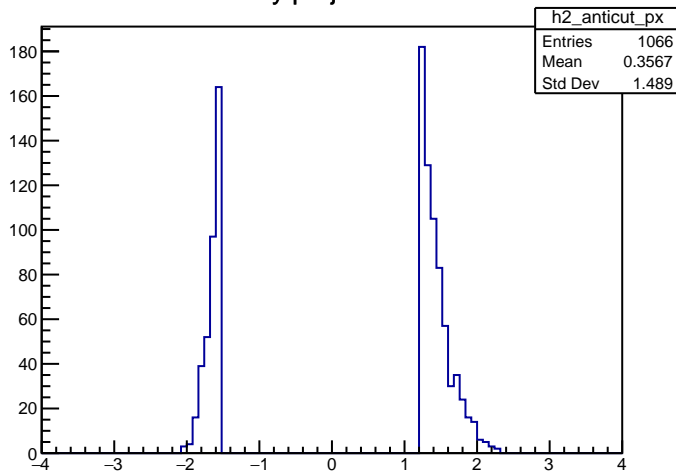
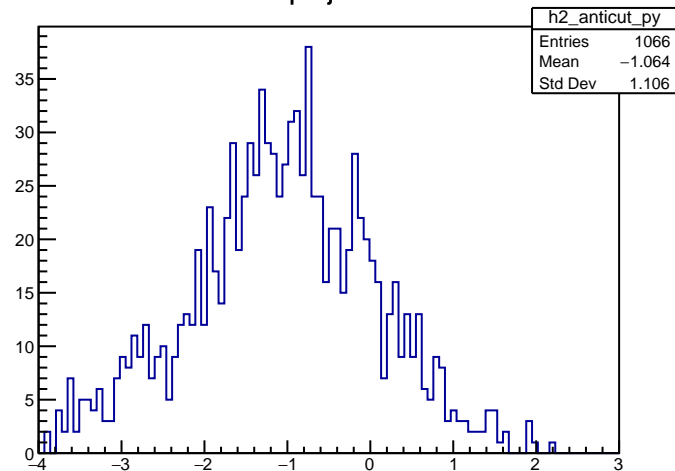


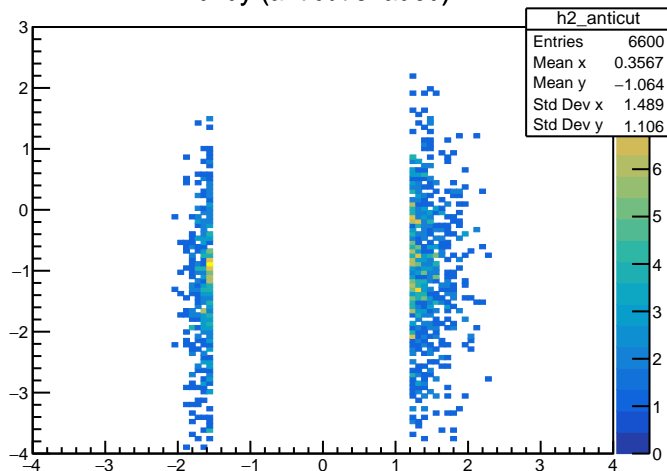
dy projection



dx projection



dxdy (anticut shaded)



dxdy (anticut shaded)

