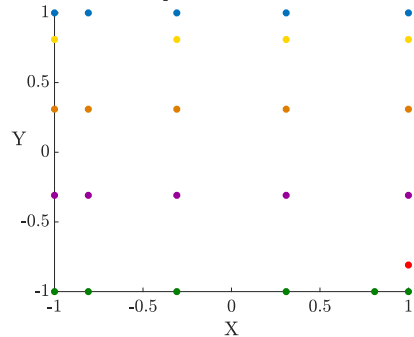


Interpolation nodes in 2D



Interpolation nodes in 3D

