

CS in RGB without shading

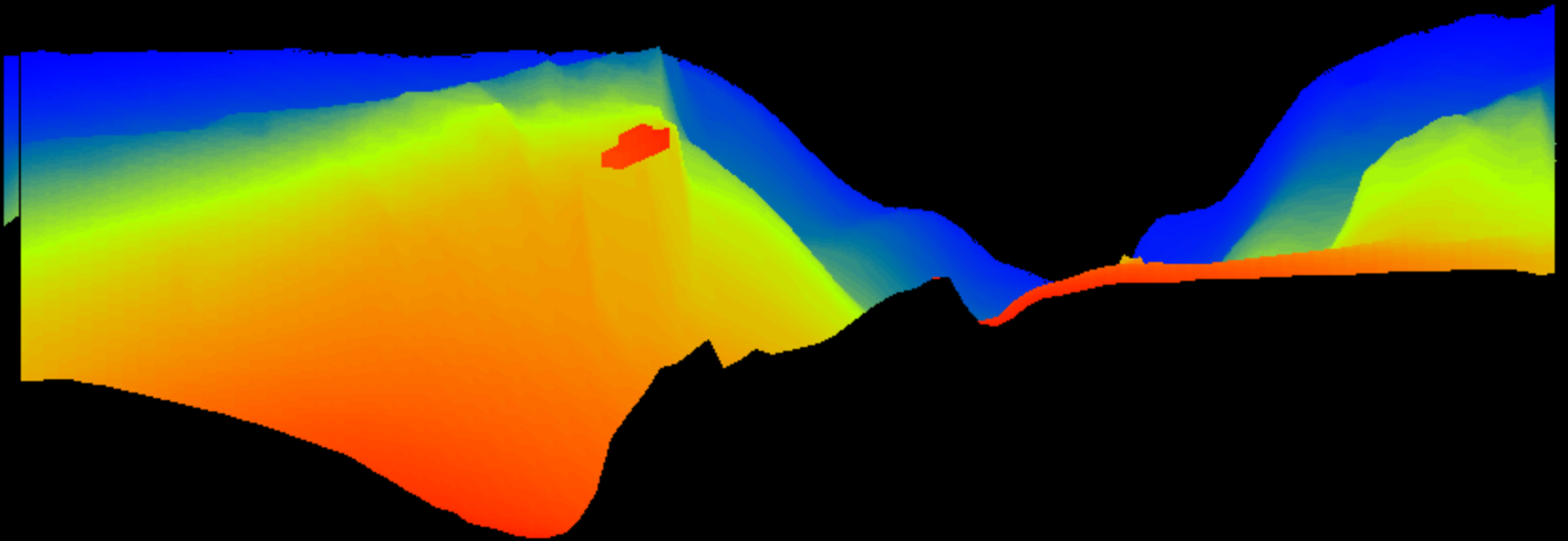


Image 1

az=0,el=30

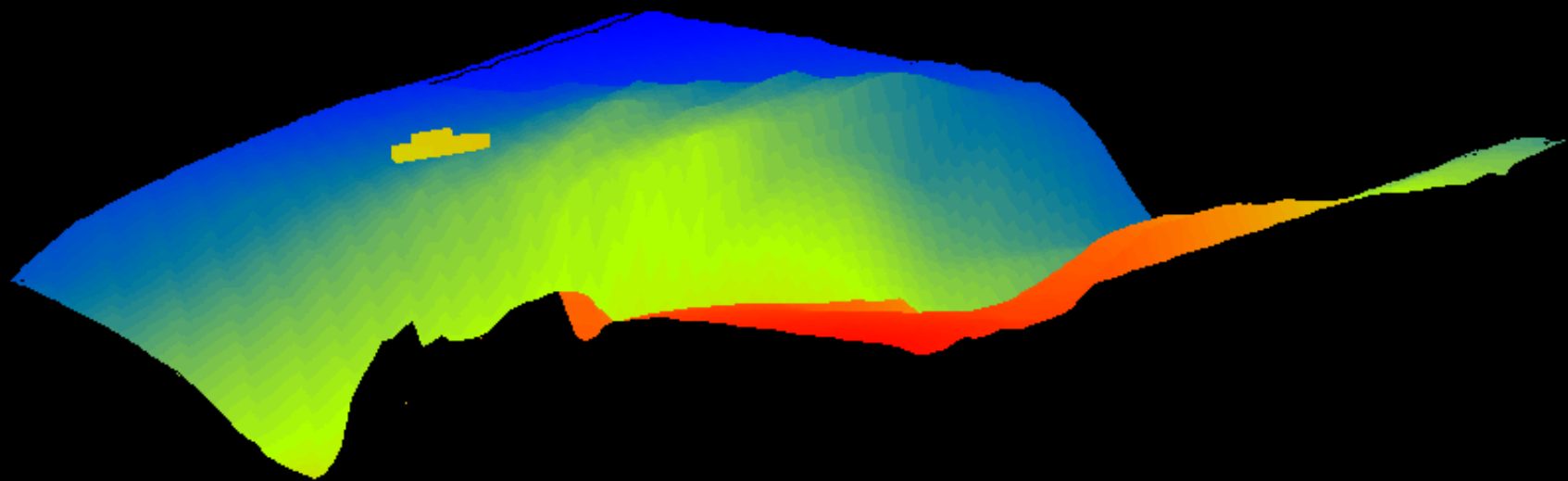


Image2

