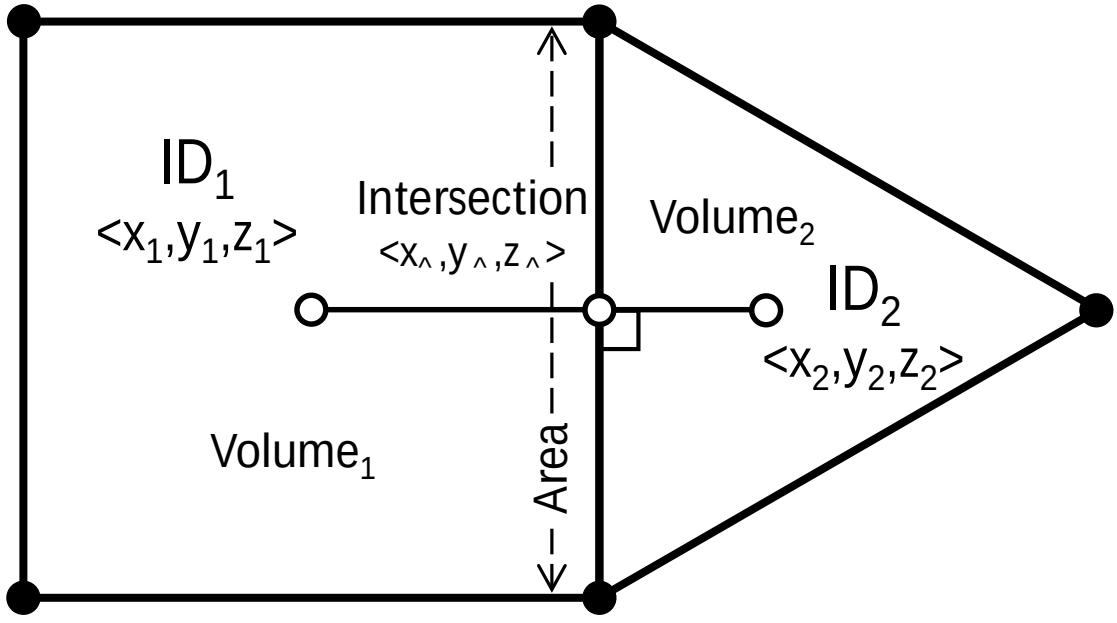
ID1
<x1,y1,z1>
Intersection
<x∧,y∧,z∧>
Volume2
ID2
<x2,y2,z2>
Volume1
Area