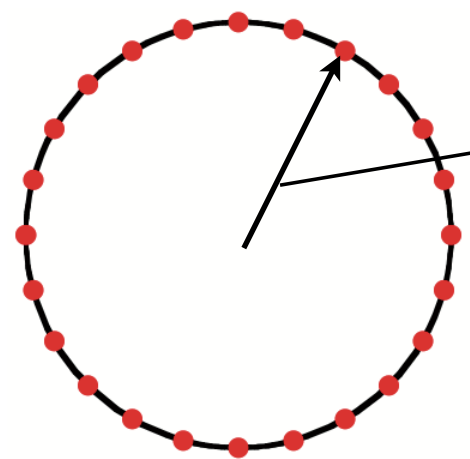


Uniform distribution



Orbital bunching

