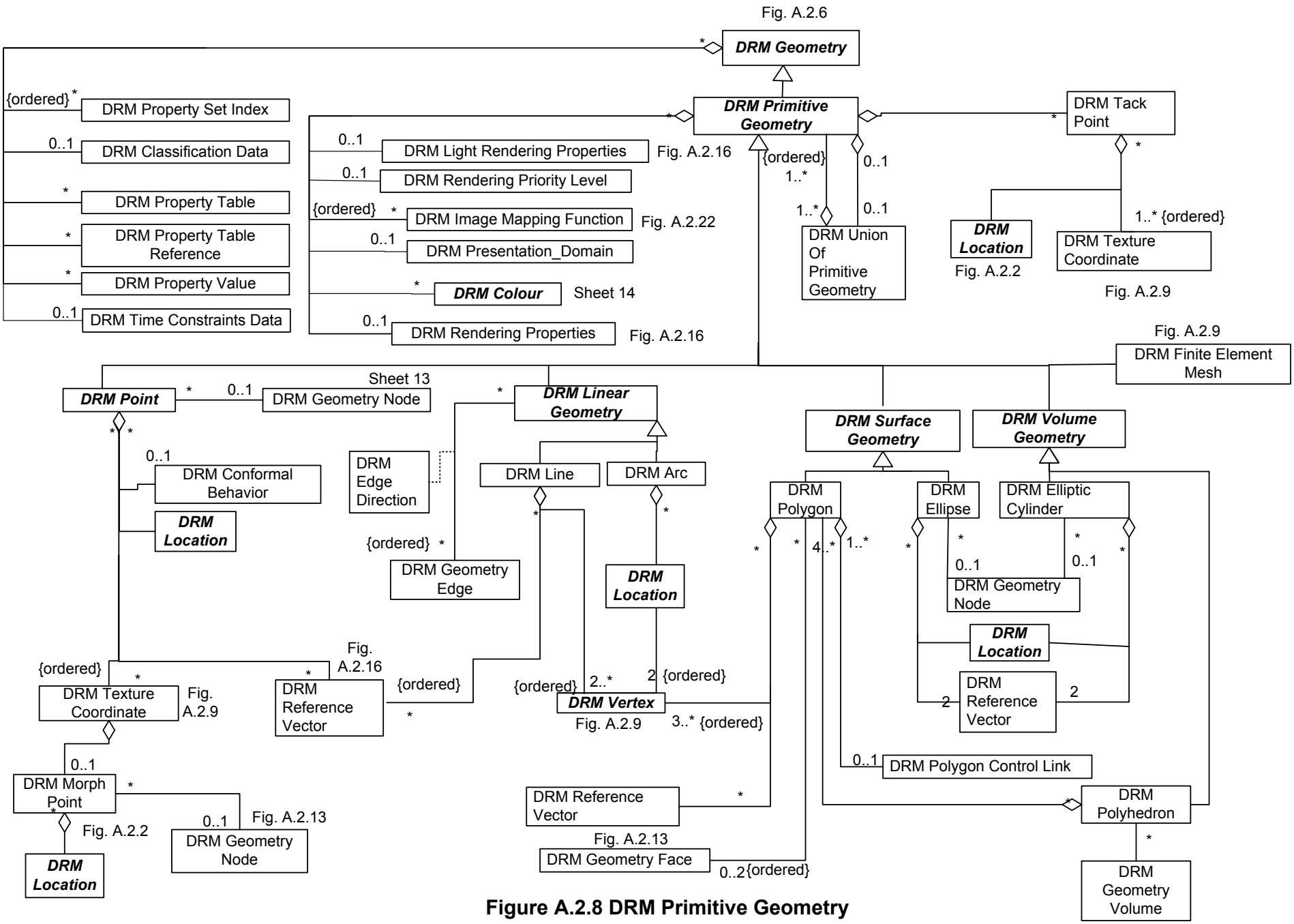

Figure A.2.8 DRM Primitive Geometry