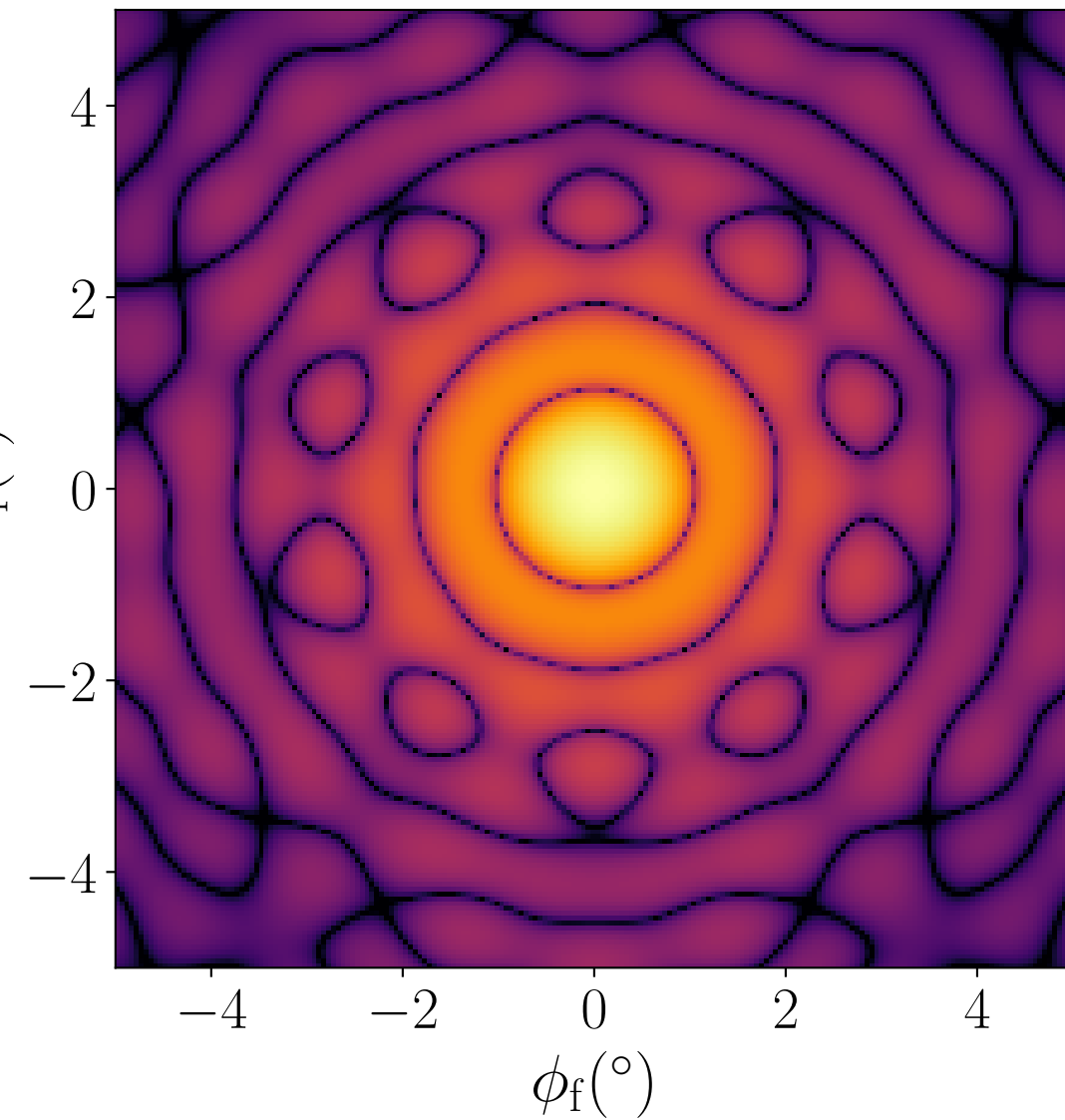
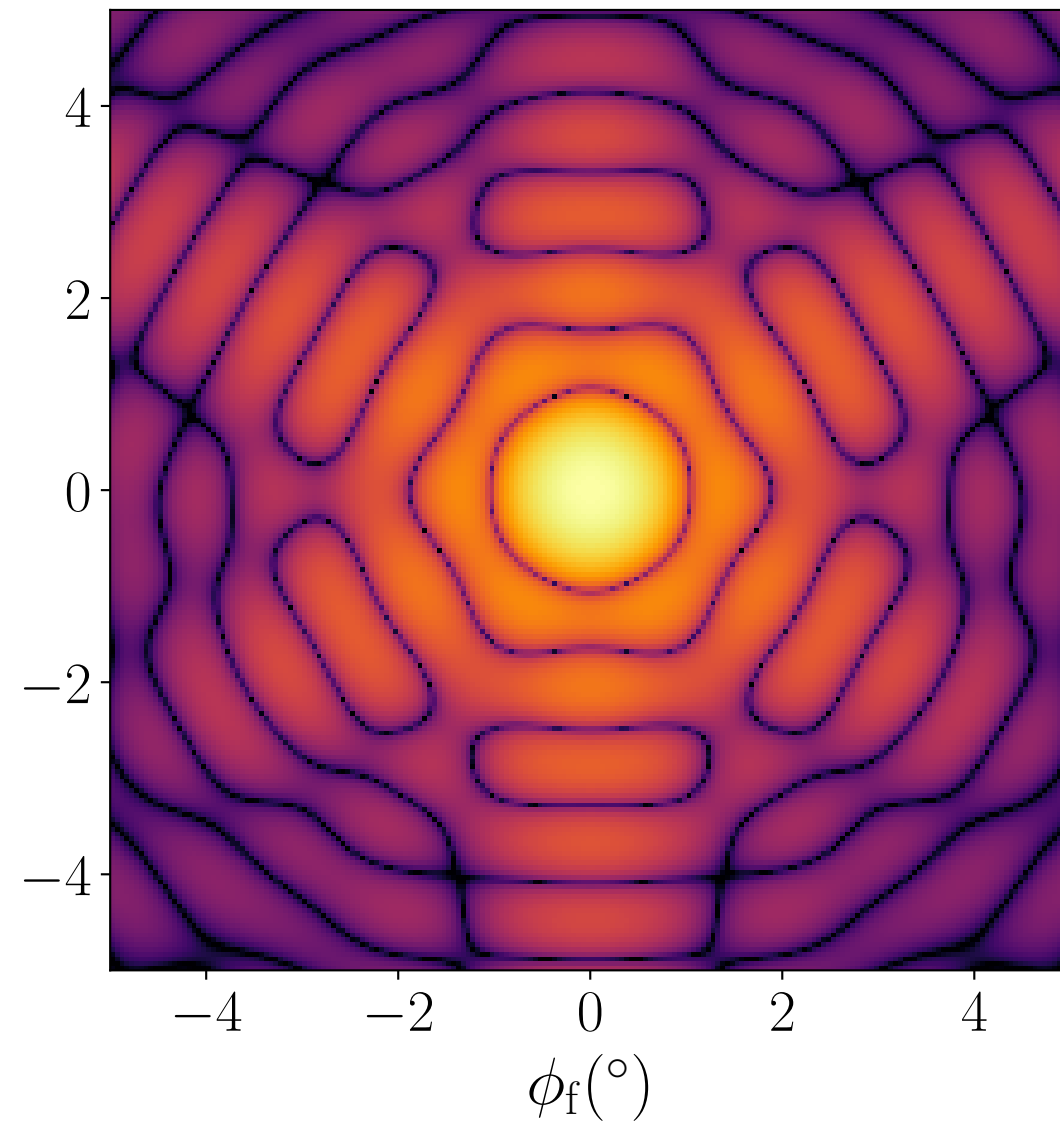


face normal



vertex normal



edge normal

