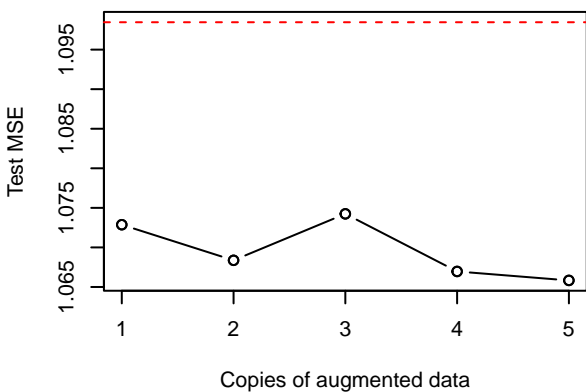
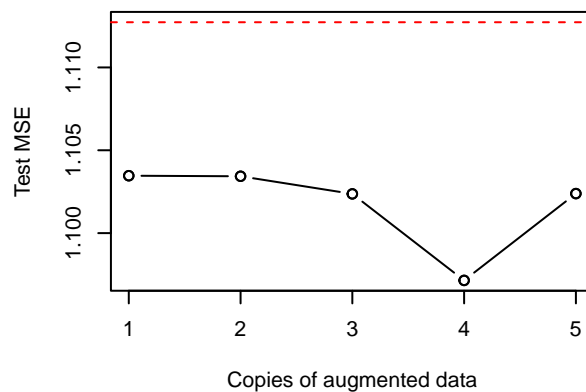


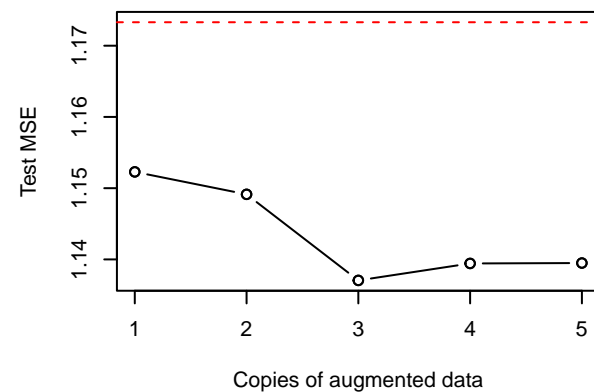
d = 1, smooth



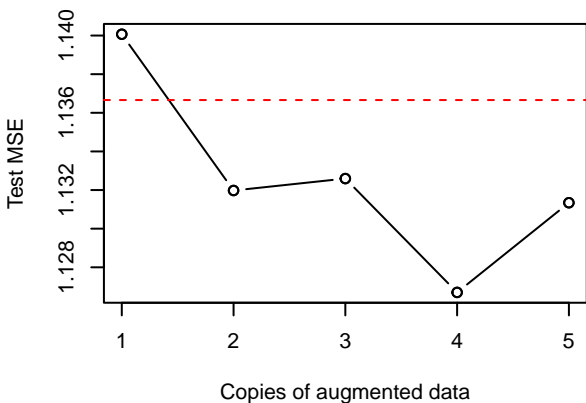
d = 3, smooth



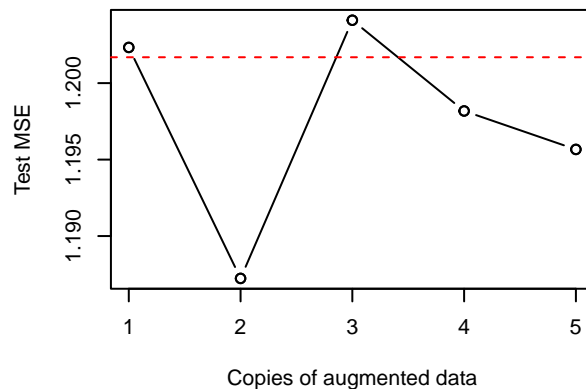
d = 5, smooth



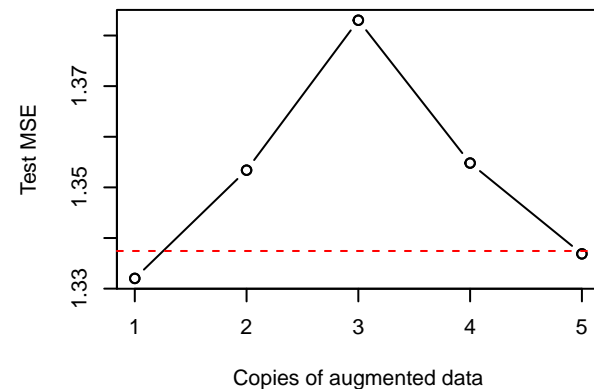
d = 1, jump



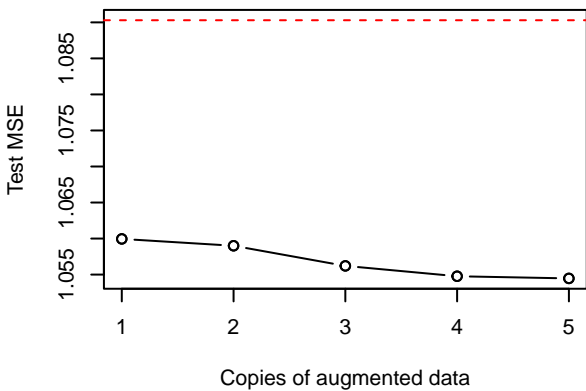
d = 3, jump



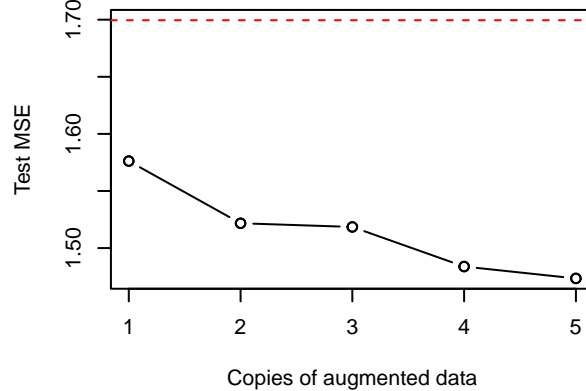
d = 5, jump



d = 1, sin



d = 3, sin



d = 5, sin

