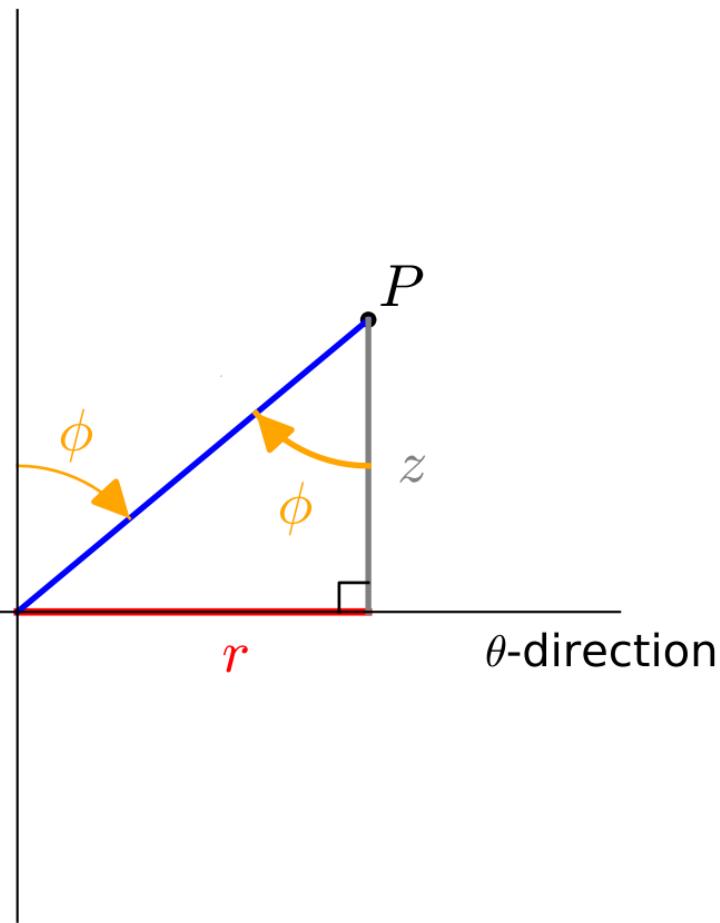


*z*-axis



*θ*-direction