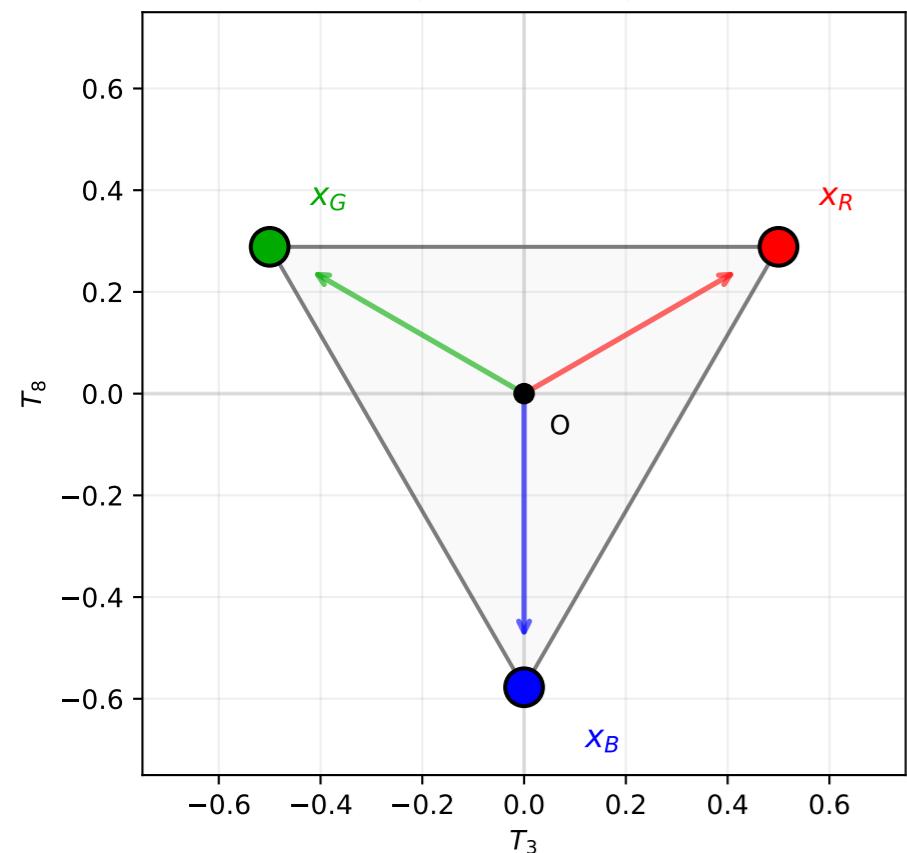
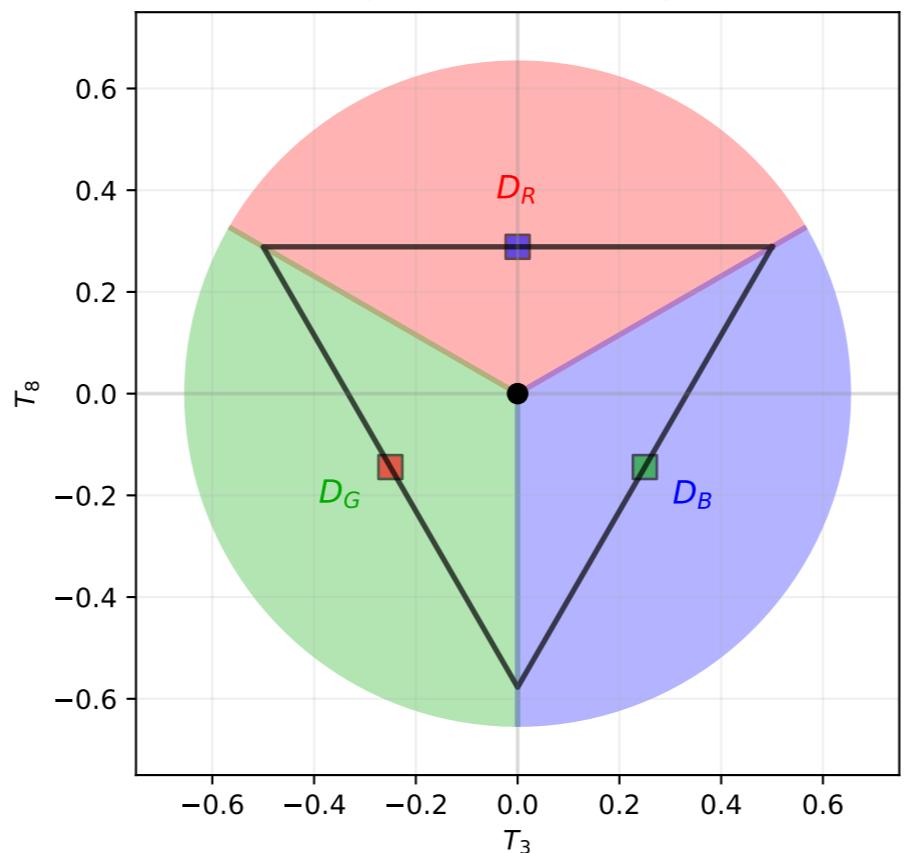