az=45,el=30

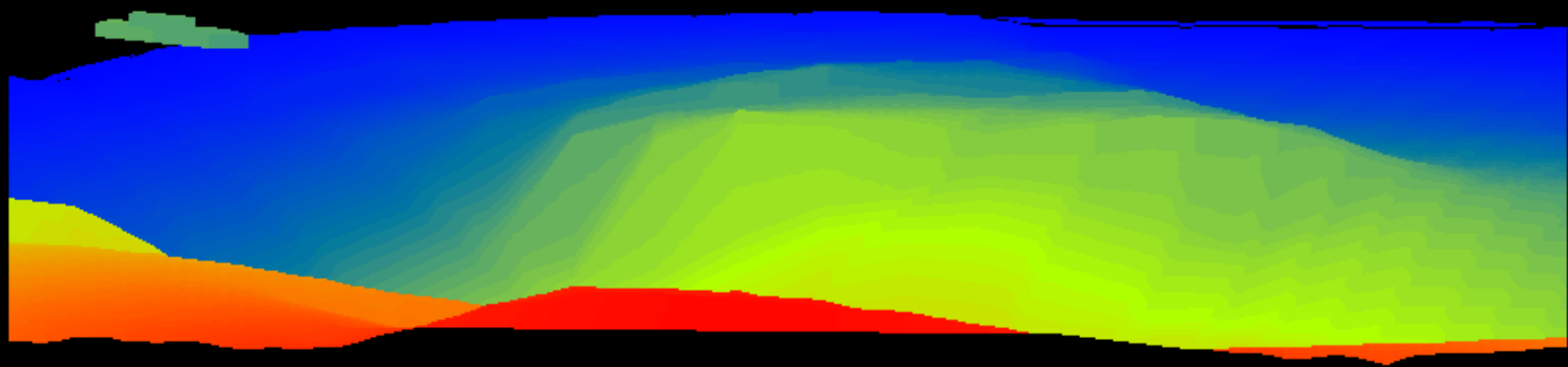


Image3

az=90,el=30

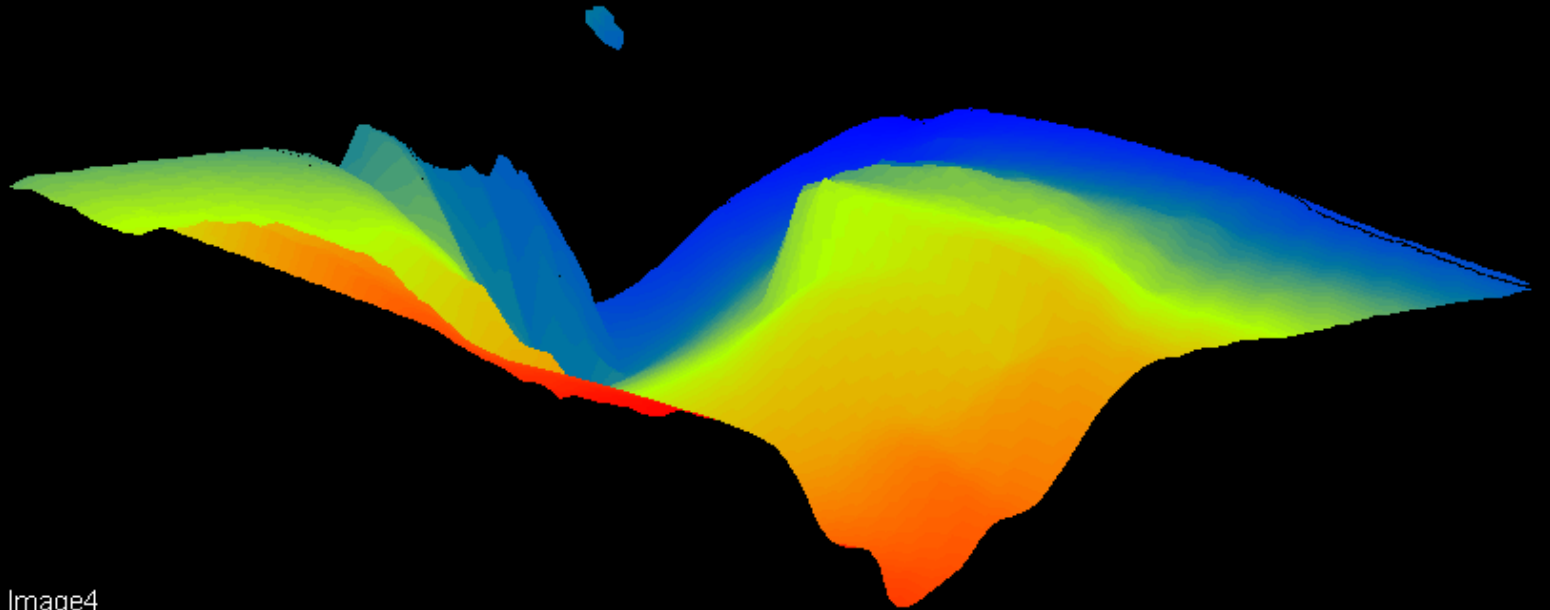


Image4

az=135,el=30

