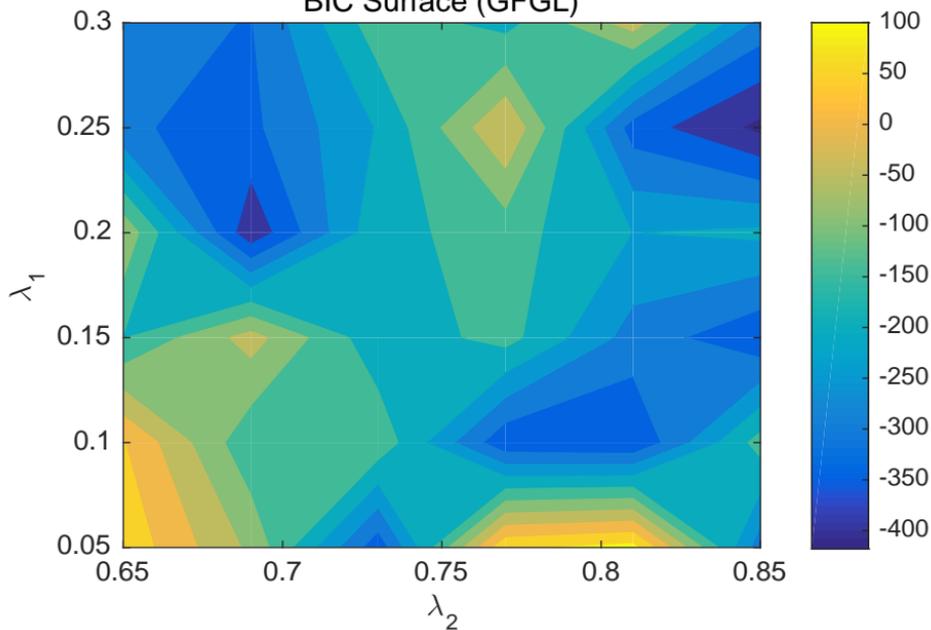


BIC Surface (GFGL)



$F_1$ -Surface (GFGL)

