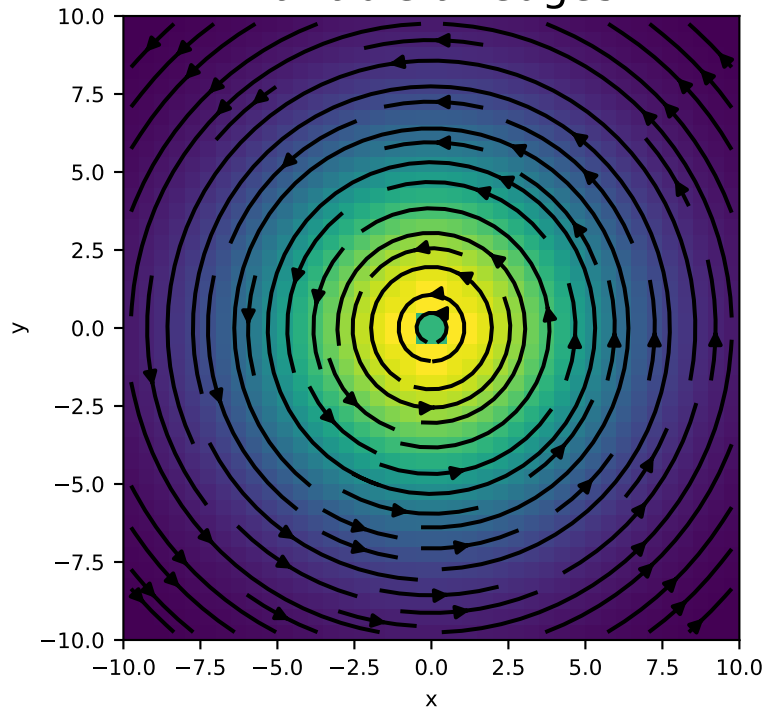


Variable at edges



Averaged to faces

