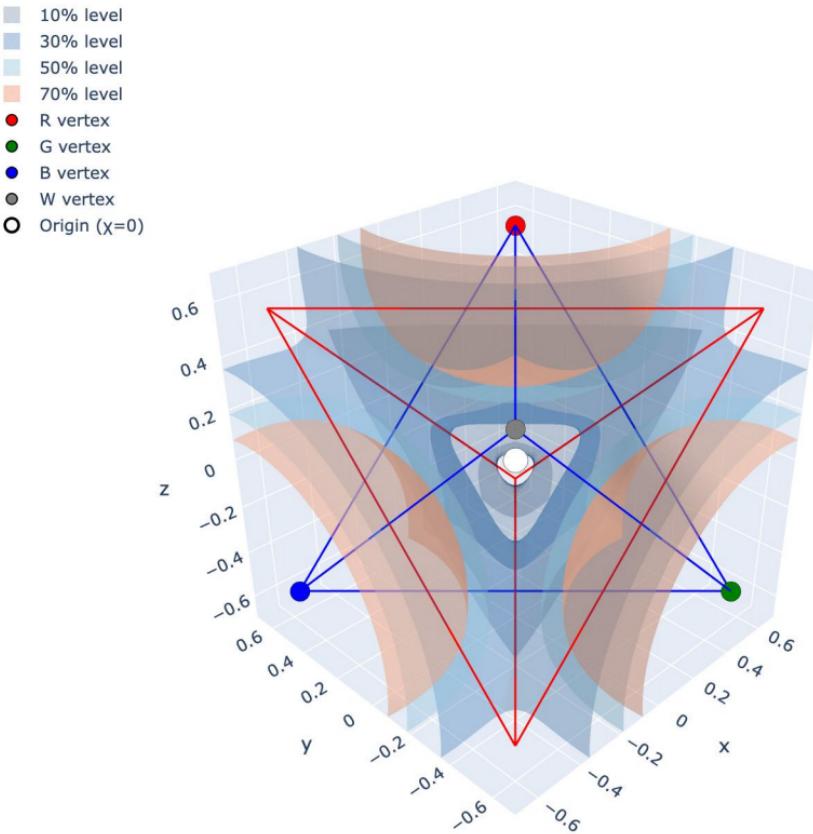


(a) W vertex toward viewer



(b) Profile view

