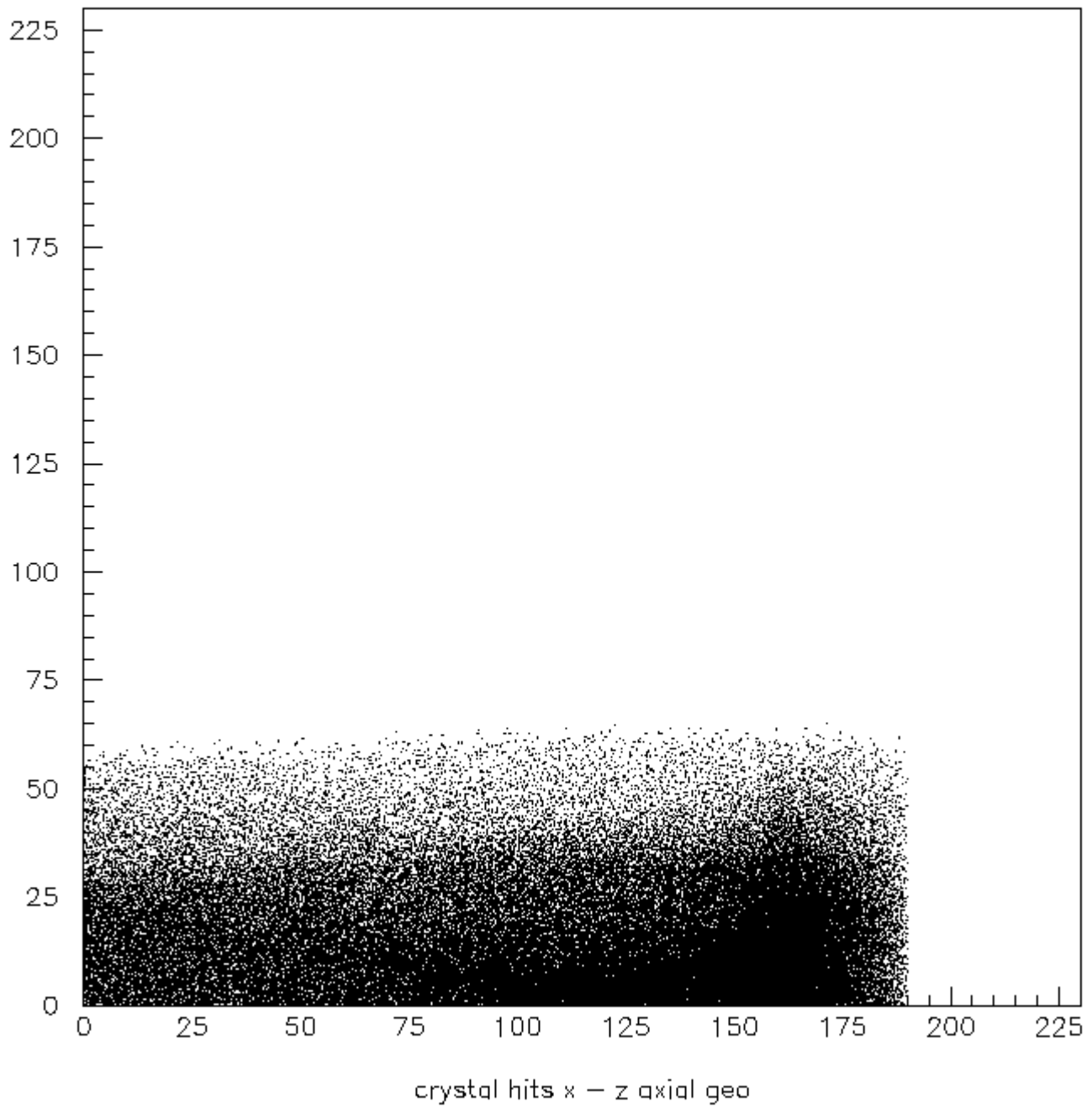
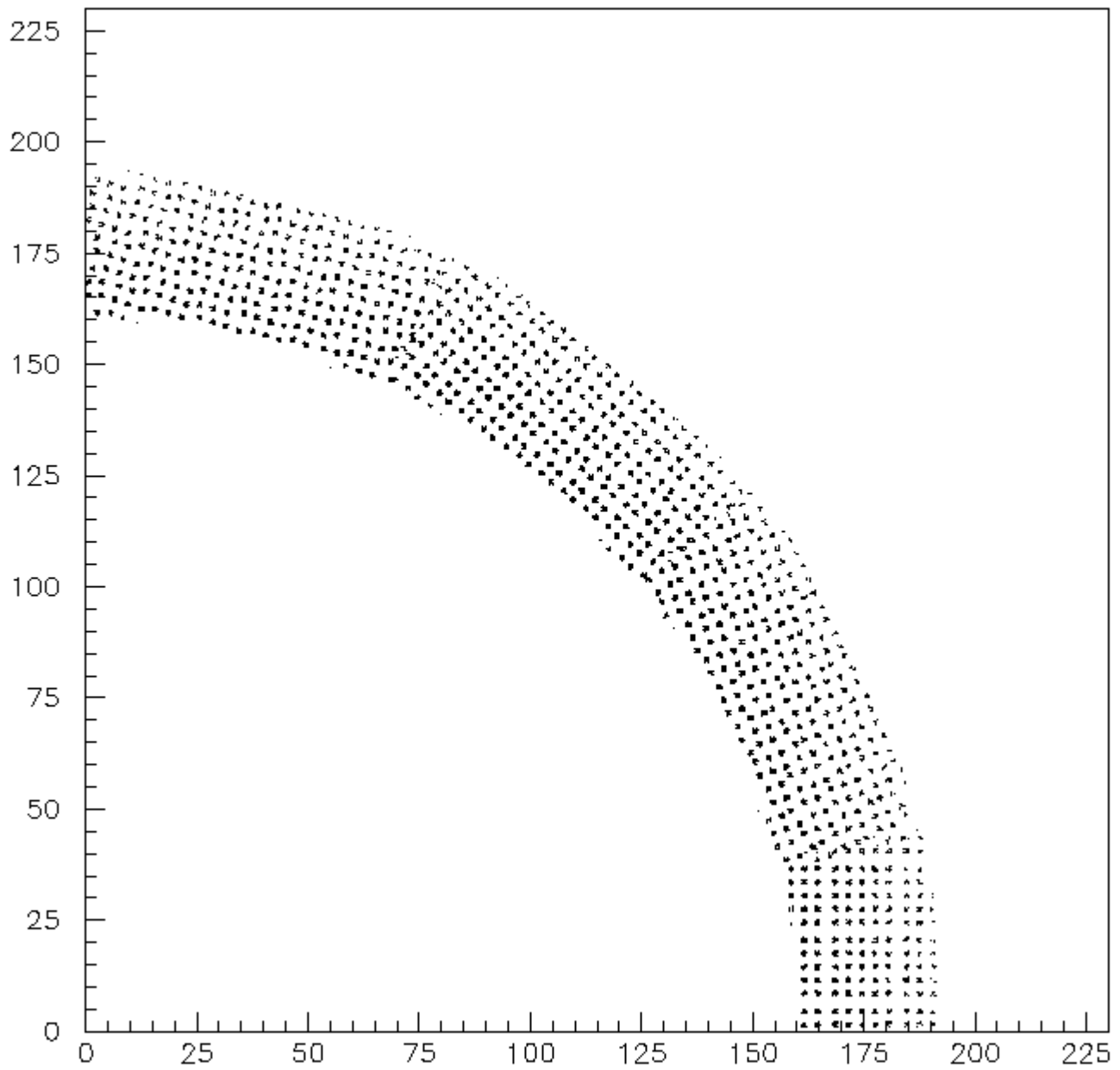


