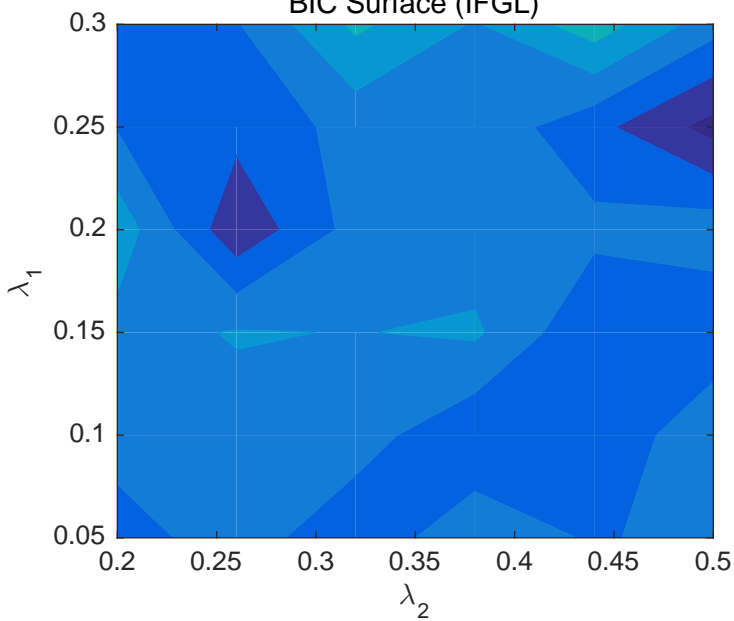


BIC Surface (IFGL)



$F_1$ -Surface (IFGL)

