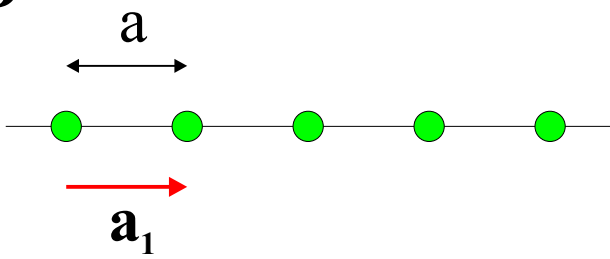
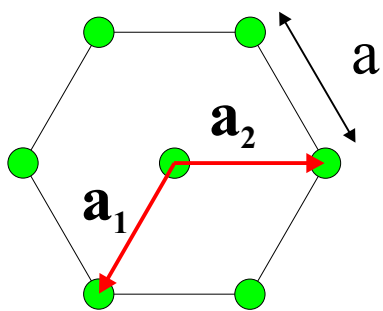
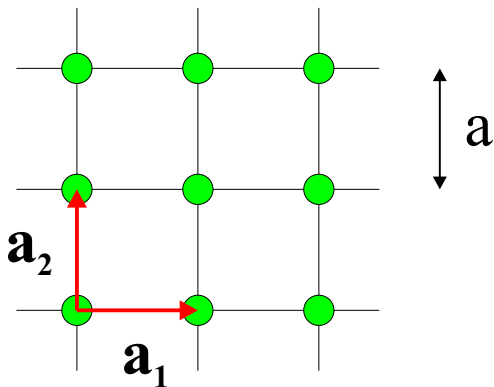


# Real

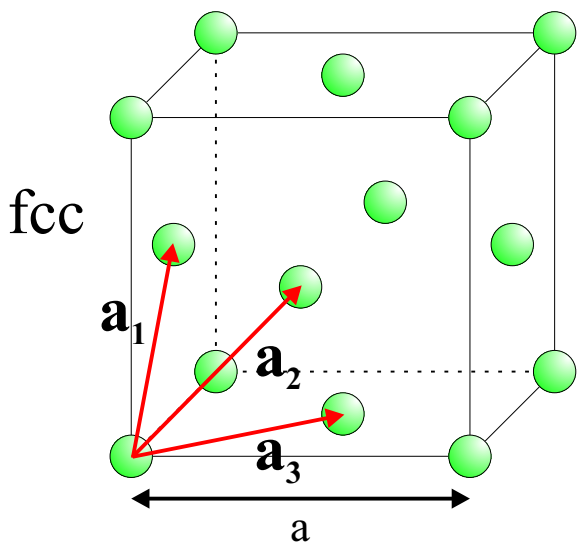
1D



2D



3D



# Reciprocal

