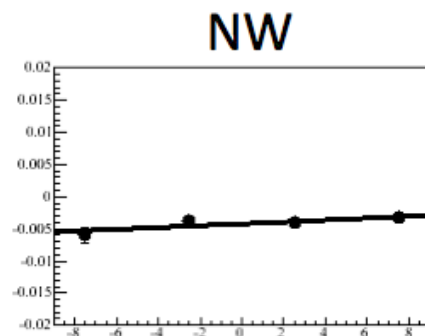
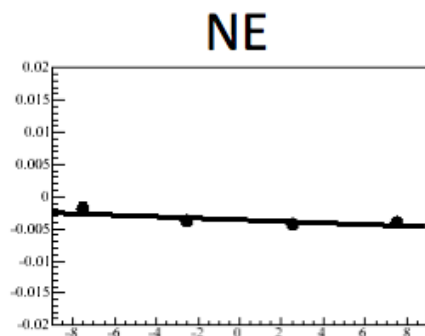
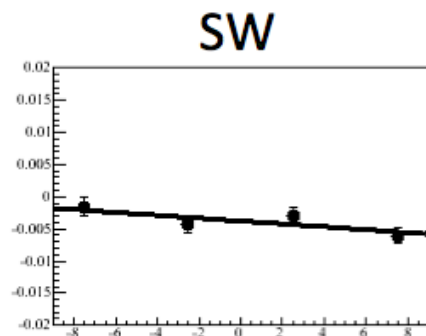
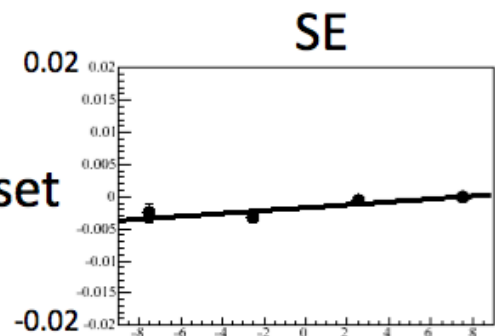
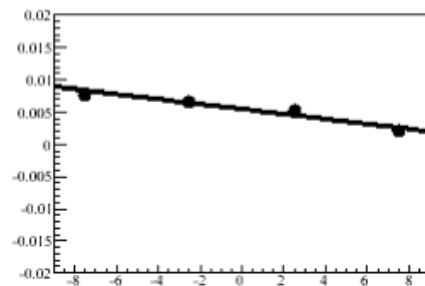
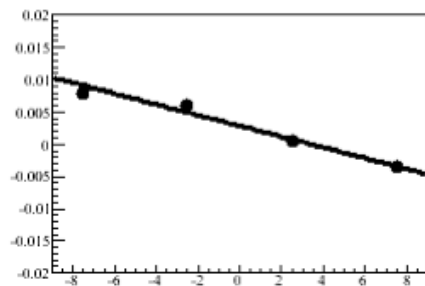
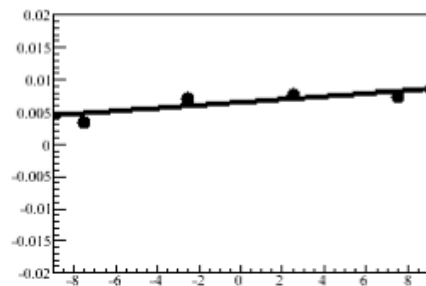
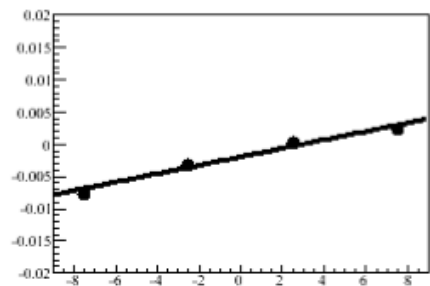
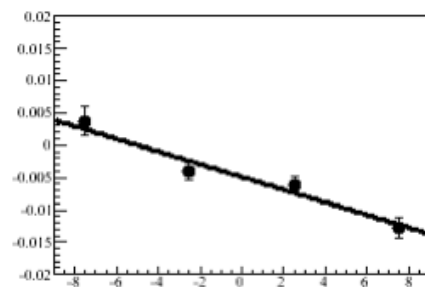
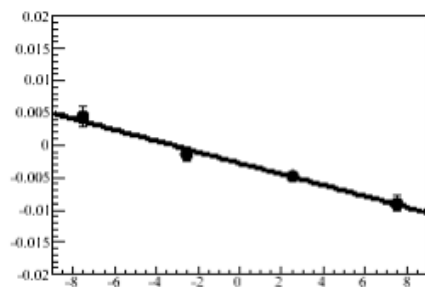
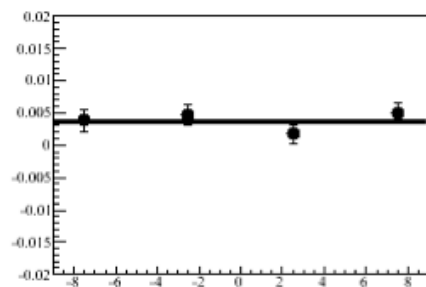
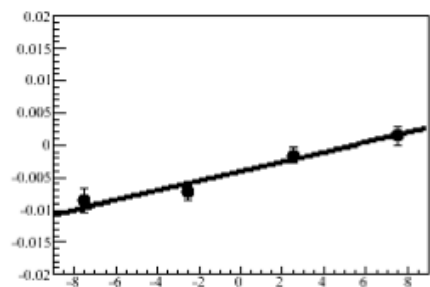


offset

 $\Delta x$  $\Delta y$ 

Z vertex