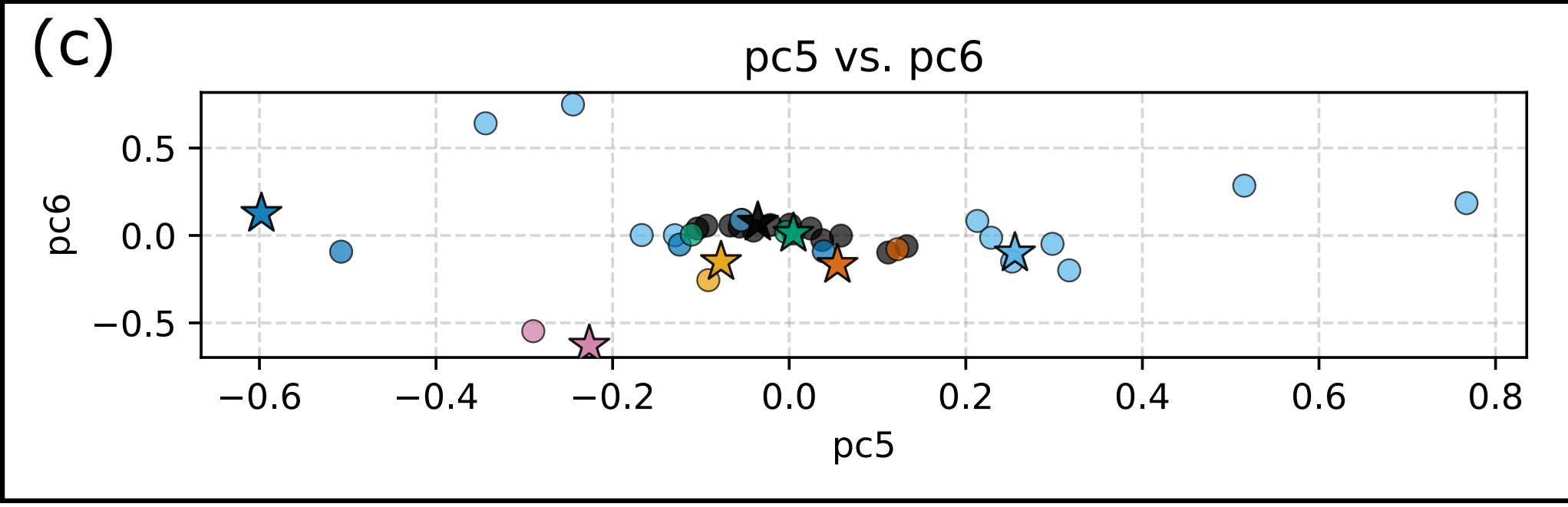
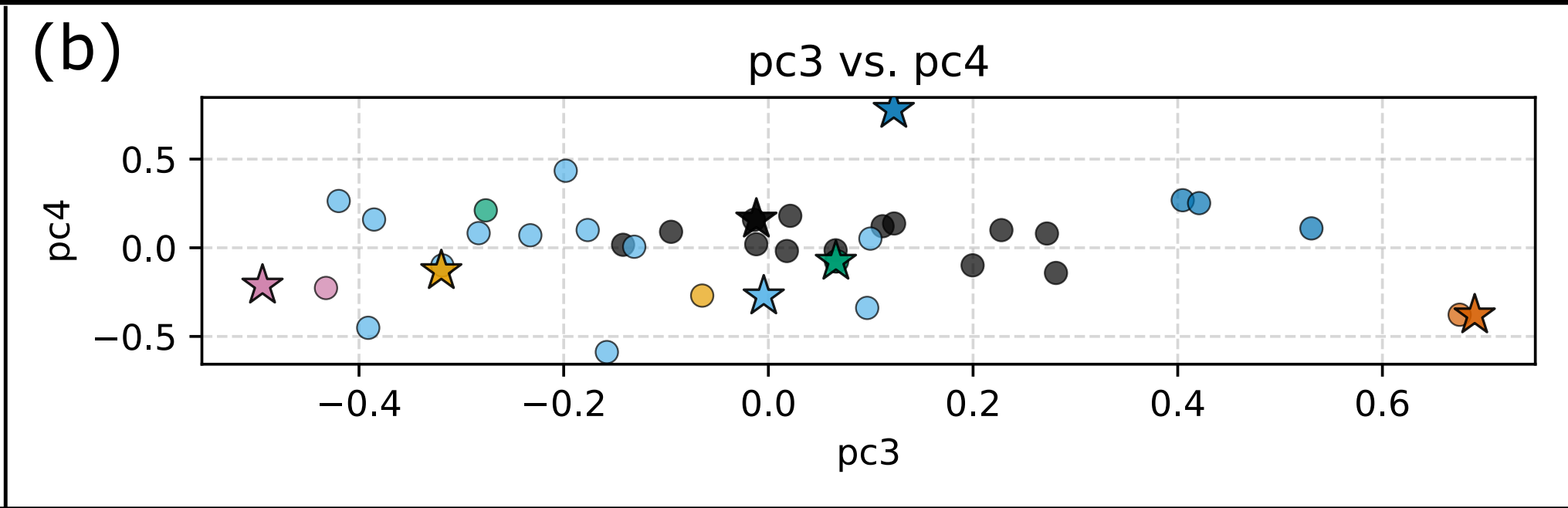
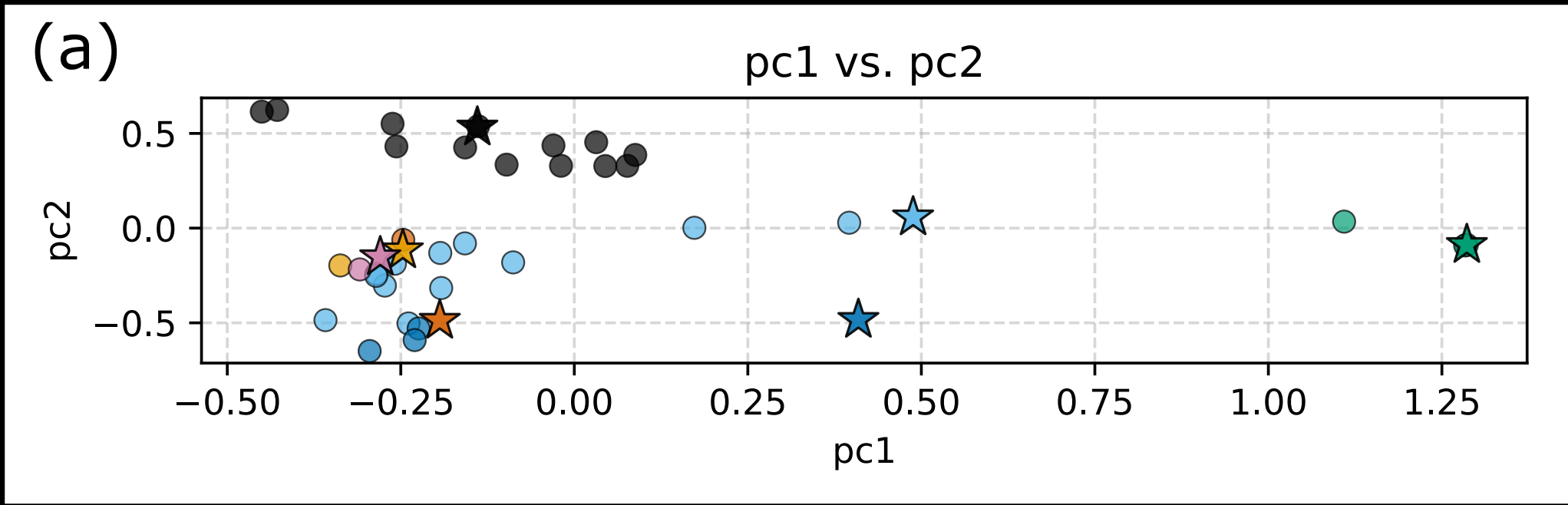




- ★ wall(highly.anisotropic_hourglass-shape_rounded)
- ★ sill
- ★ volcanic.pipe
- ★ pillow(rounded)_batholithV4
- ★ anticline_wall(hourglass-shape_rounded)
- ★ dyke
- ★ sheet(cylindric_rounded)