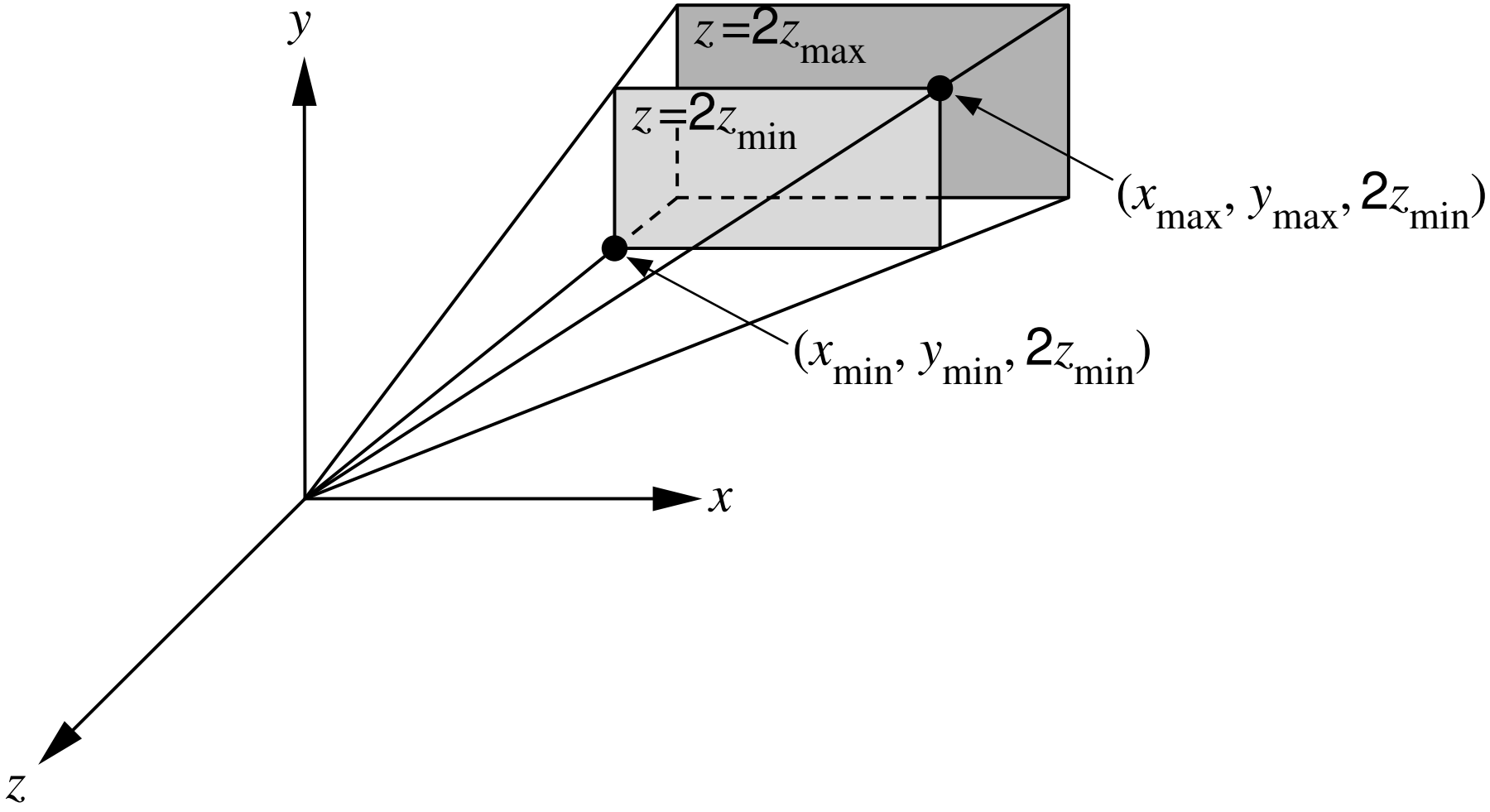
y
z = 2z_max
z = 2z_min
(x_max, y_max, 2z_min)
(x_min, y_min, 2z_min)
x
z