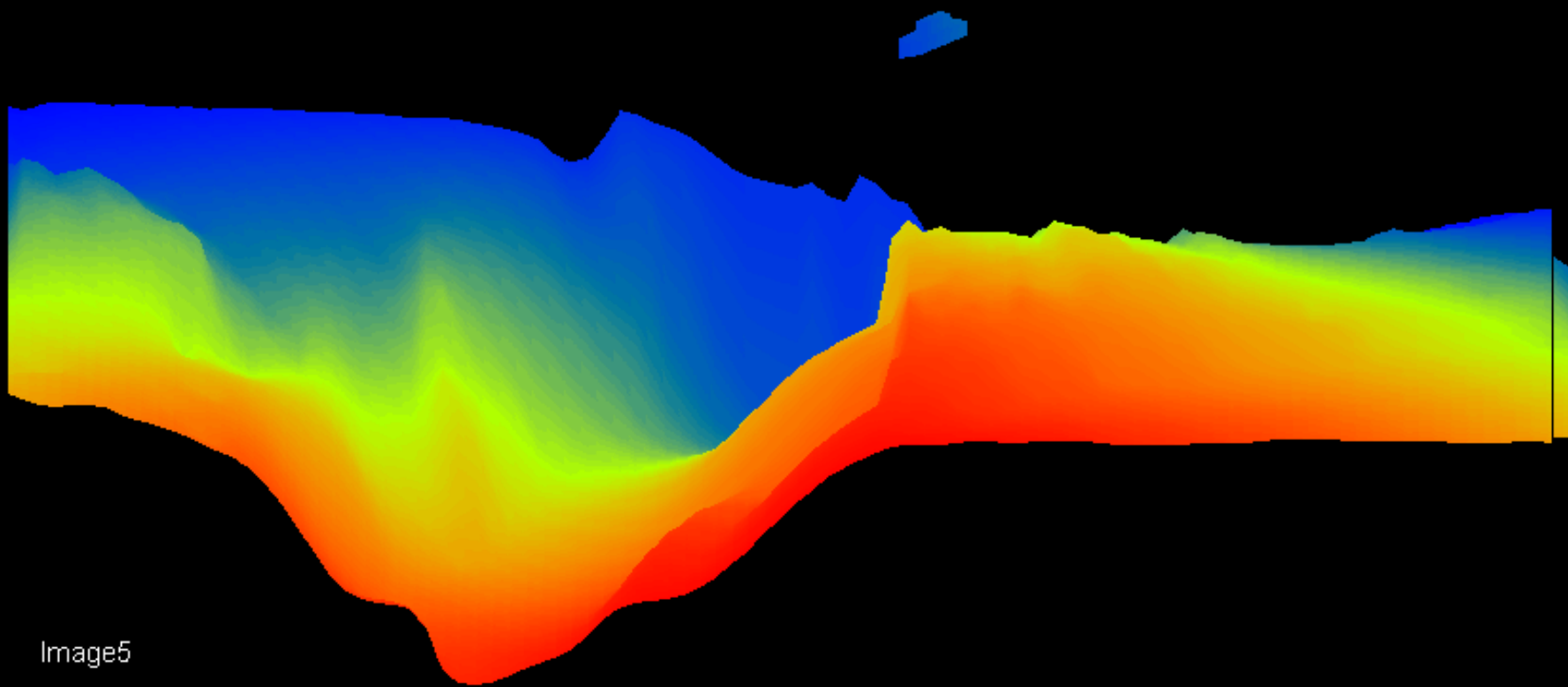


Image5

az=180,el=30

CS in RGB with shading effect

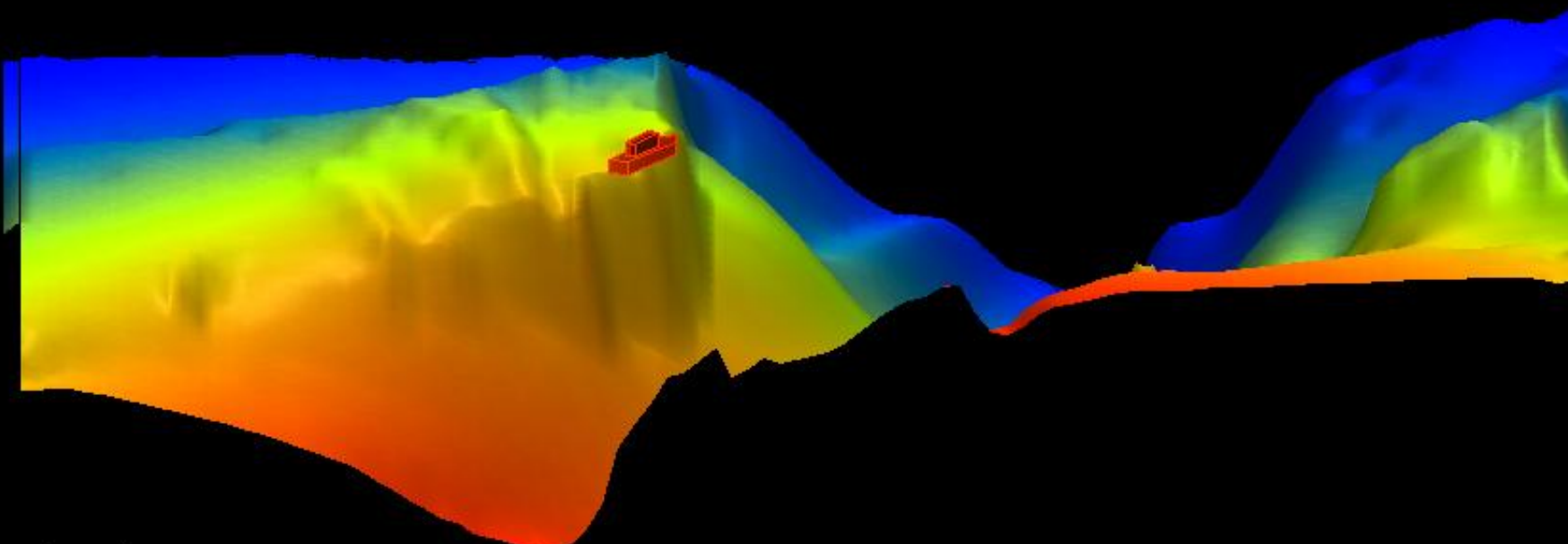


Image1

