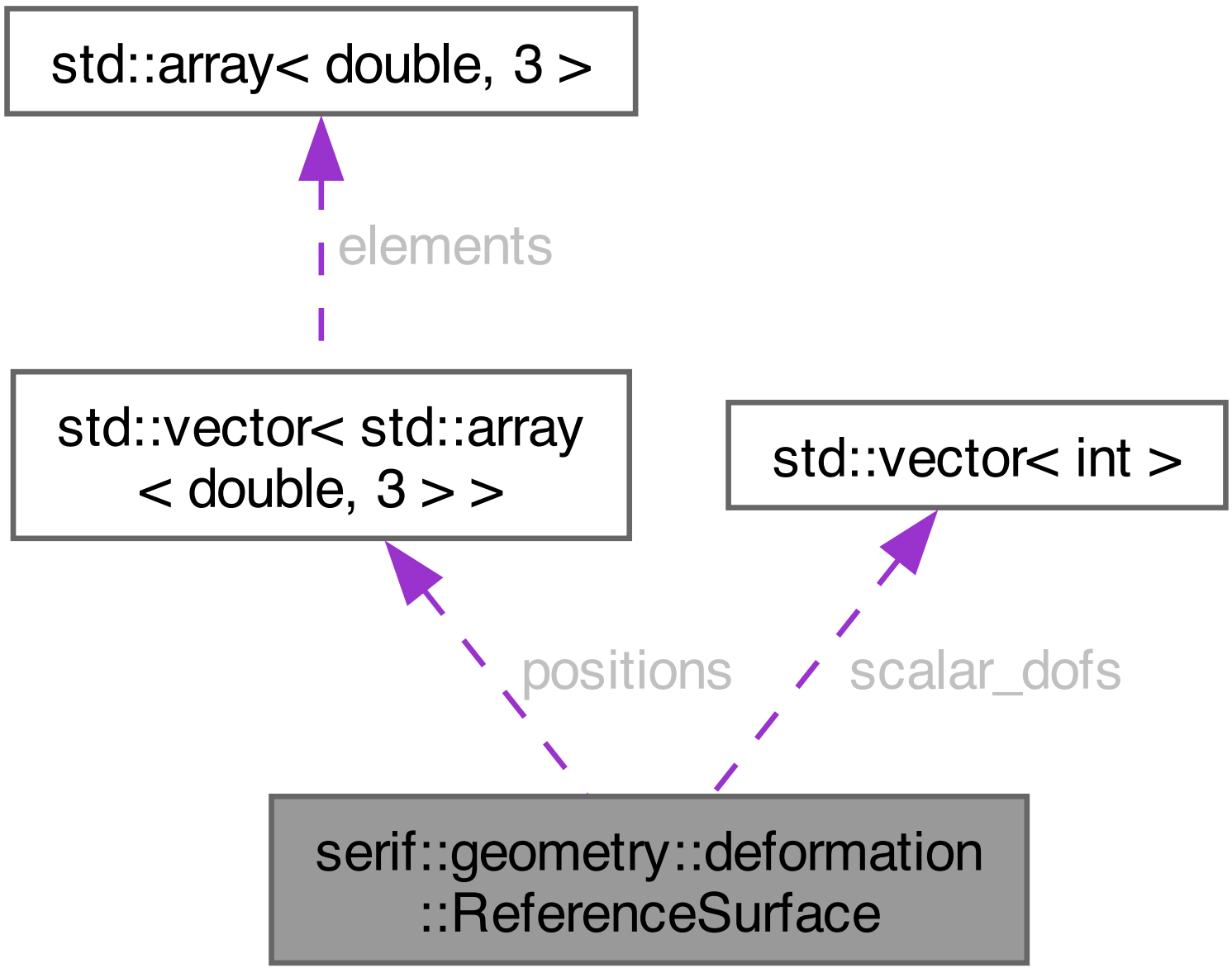

std::array< double, 3 >
elements
std::vector< std::array
< double, 3 > >
std::vector< int >
positions
scalar_dofs
serif::geometry::deformation
::ReferenceSurface