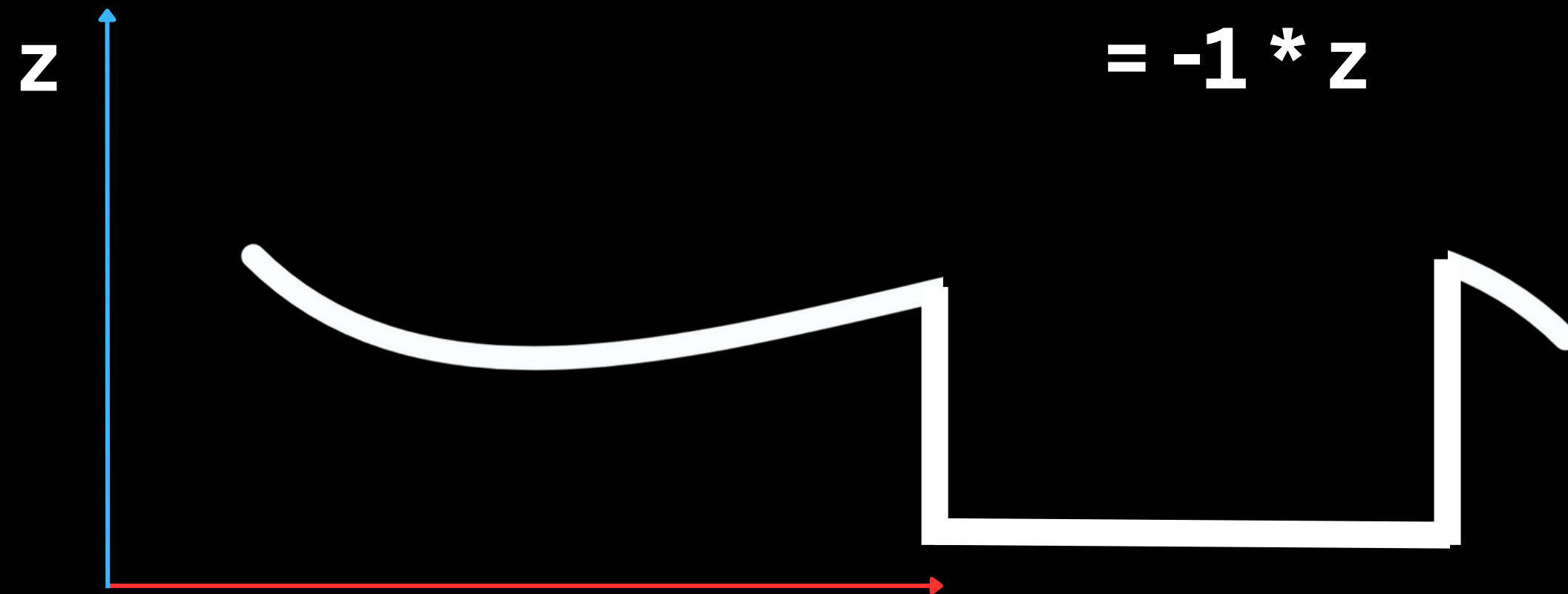


To return the points to the  $z$  origin:



For each point offset its  $z$  position by the negative of its  $z$  position