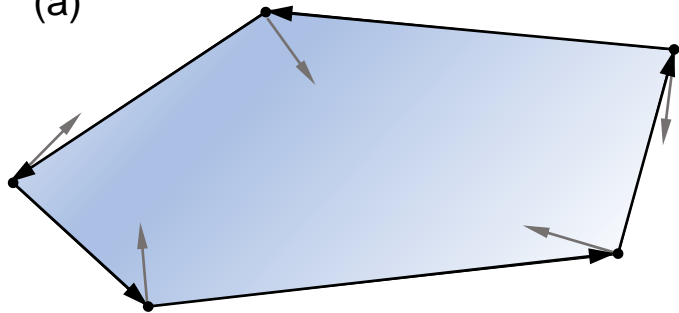


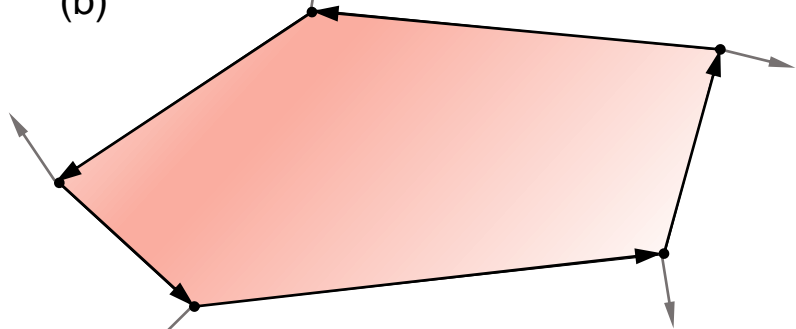
(a)



Inclusion zone

(normal vectors pointing inside)

(b)



Exclusion zone

(normal vectors pointing outside)