Definition 0.1.4: Color Field Domains Vertex-Face Duality and SU(3) Structure

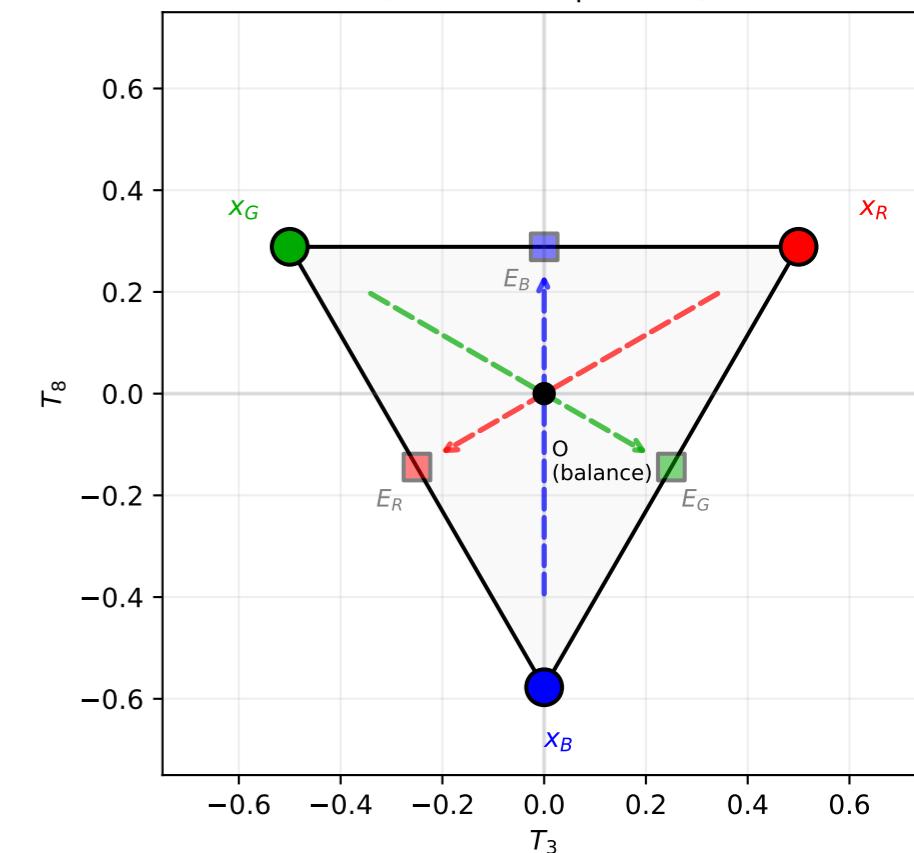
(a) Vertex Coloring
(Color Sources)



