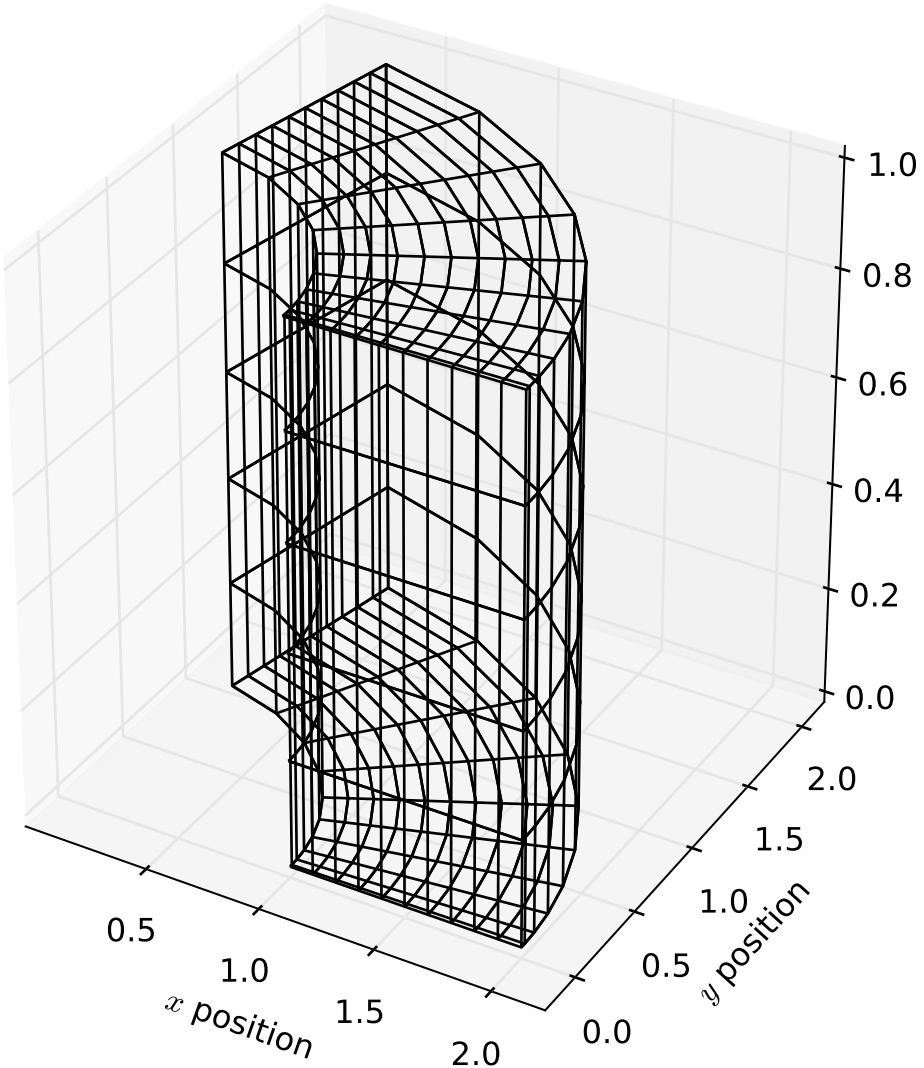
1.0
0.8
0.6
0.4
0.2
0.0
2.0
1.5
1.0
0.5
0.0
y position
0.5
1.0
1.5
2.0
x position