az=0,el=30



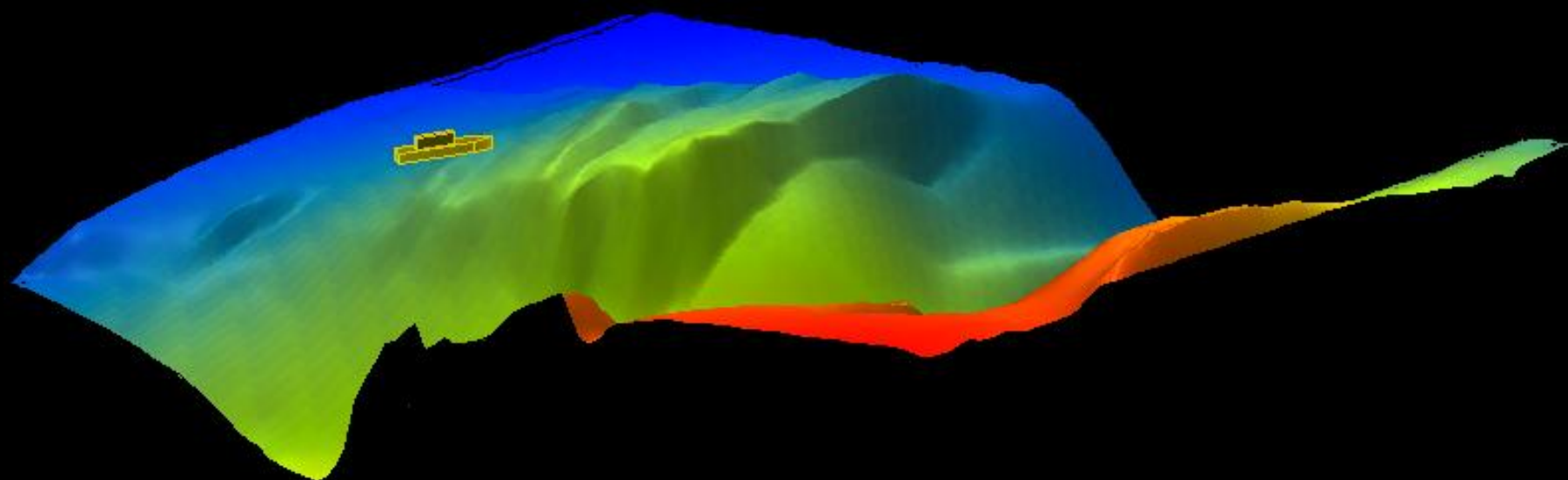


Image2

az=45,el=30

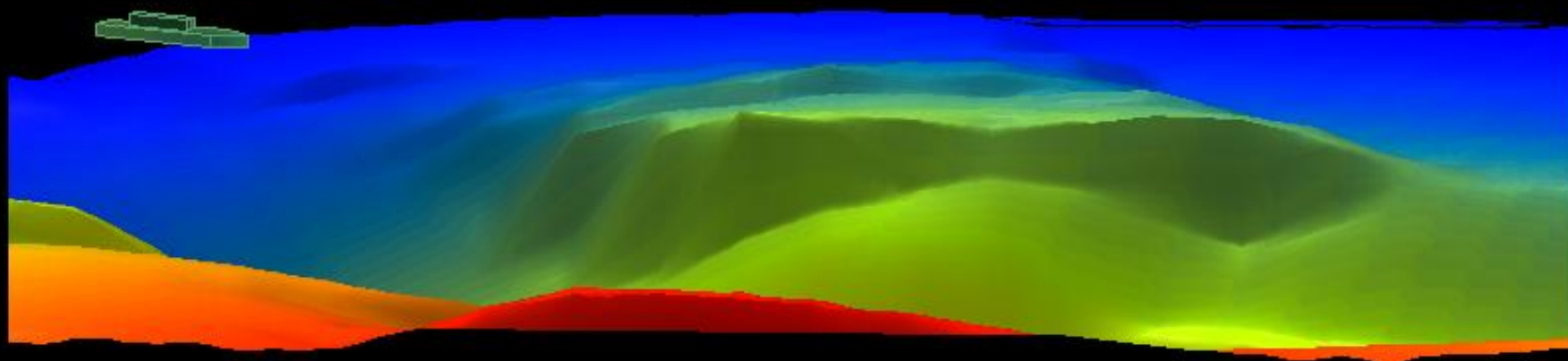


Image3

az=90,el=30

