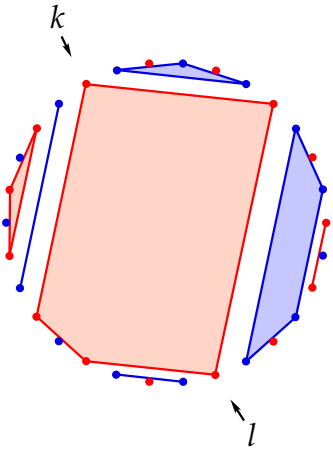
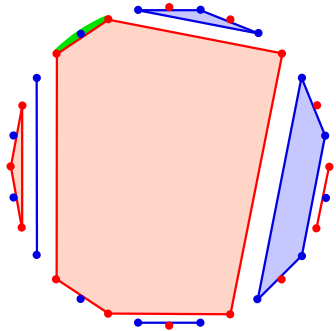
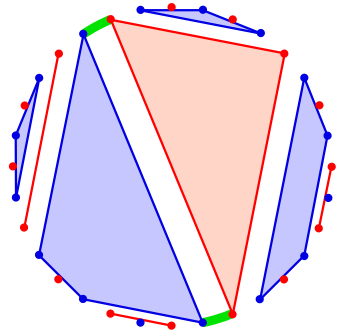




inserting a vertex



slicing