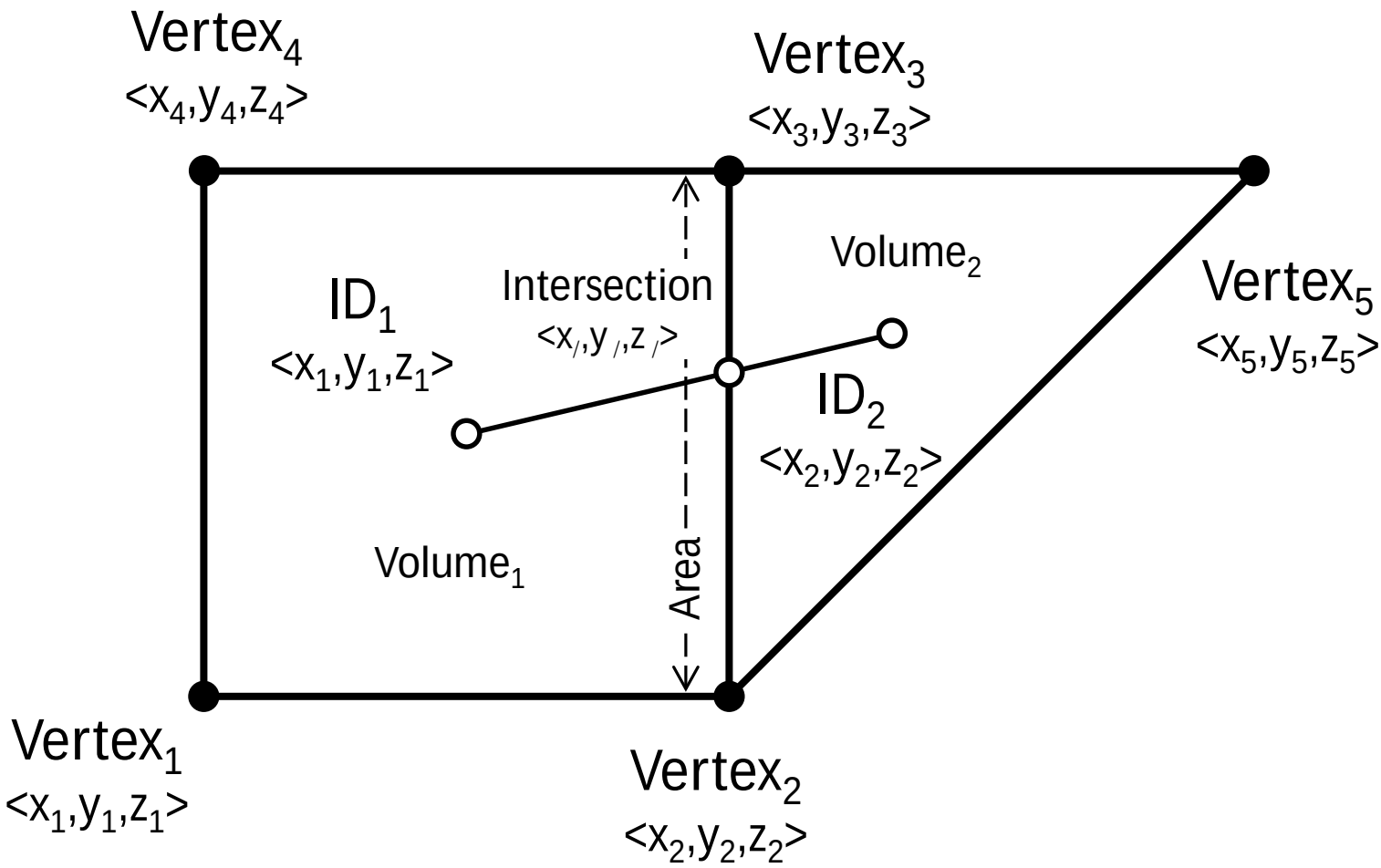
Vertex4
<x4,y4,z4>
Vertex3
<x3,y3,z3>
Volume2
Vertex5
<x5,y5,z5>
ID1
<x1,y1,z1>
Intersection
<x/,y/,z/>
ID2
<x2,y2,z2>
Volume1
Area
Vertex1
<x1,y1,z1>
Vertex2
<x2,y2,z2>