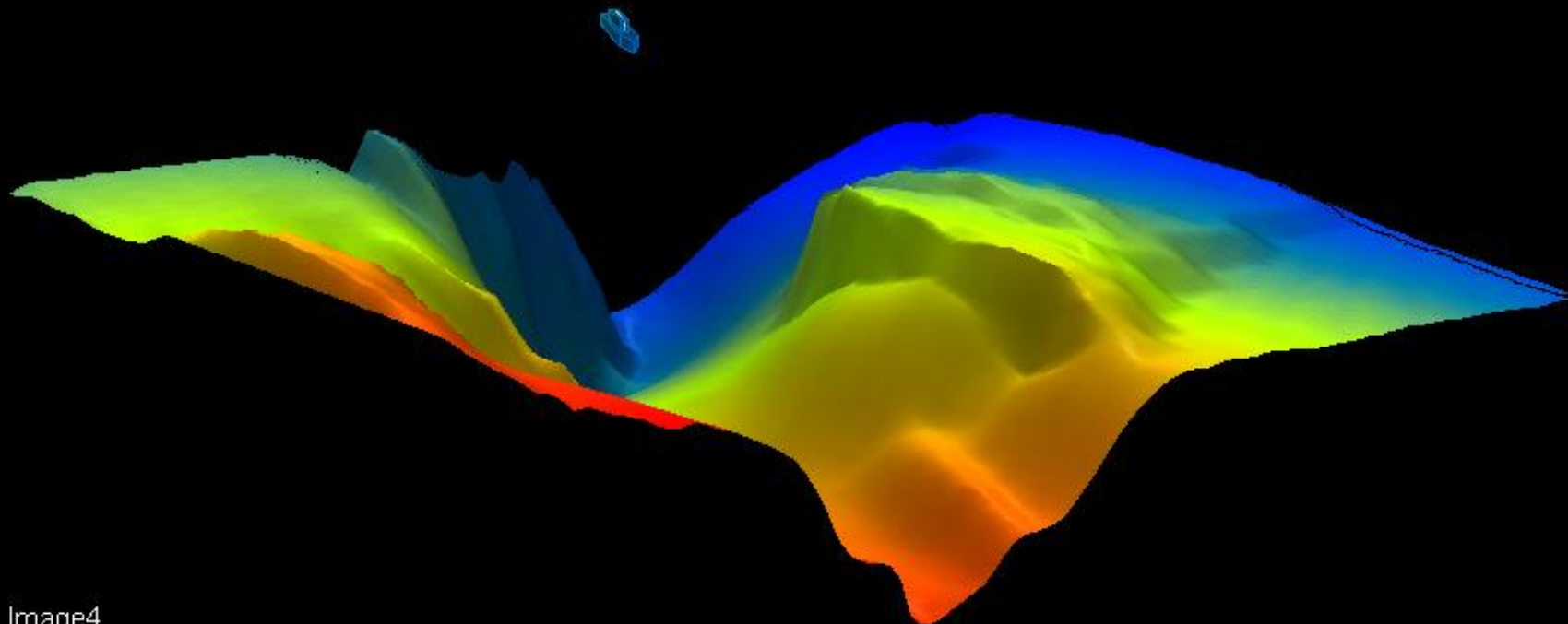


Image4

az=135,el=30

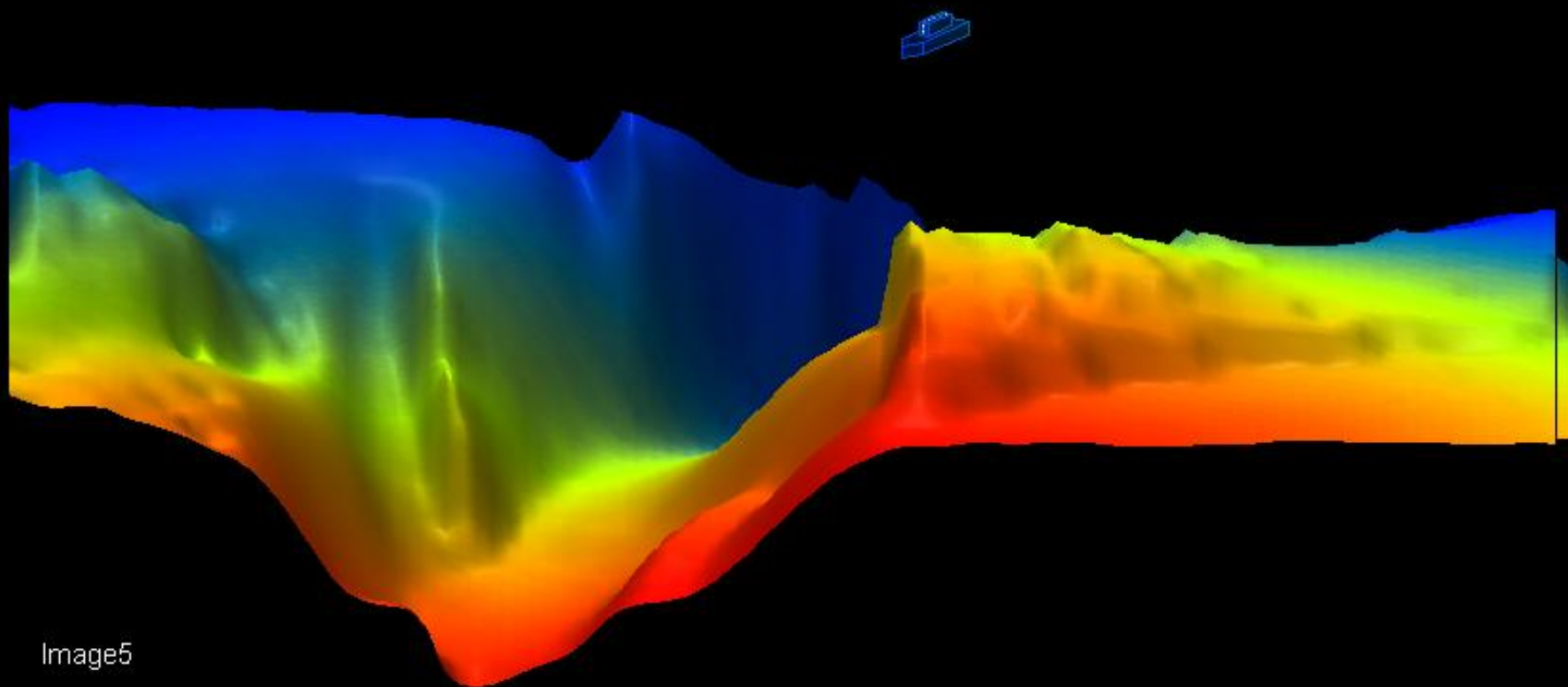
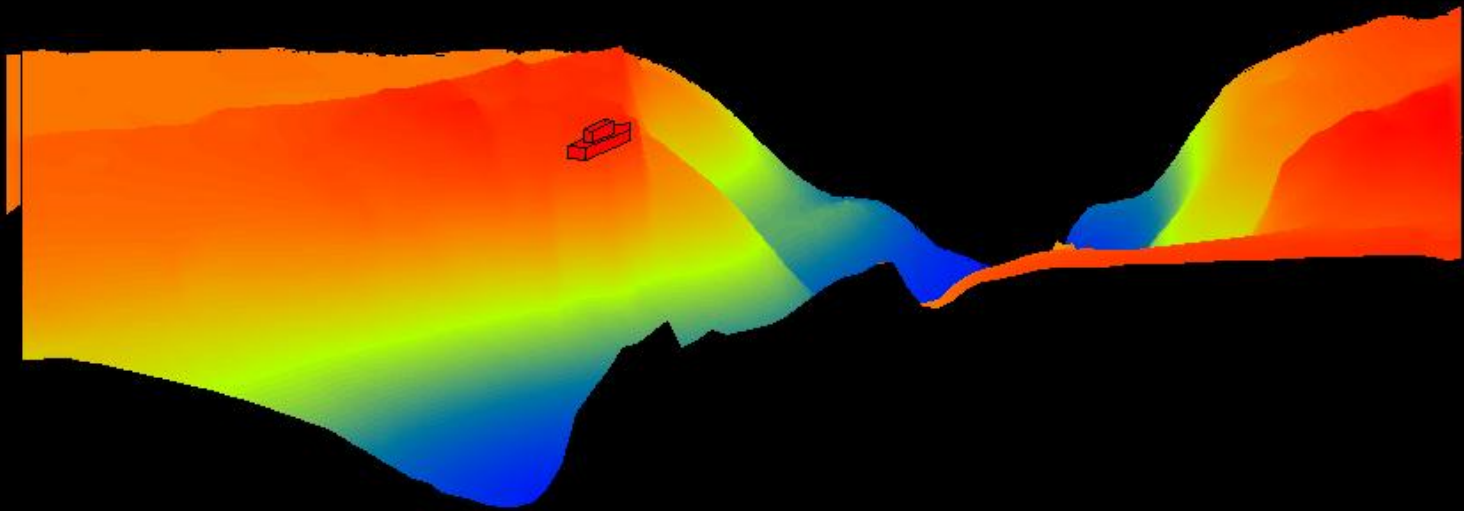


