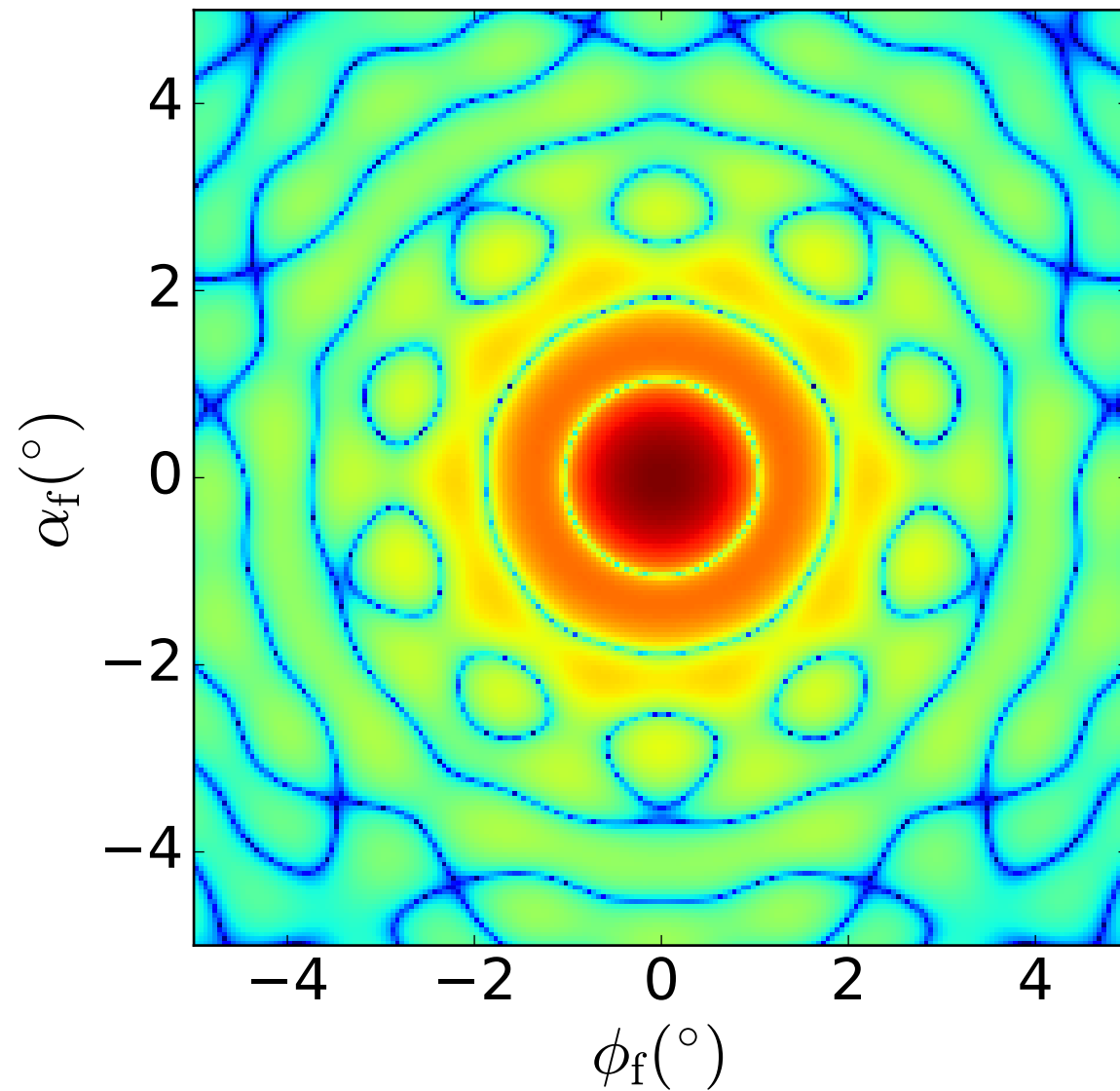