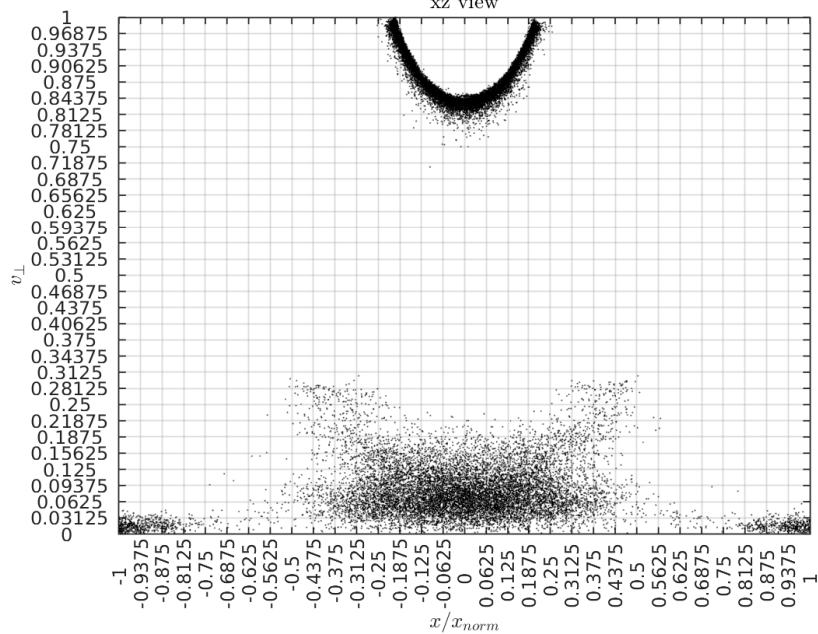
3D view, $x_{norm} = 2$



xy view



xz view



yz view

