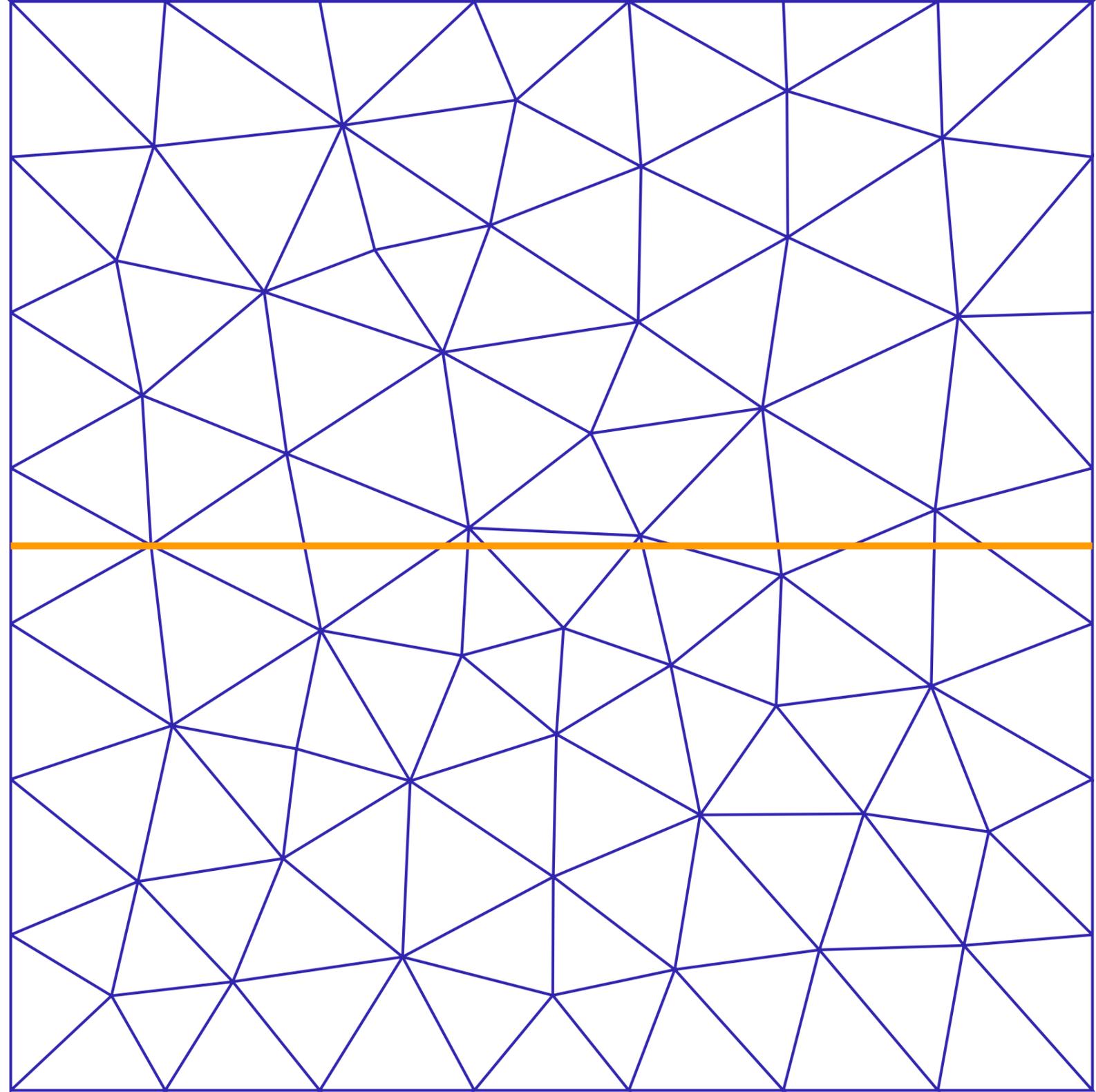


compatible mesh

2D



1D

non-compatible mesh