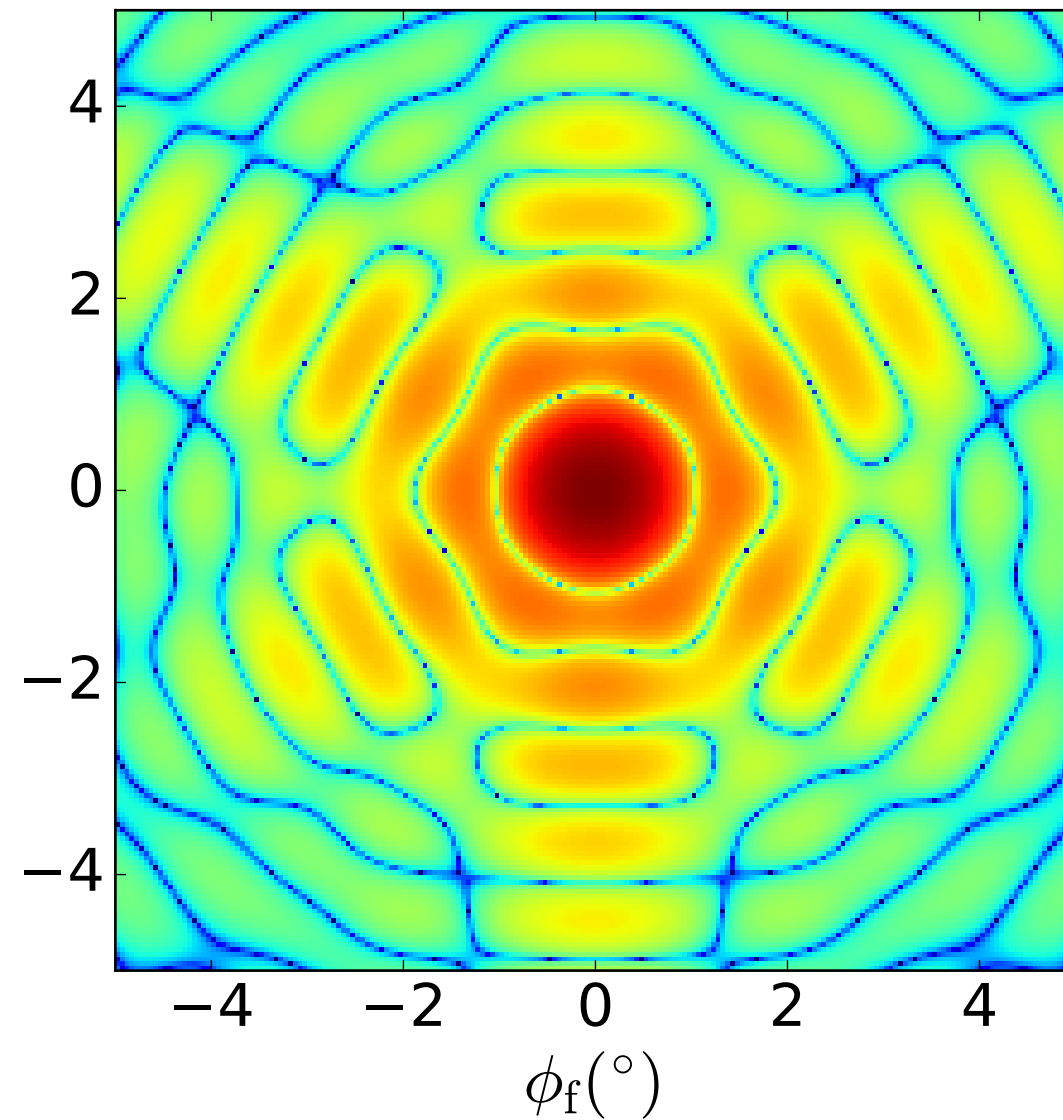face normal   vertex normal   edge normal