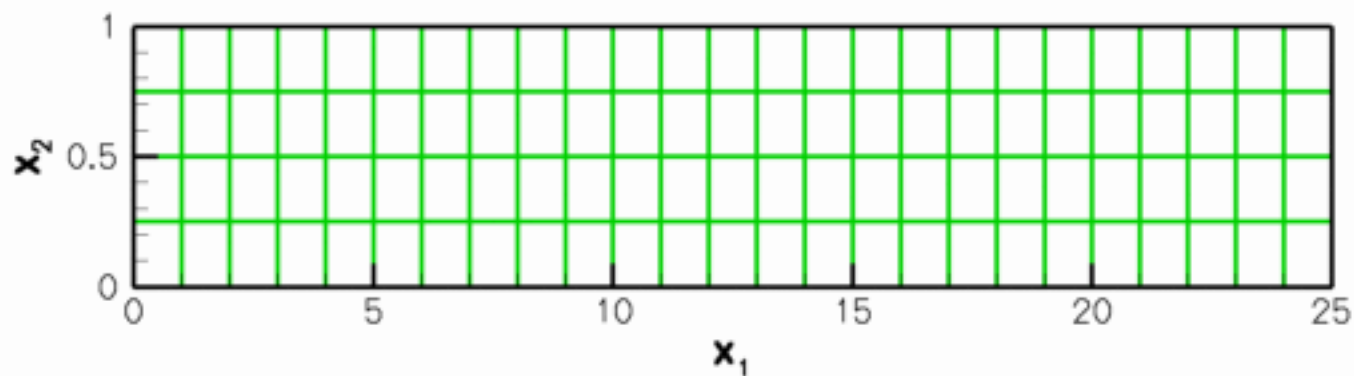


Original mesh



Mesh with "boundary layer squashing"

