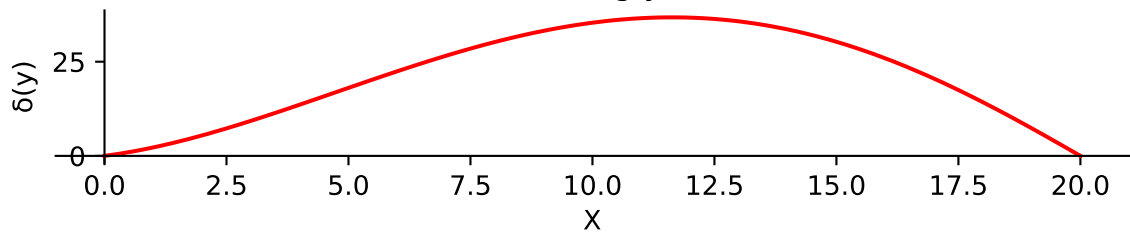


Deflection along x direction



Deflection along y direction



Deflection along z direction