Image5

az=180,el=30

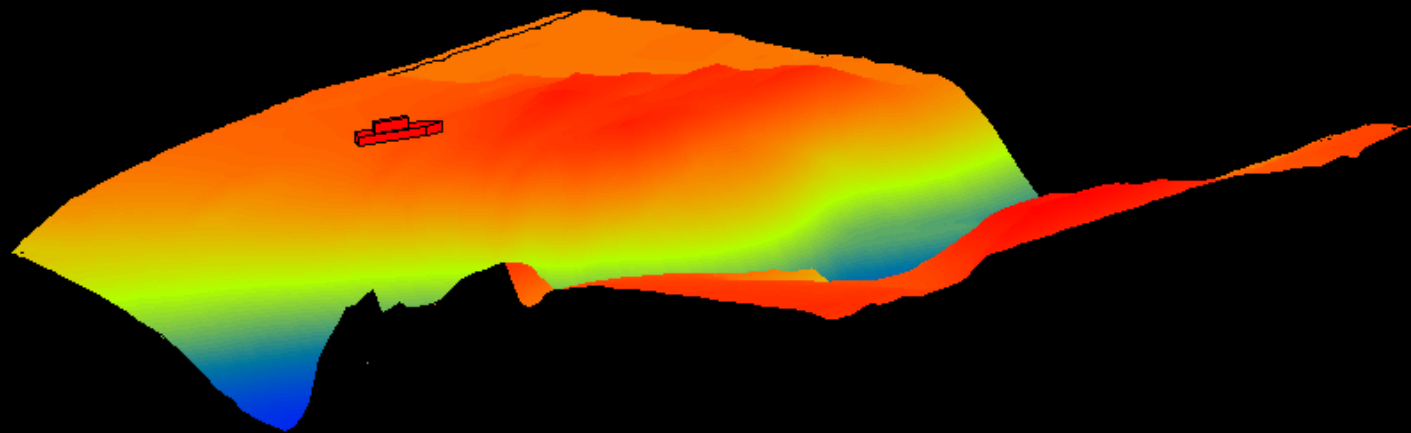
Z colouring in RGB without shading

View Angle Z colour



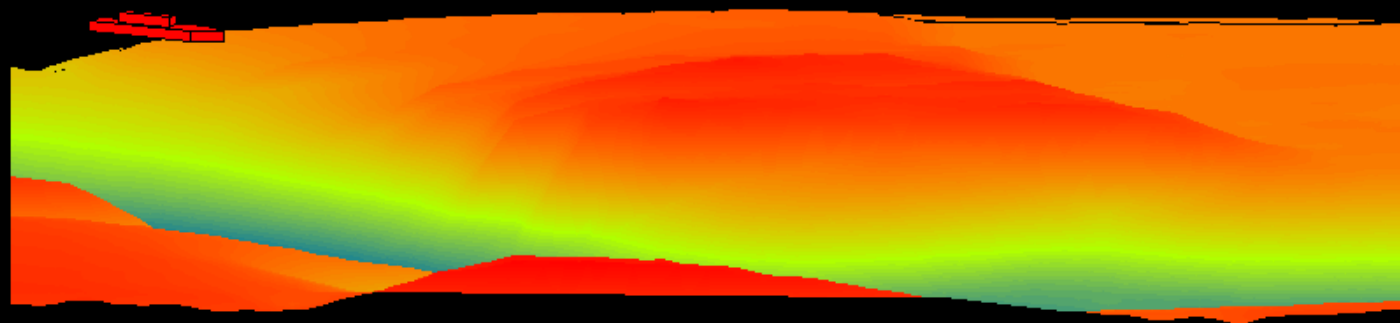
az=0,el  
=30

View Angle Z colour



az=45,e  
l=30

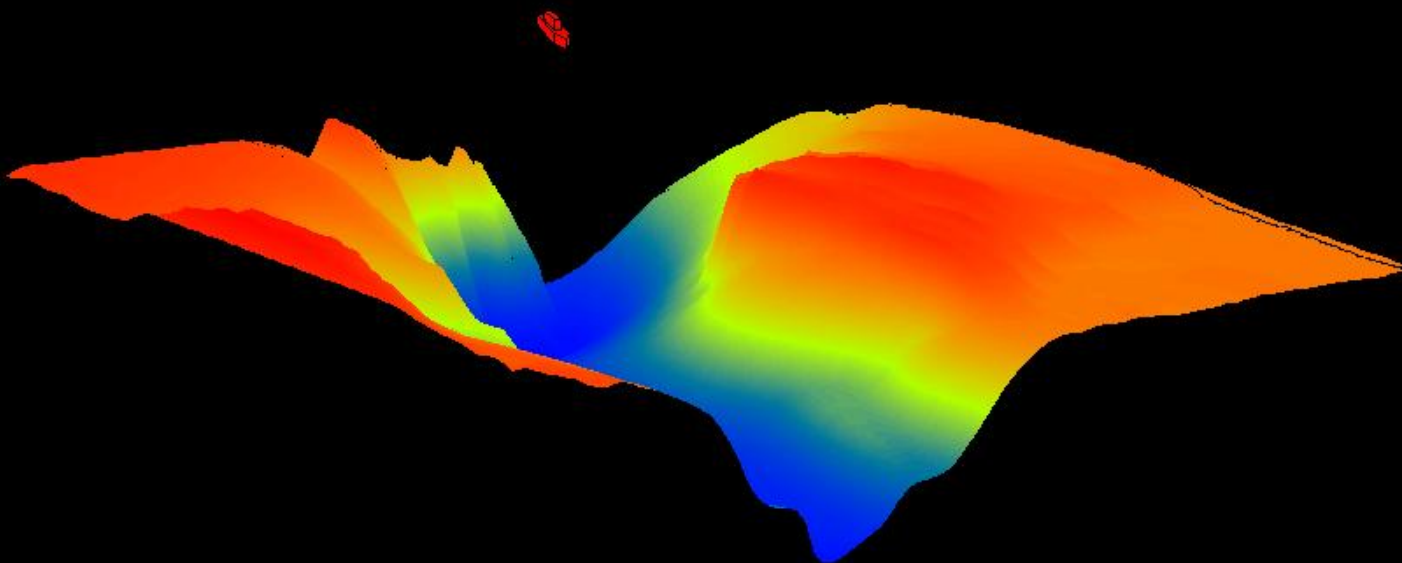
View Angle Z colour



az=90,e  
l=30

