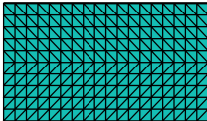


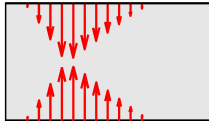
Shape-varied mesh

—



Nominal mesh

=



Vector field