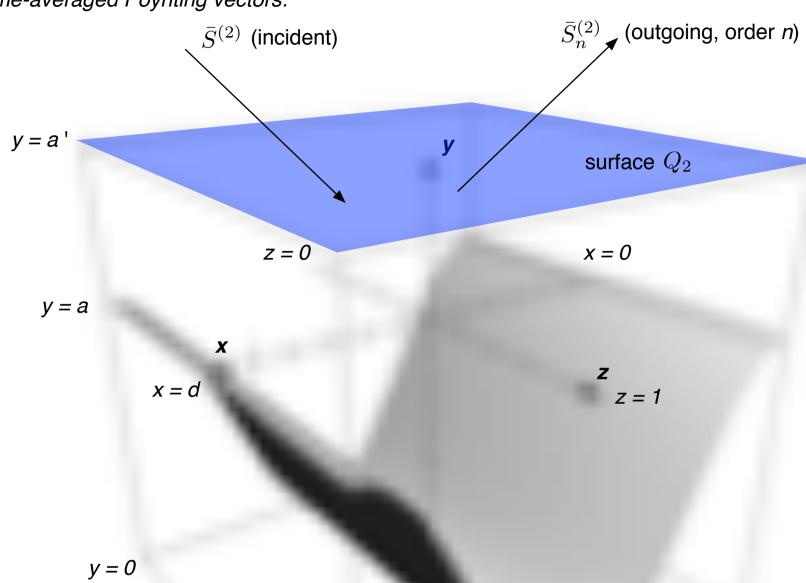
Time-averaged Poynting vectors:



 $\quad \text{surface } Q_1$