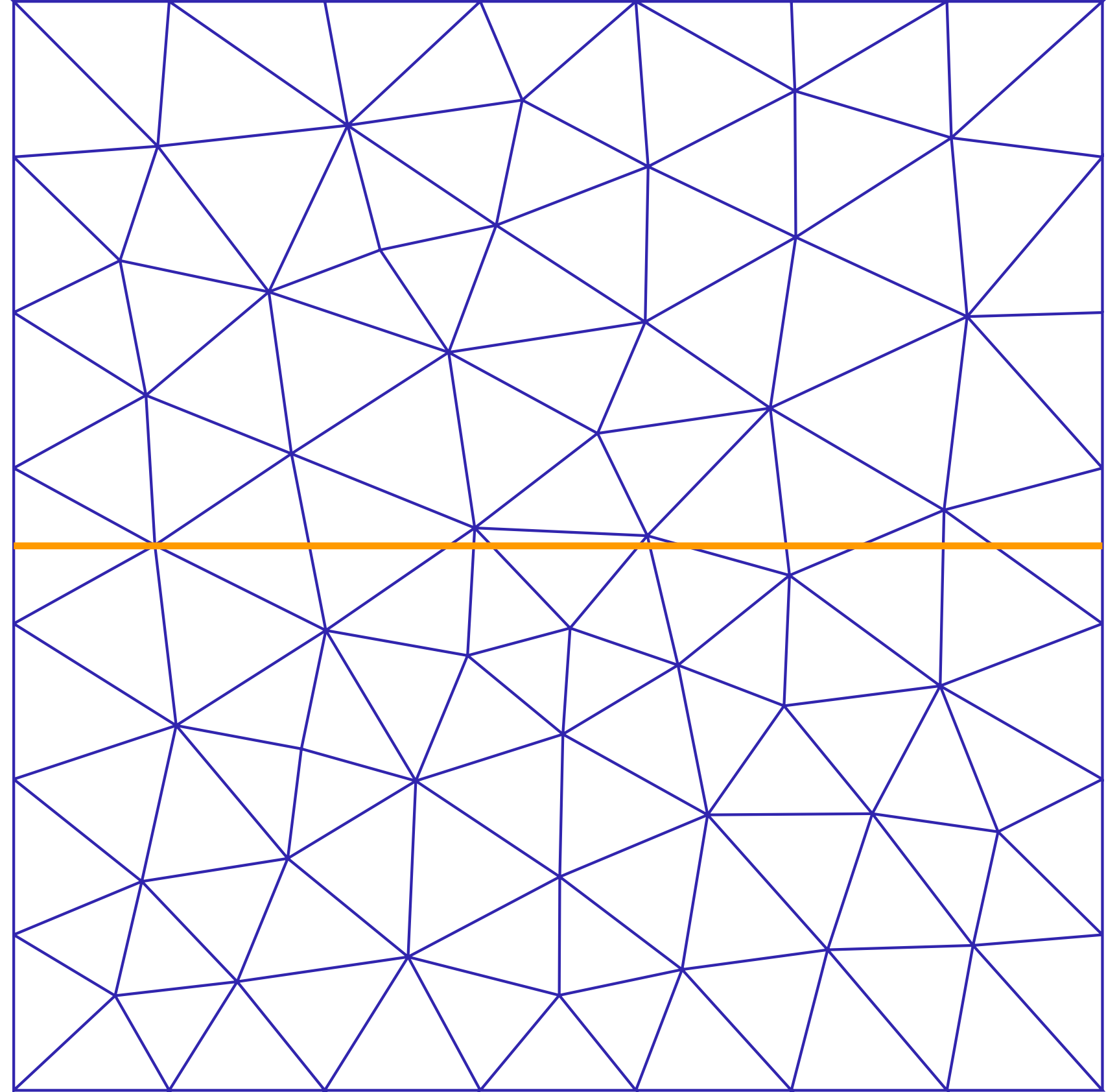


compatible mesh

2D

1D



non-compatible mesh