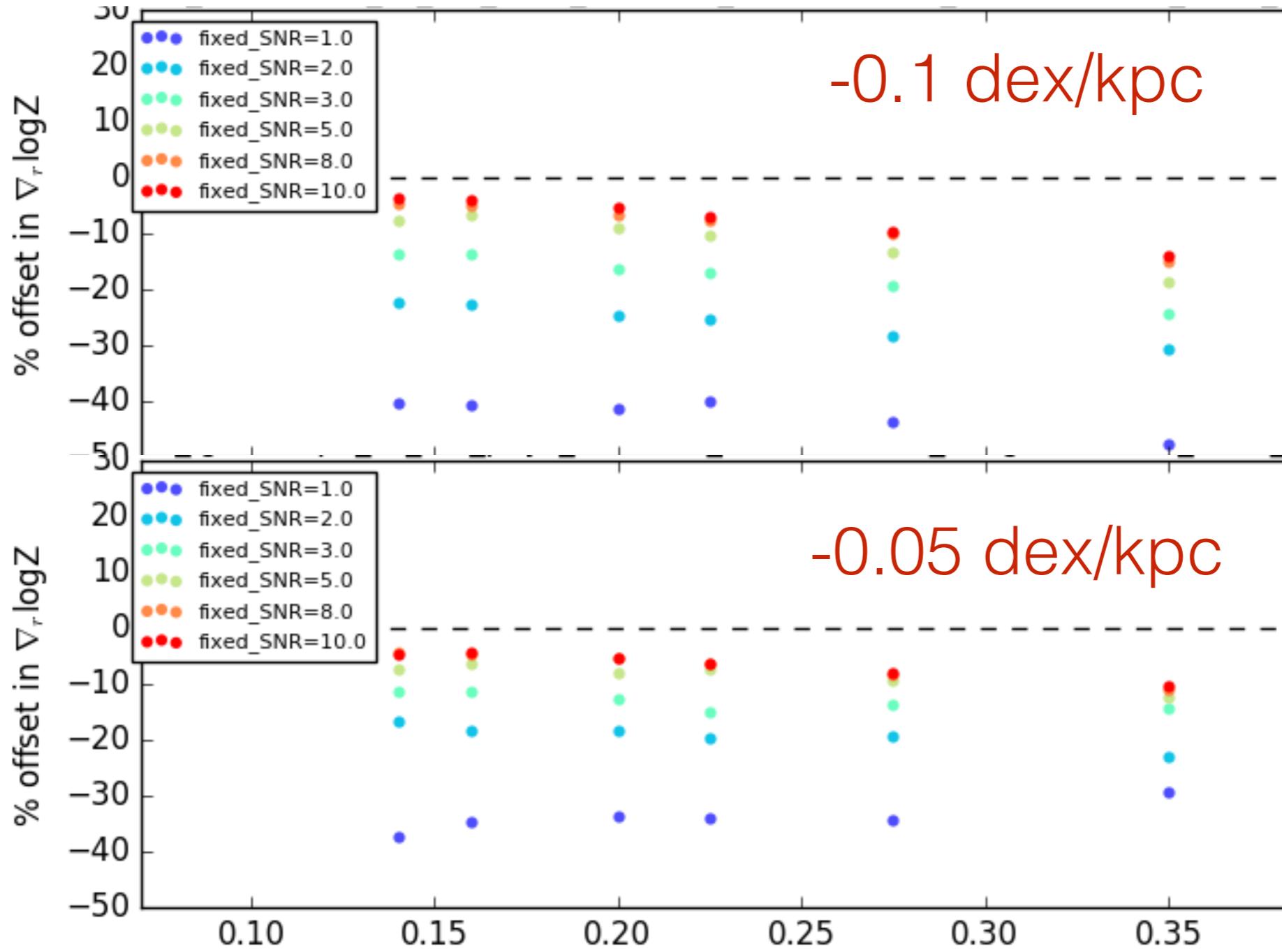


Z gradient

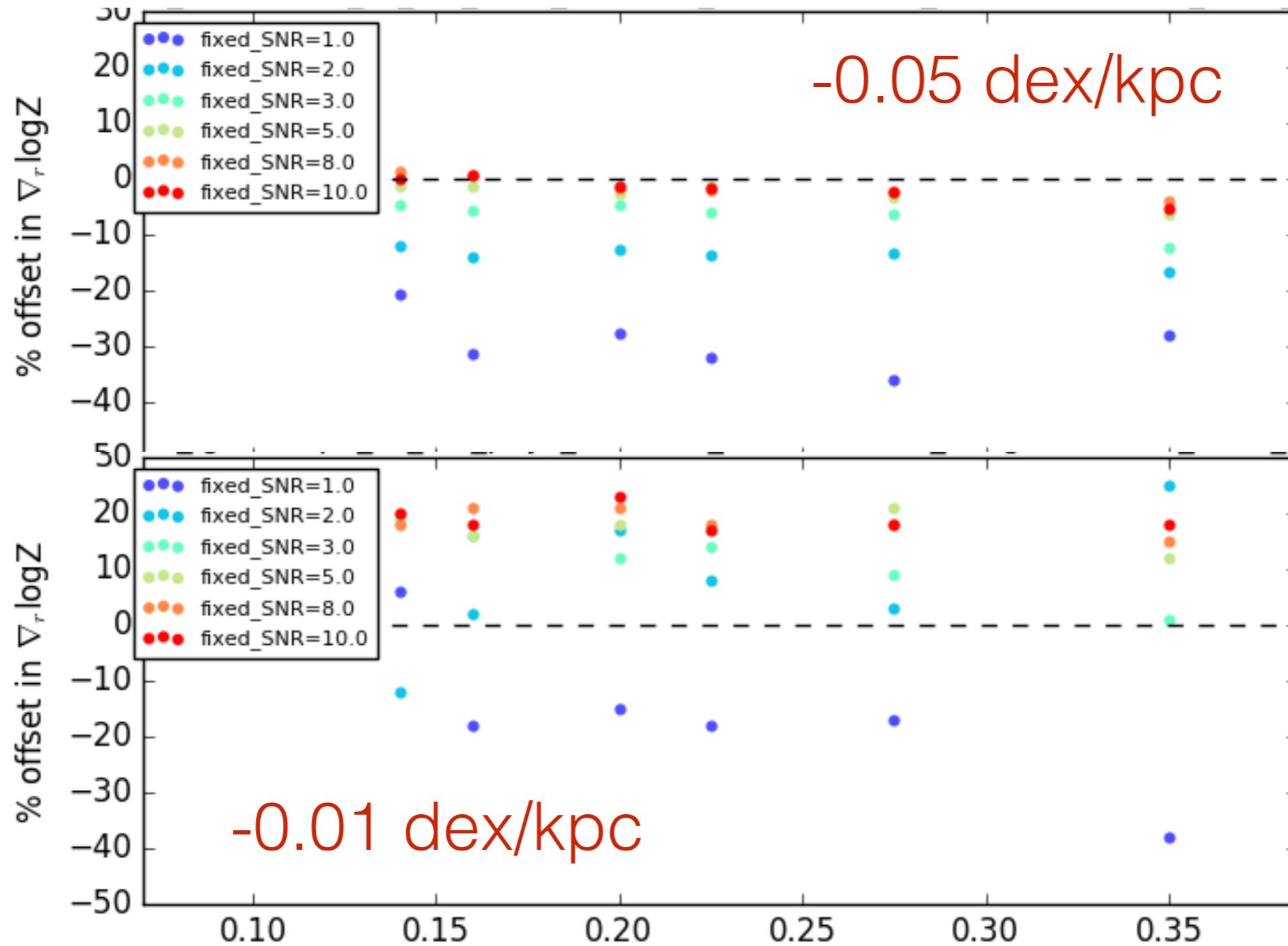
% offset from True gradient



Resolution (scale length units)

Z gradient

% offset from True gradient



Resolution (scale length units)