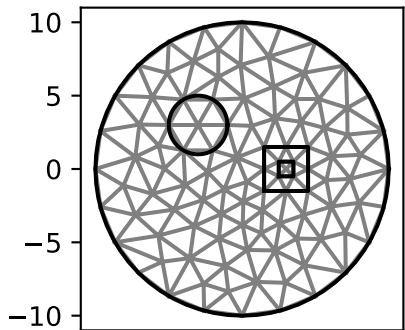
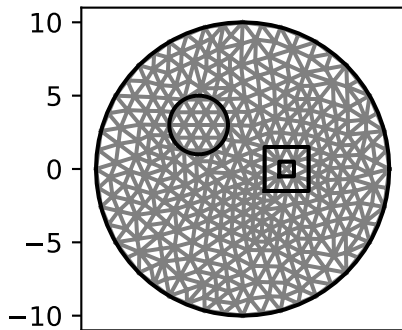


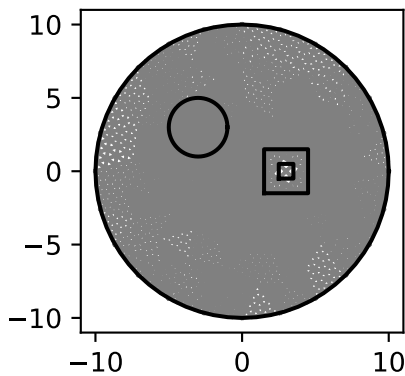
0 Mesh Refinements



1 Mesh Refinements



2 Mesh Refinements



3 Mesh Refinements