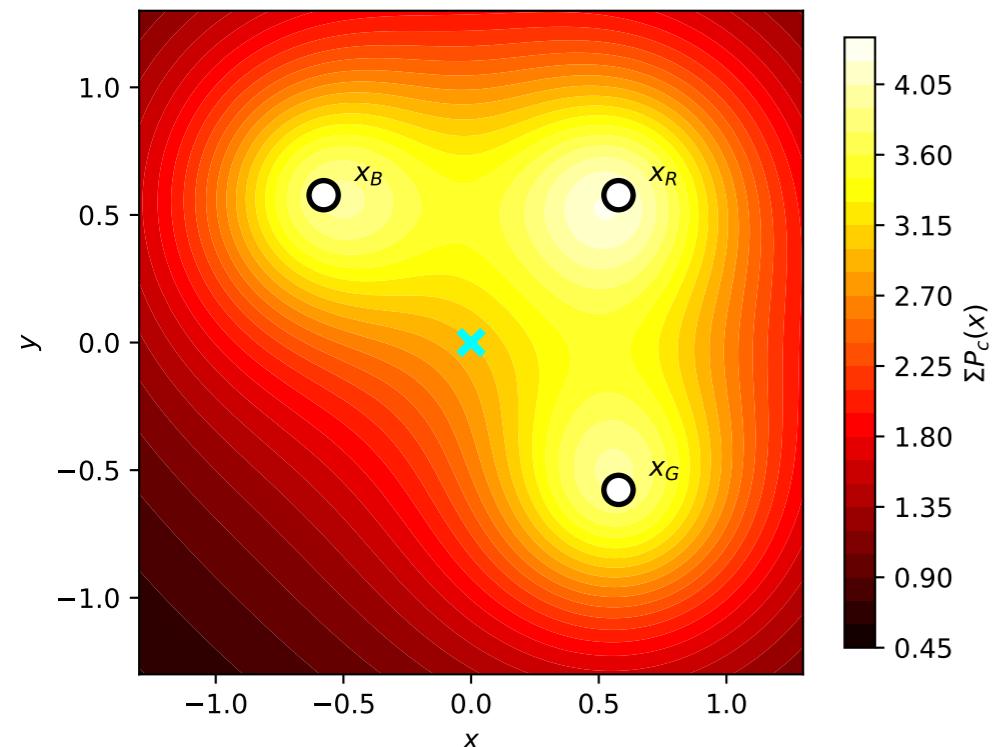
(b) Color Domains D_c
(Voronoi Tessellation)



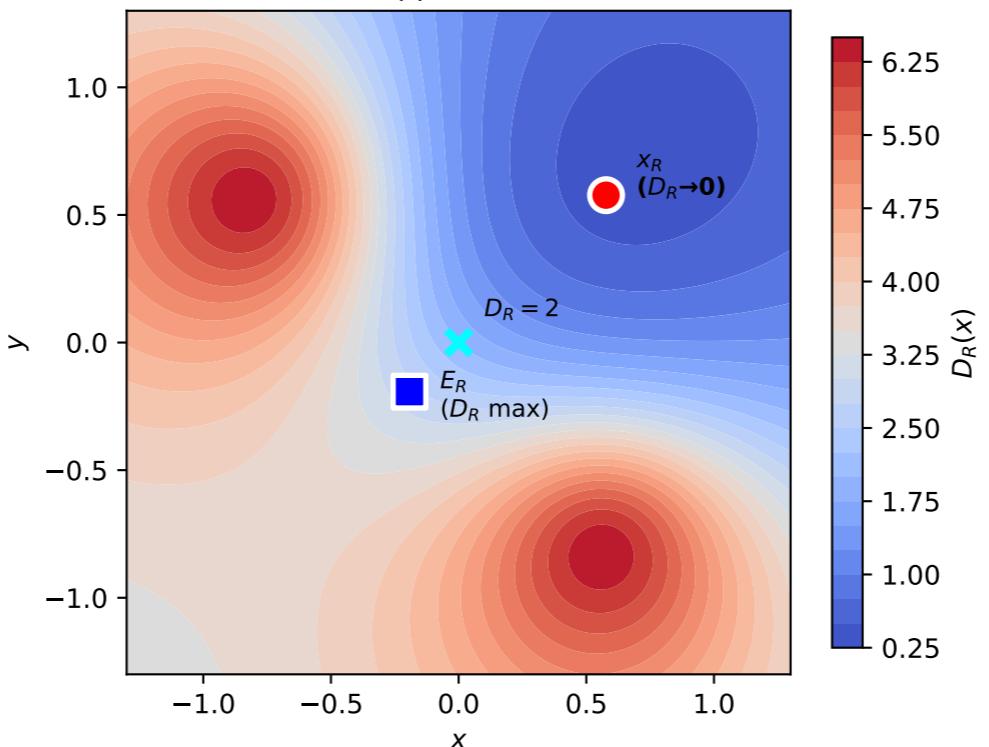
(c) Vertex-Face Duality
(Source \leftrightarrow Depression)



(d) Pressure Distribution
($z=0$ slice)



(e) Depression Ratio $D_R(x)$
(Red suppression zone)



(f) Domain Boundaries
(SU(3) Root Perpendicularity)

