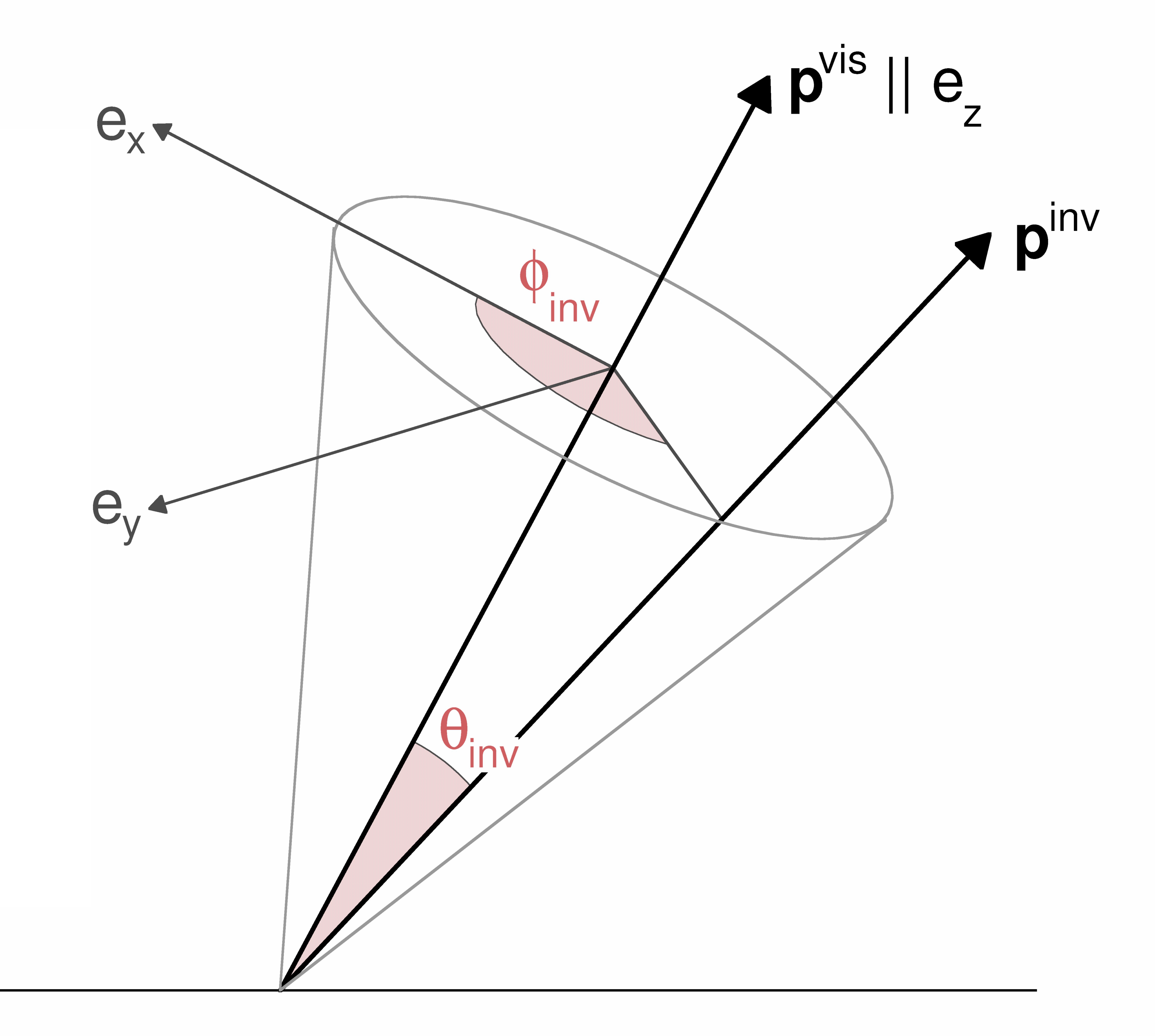


$$e_y = \frac{e_z \times (0, 0, 1)}{|e_z \times (0, 0, 1)|}$$

$$e_x = e_y \times e_z$$



beam axis