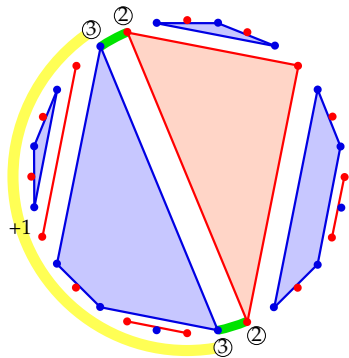


*inserting a vertex*



*slicing*