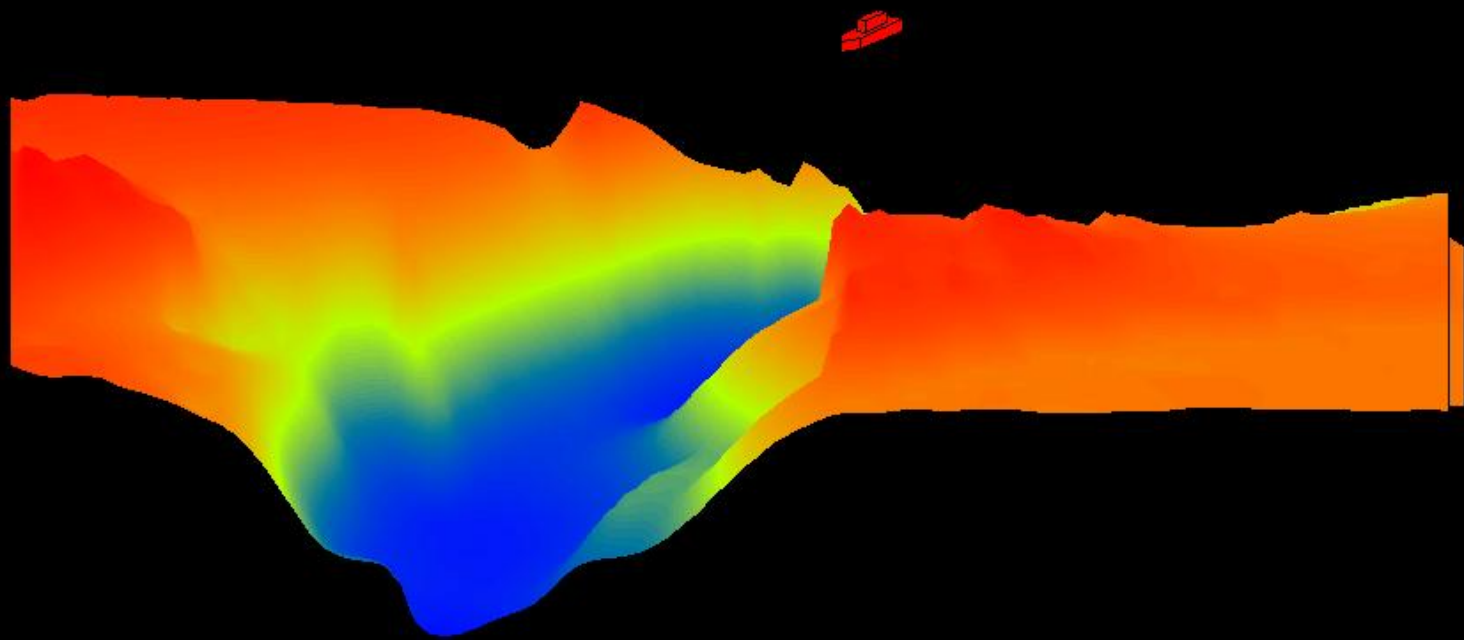


View Angle Z colour



az=135,  
el=30

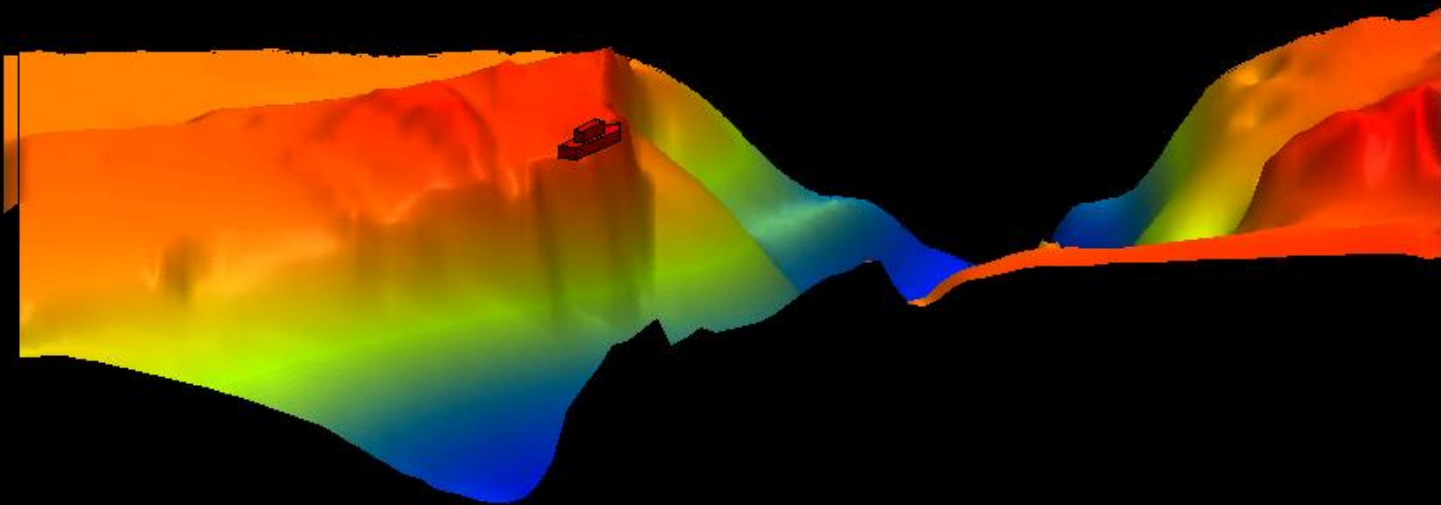
View Angle Z colour



az=180,  
el=30

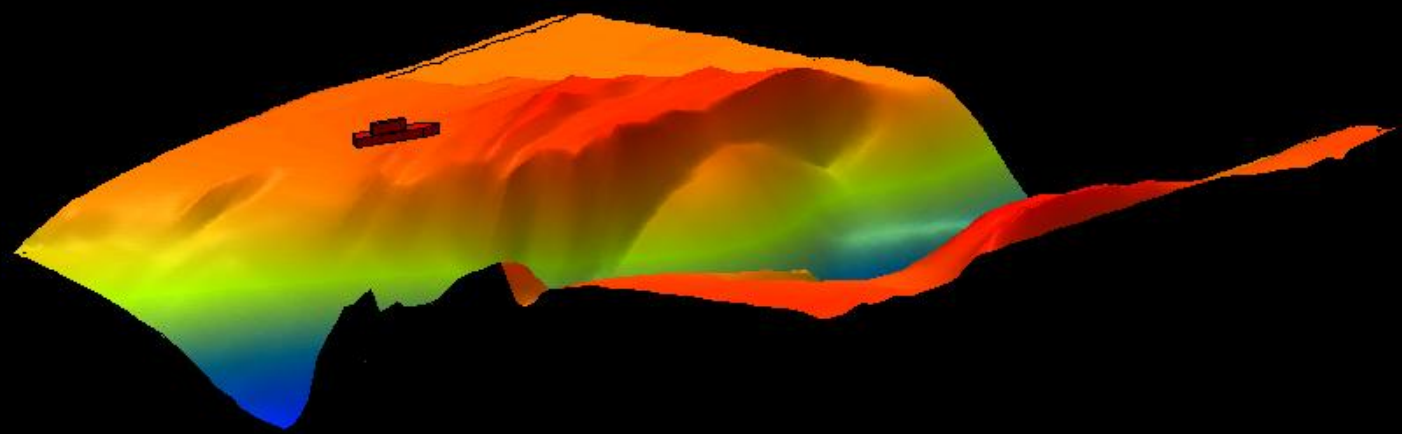
Z colouring in RGB with shading effect

View Angle Z colour



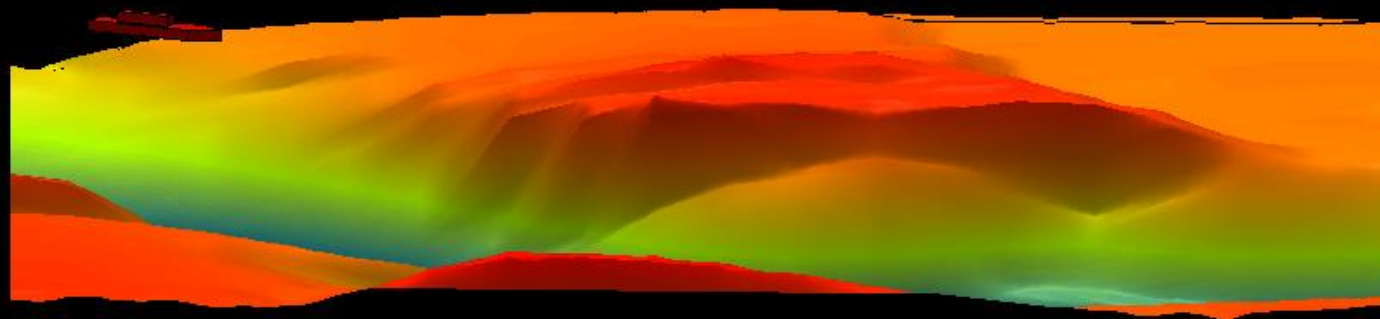
