(a) fire vs water embeddings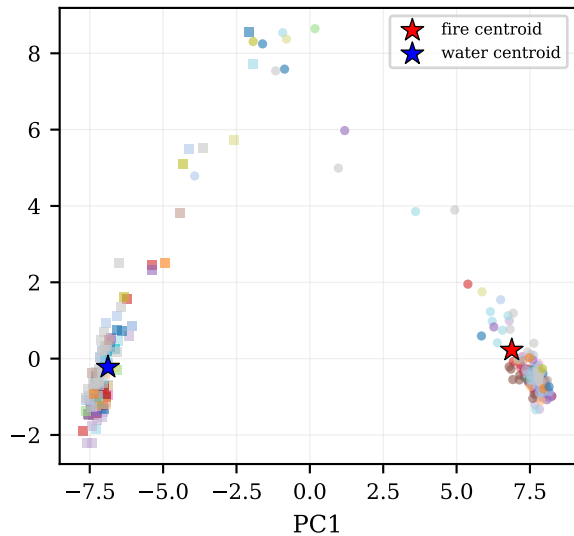 — (b) Offset vectors (fire→water)