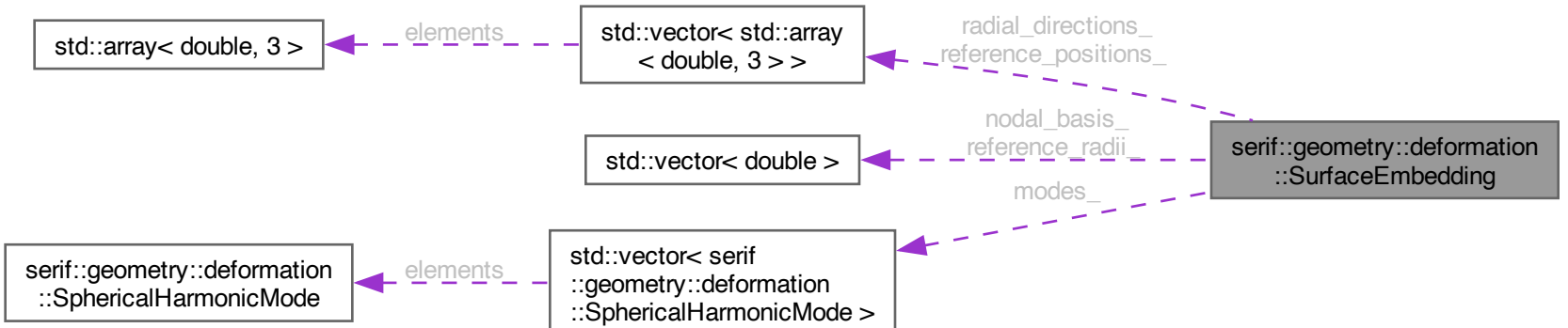

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elements_
std::vector< std::array
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radial_directions_
reference_positions_
nodal_basis_
reference_radii_
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serif::geometry::deformation
::SurfaceEmbedding
modes_
serif::geometry::deformation
::SphericalHarmonicMode
elements_
std::vector< serif
::geometry::deformation
::SphericalHarmonicMode >