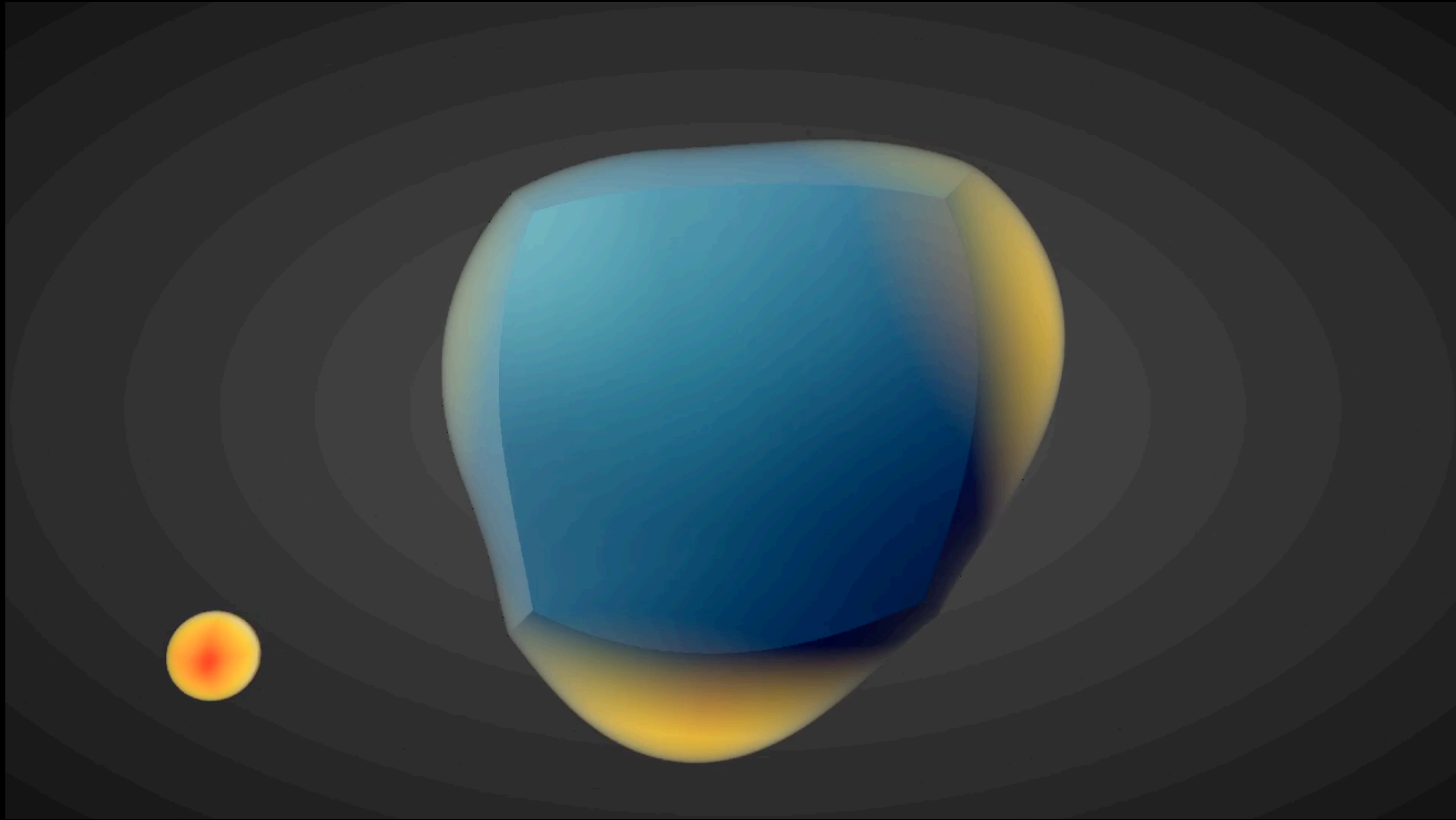


# smoothmin(a,b)





# gyroid

