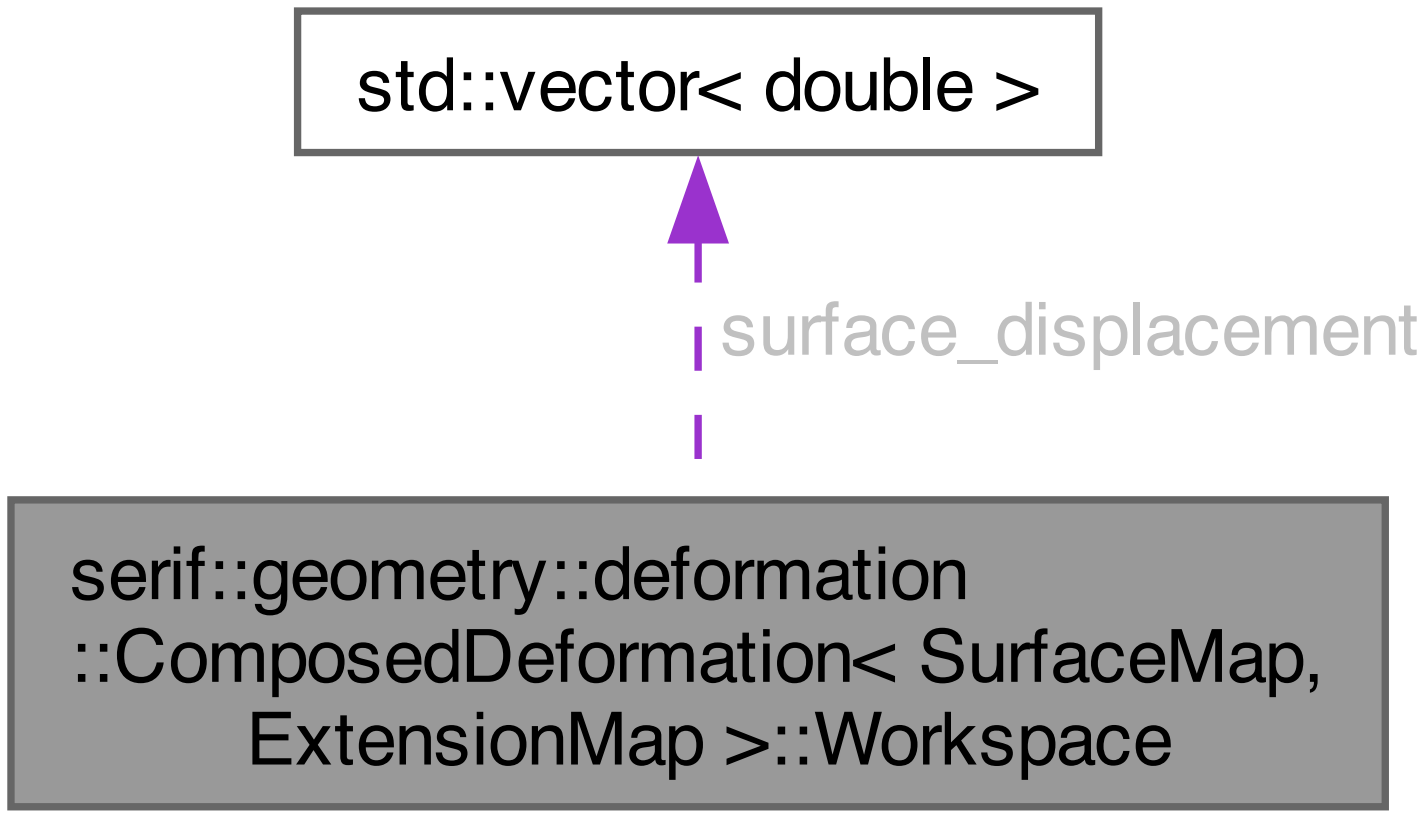

std::vector< double >
surface_displacement
serif::geometry::deformation
::ComposedDeformation< SurfaceMap,
ExtensionMap >::Workspace