

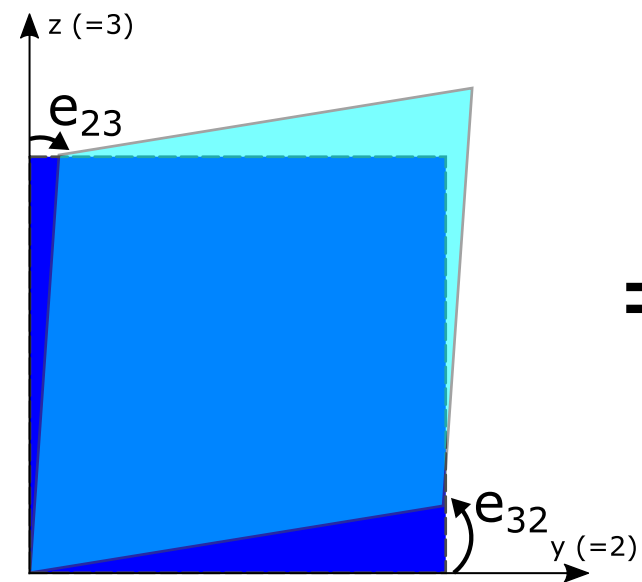
# Displacement

# =

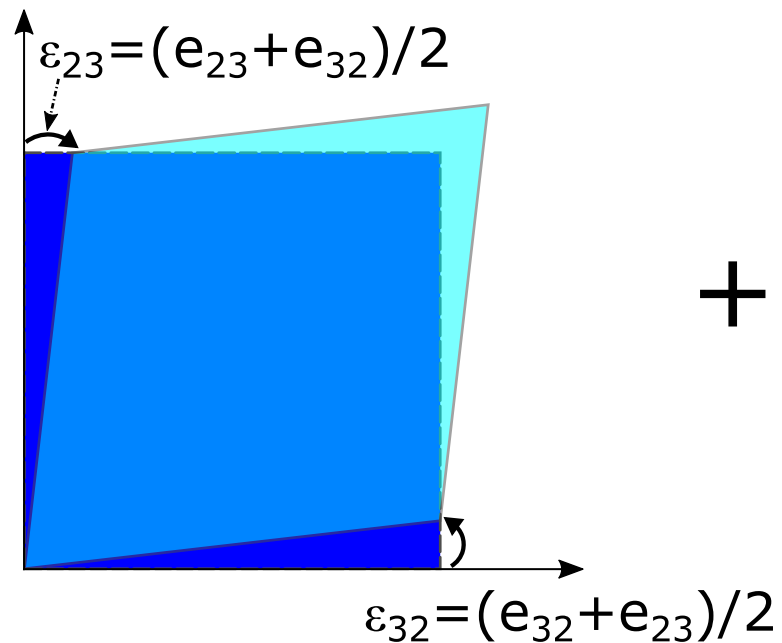
# Strain

# +

# Rotation



# =



# +

