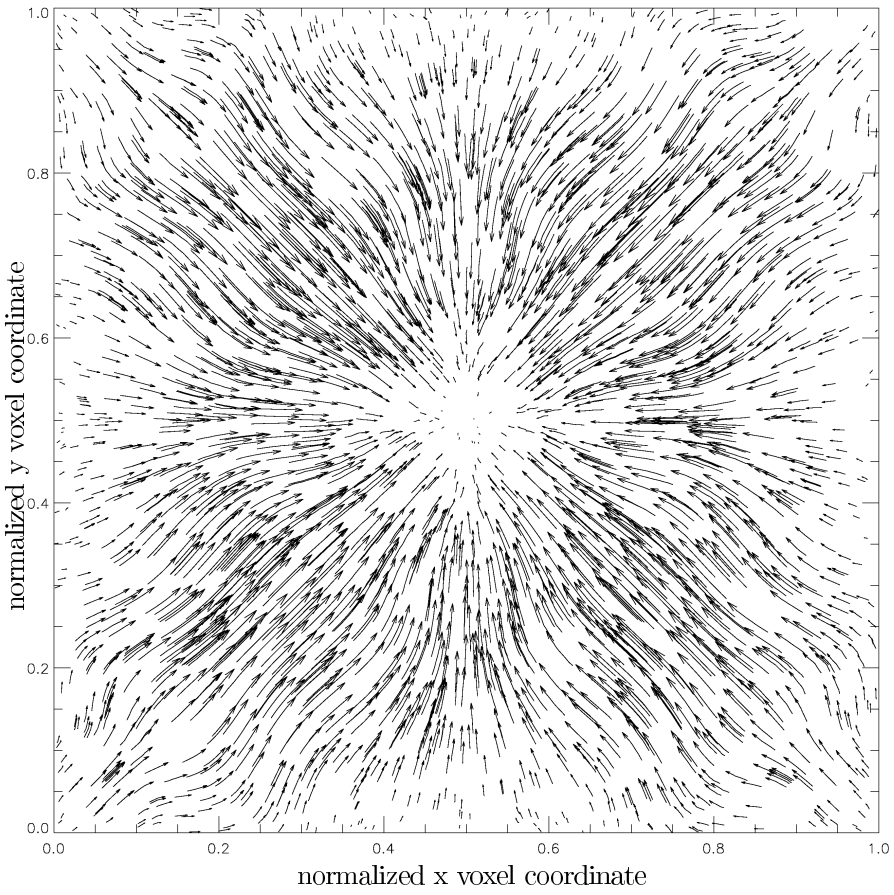
1.0
0.8
0.6
0.4
0.2
0.0
normalized y voxel coordinate
0.0
0.2
0.4
0.6
0.8
1.0
normalized x voxel coordinate