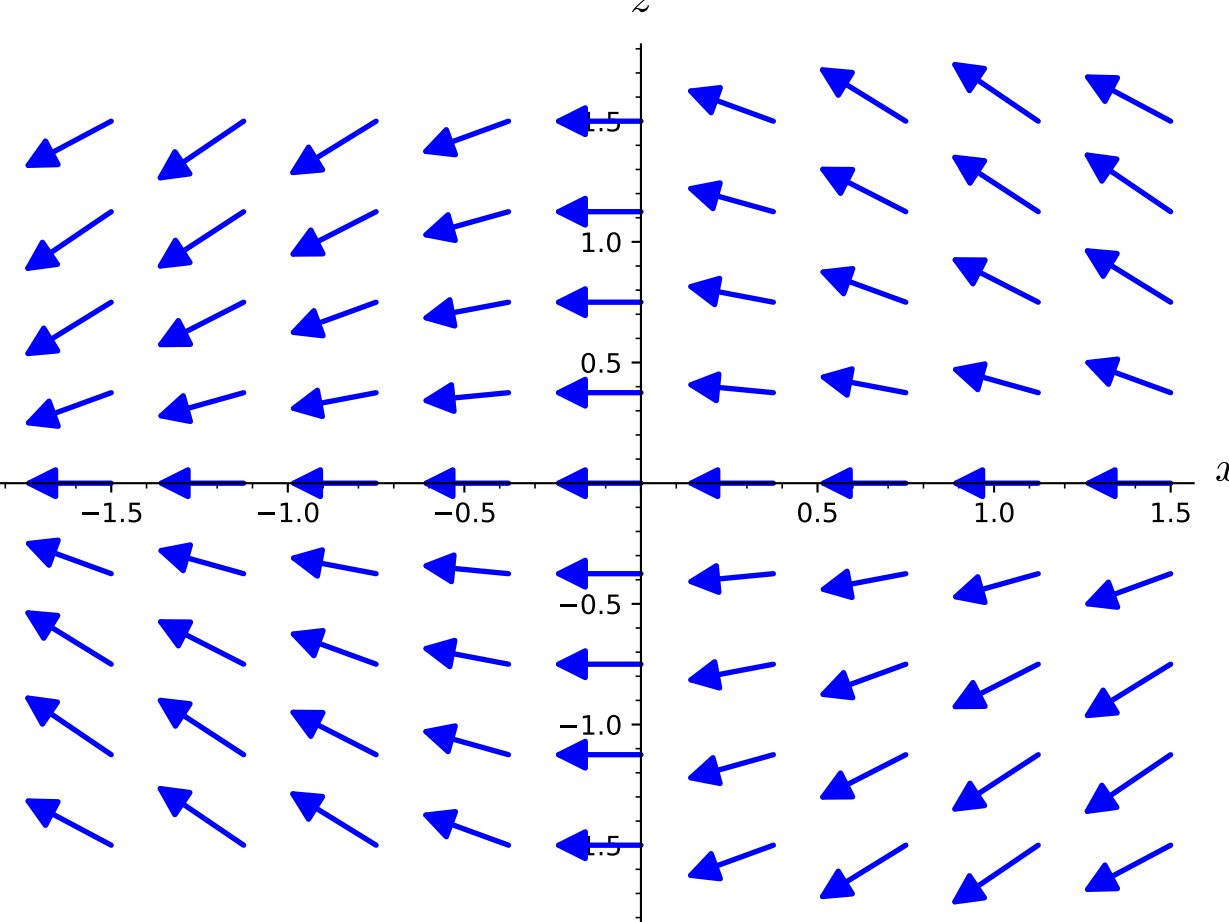

z
x
1.5
1.0
0.5
−0.5
−1.0
−1.5
−1.5
−1.0
−0.5
0.5
1.0
1.5