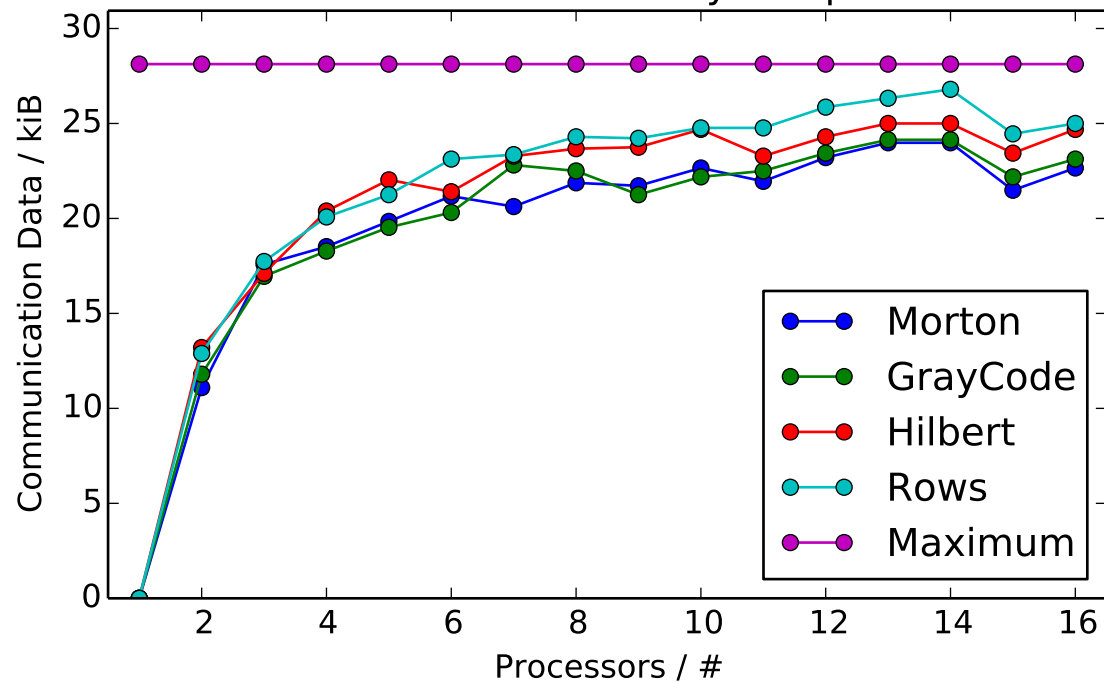
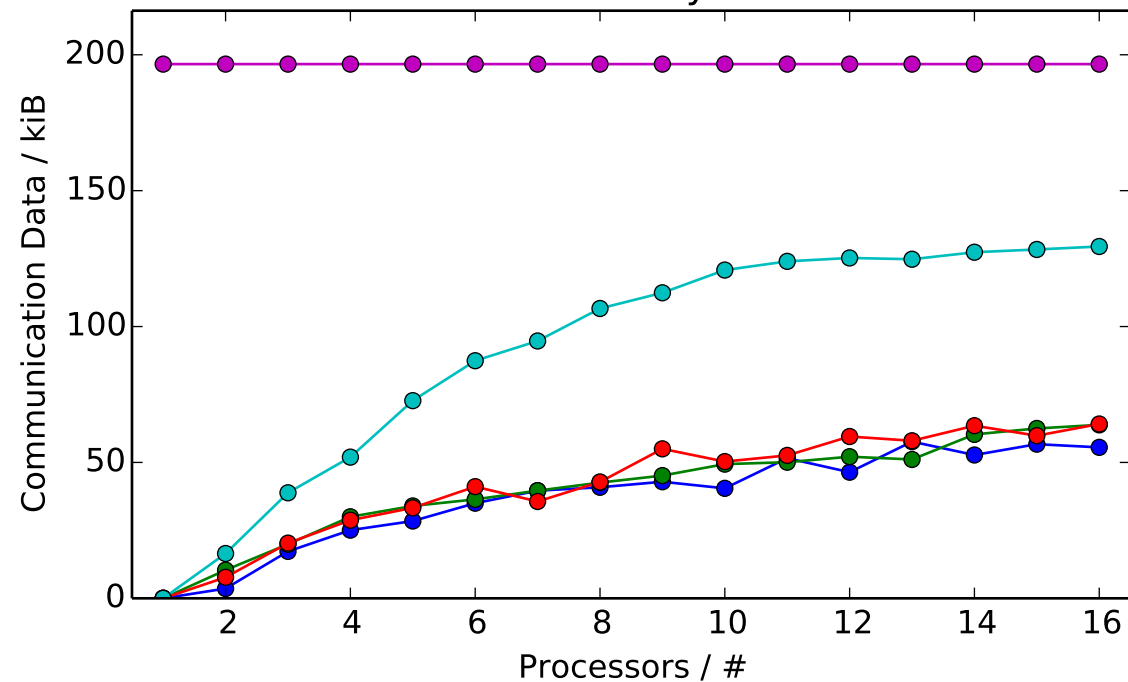


### 3D Refinement at only one point



### 3D Uniform randomly refined mesh



### 3D Sphere Refinement, less cells

