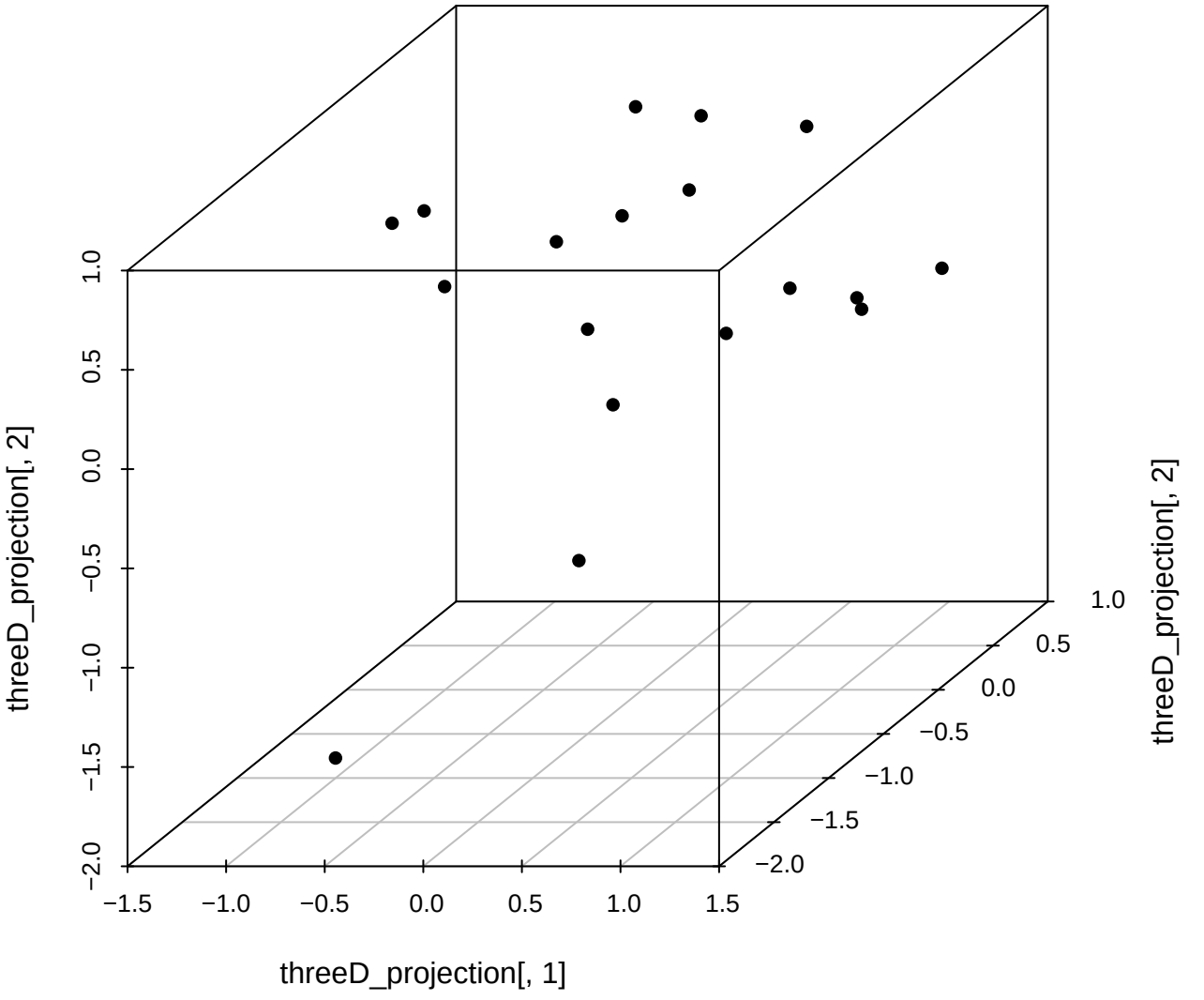
threeD_projection[, 2]
1.0
0.5
0.0
−0.5
−1.0
−1.5
−2.0
−1.5
−1.0
−0.5
0.0
0.5
1.0
1.5
threeD_projection[, 1]
threeD_projection[, 2]
1.0
0.5
0.0
−0.5
−1.0
−1.5
−2.0