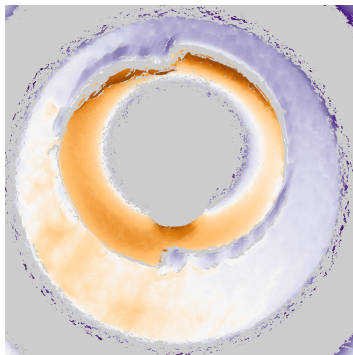
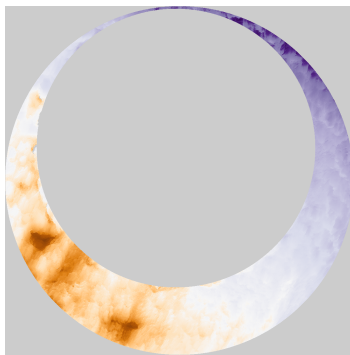


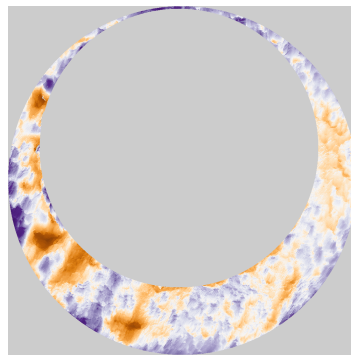
(1) Original  
x3p\_read()



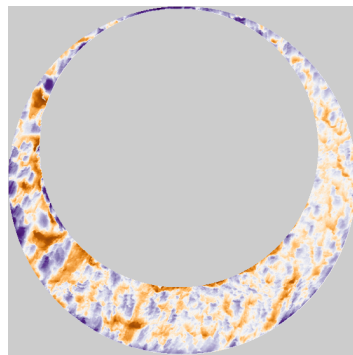
(2) Crop exterior/interior  
preProcess\_crop()



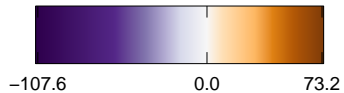
(3) Level surface  
preProcess\_removeTrend()



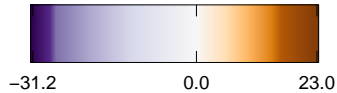
(4) Band-pass filter  
preProcess\_gaussFilter()



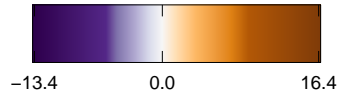
Height [ $\mu\text{m}$ ]



Height [ $\mu\text{m}$ ]



Height [ $\mu\text{m}$ ]



Height [ $\mu\text{m}$ ]