az=0,el  
=30

View Angle Z colour



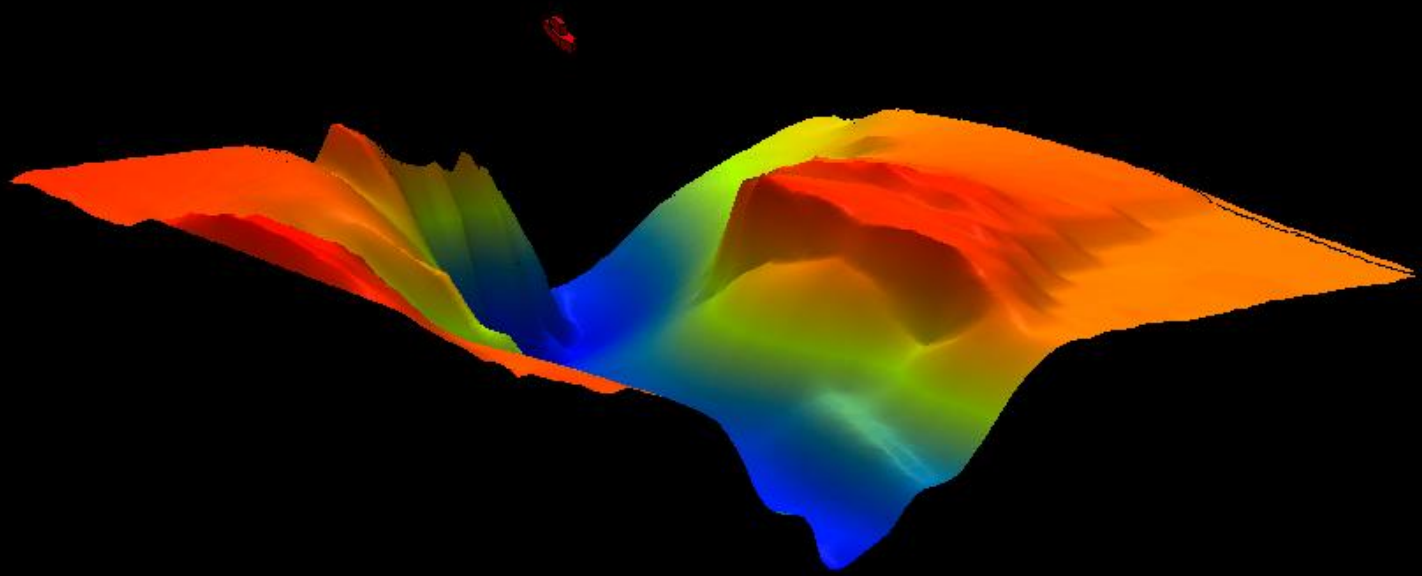
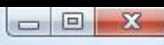
az=45,e  
l=30

View Angle Z colour



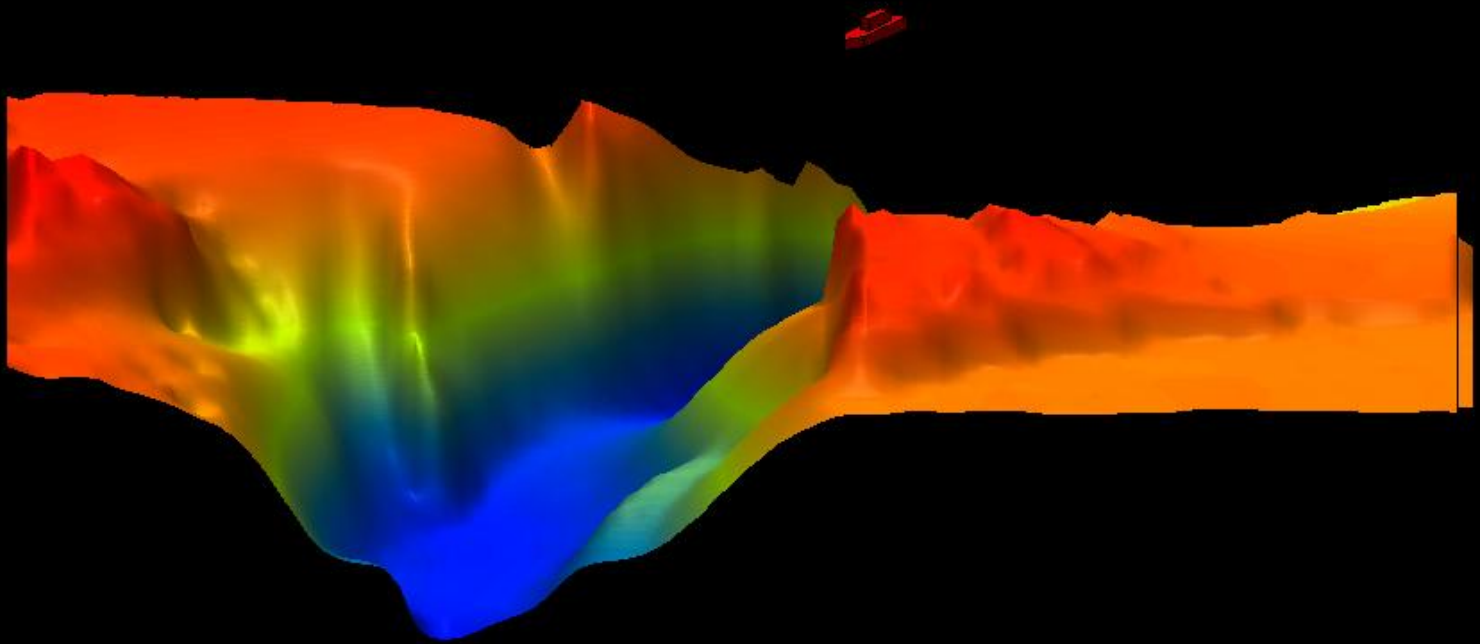
$az=90, e$   
 $l=30$

View Angle Z colour



az=135,  
el=30

View Angle Z colour



az=180,  
el=30