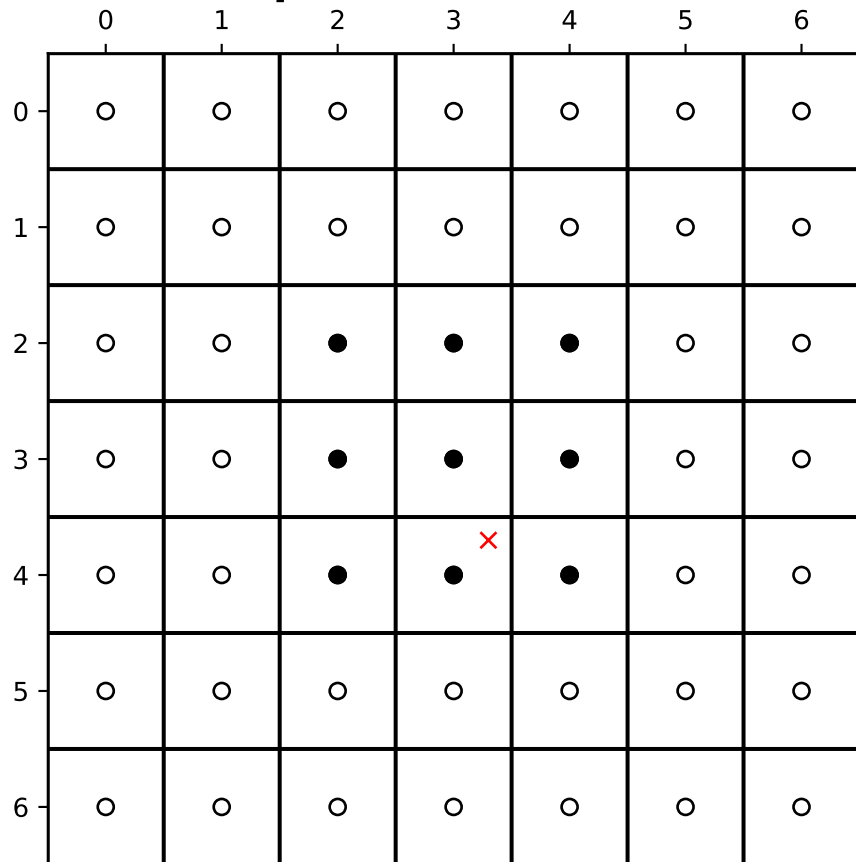


Interpolation (order = 2)



Interpolation (order = 3)

