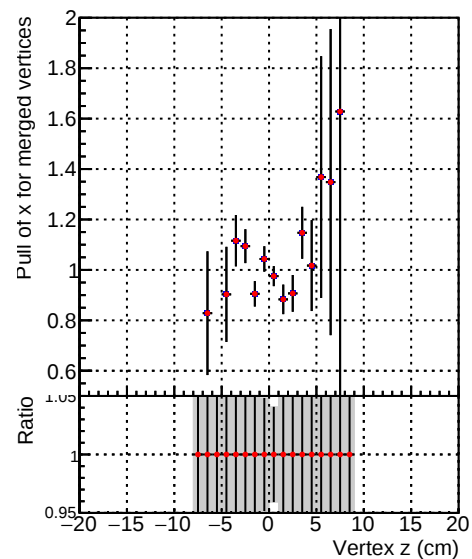
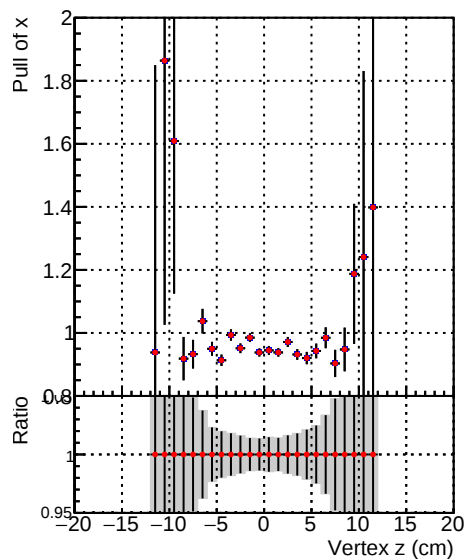
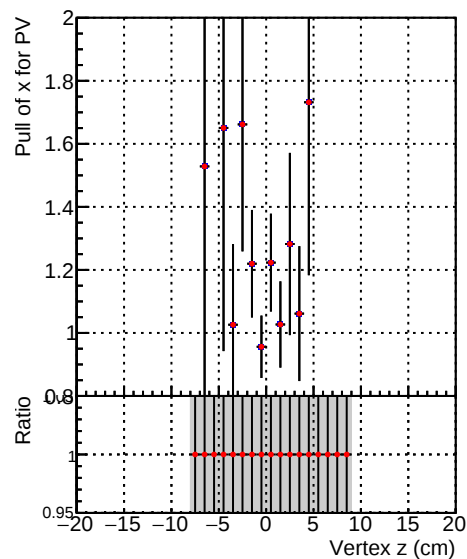




Legend:

- Pull of x for PV
- Pull of x
- Pull of x for merged vertices
- Pull of y for PV
- Pull of y
- Pull of y for merged vertices
- Pull of z for PV
- Pull of z
- Pull of z for merged vertices