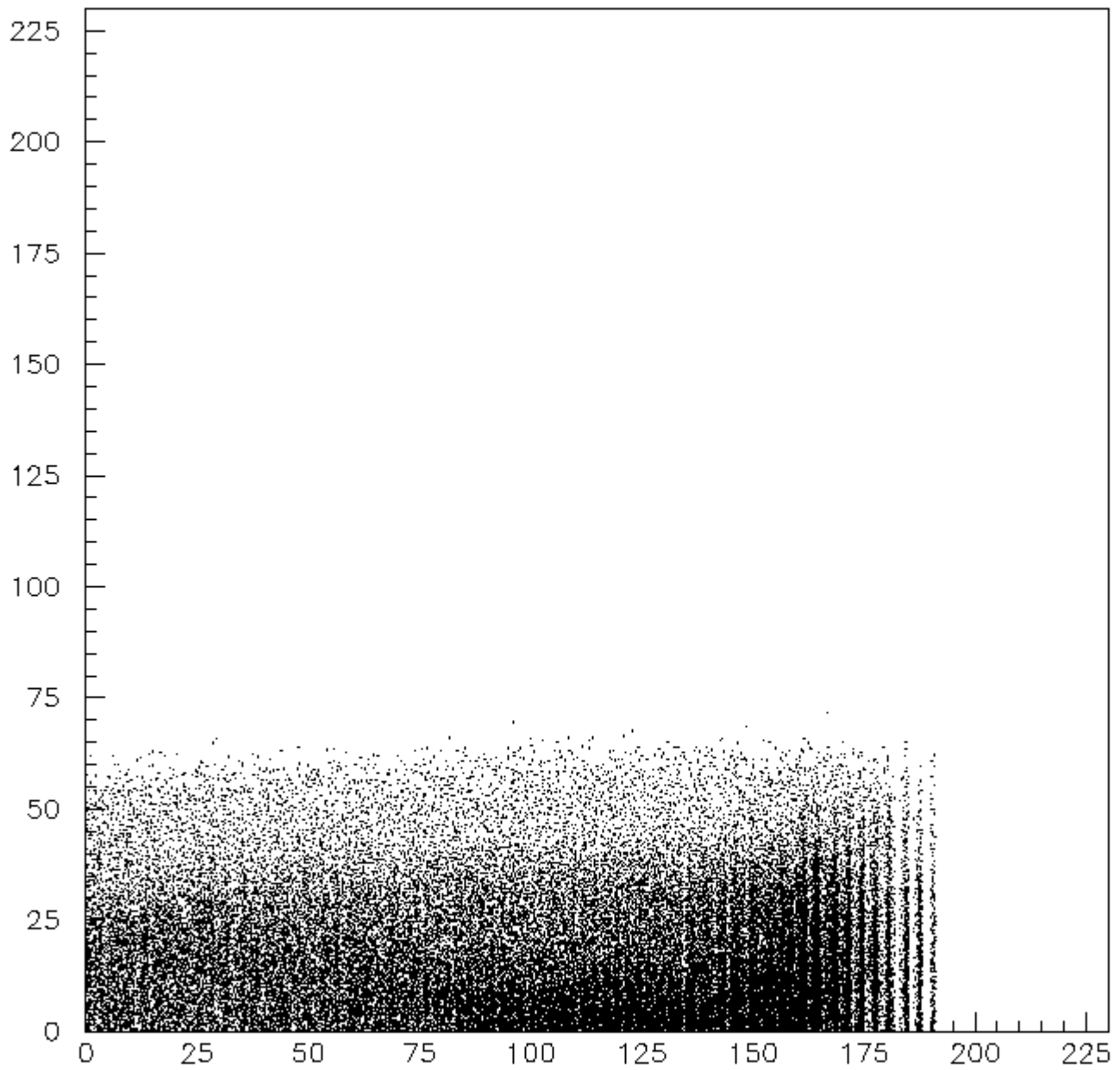
crystal hits x - y axial geo





crystal hits x - y pixelized axial geo





crystal hits x - z pixelized axial geo