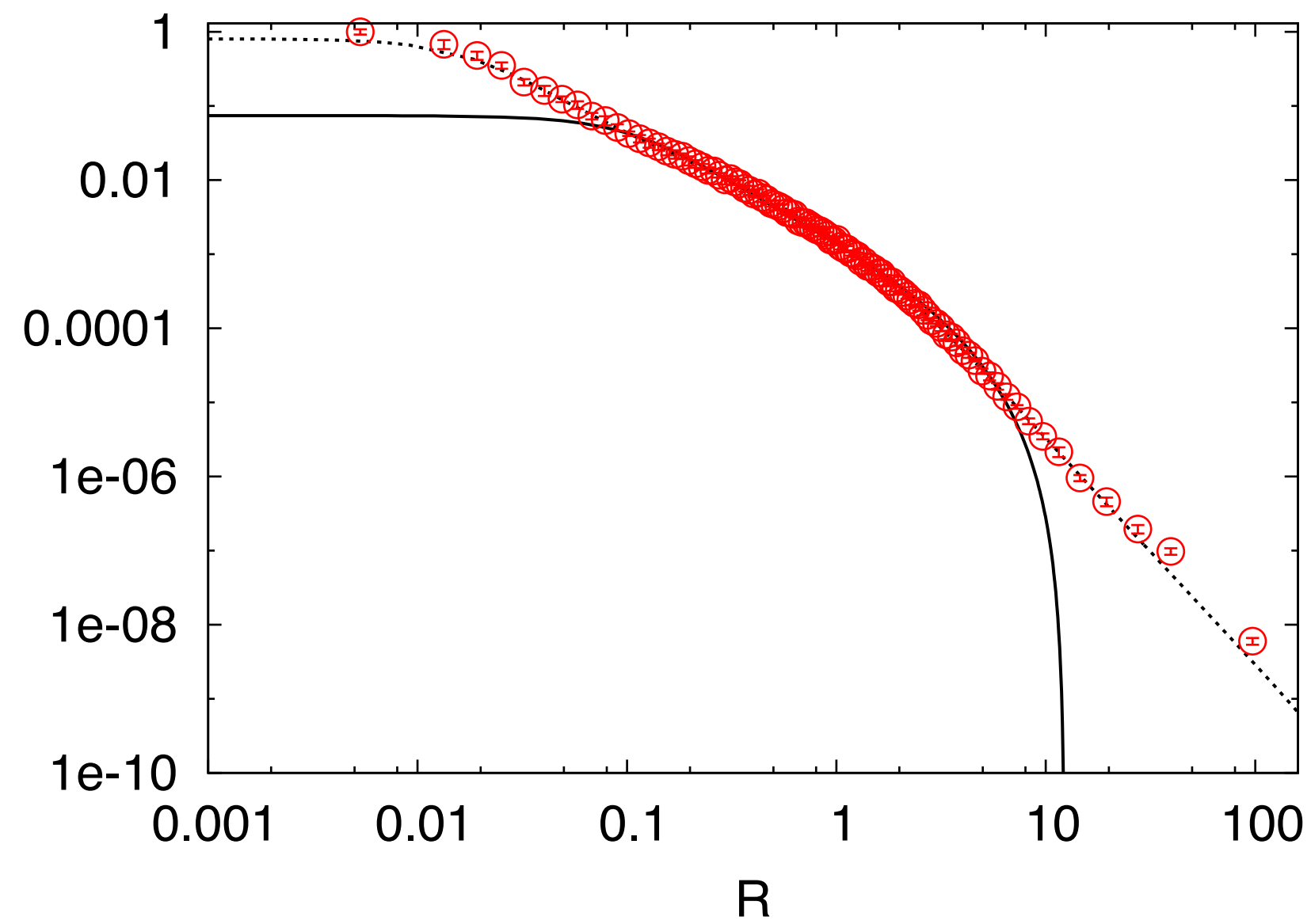
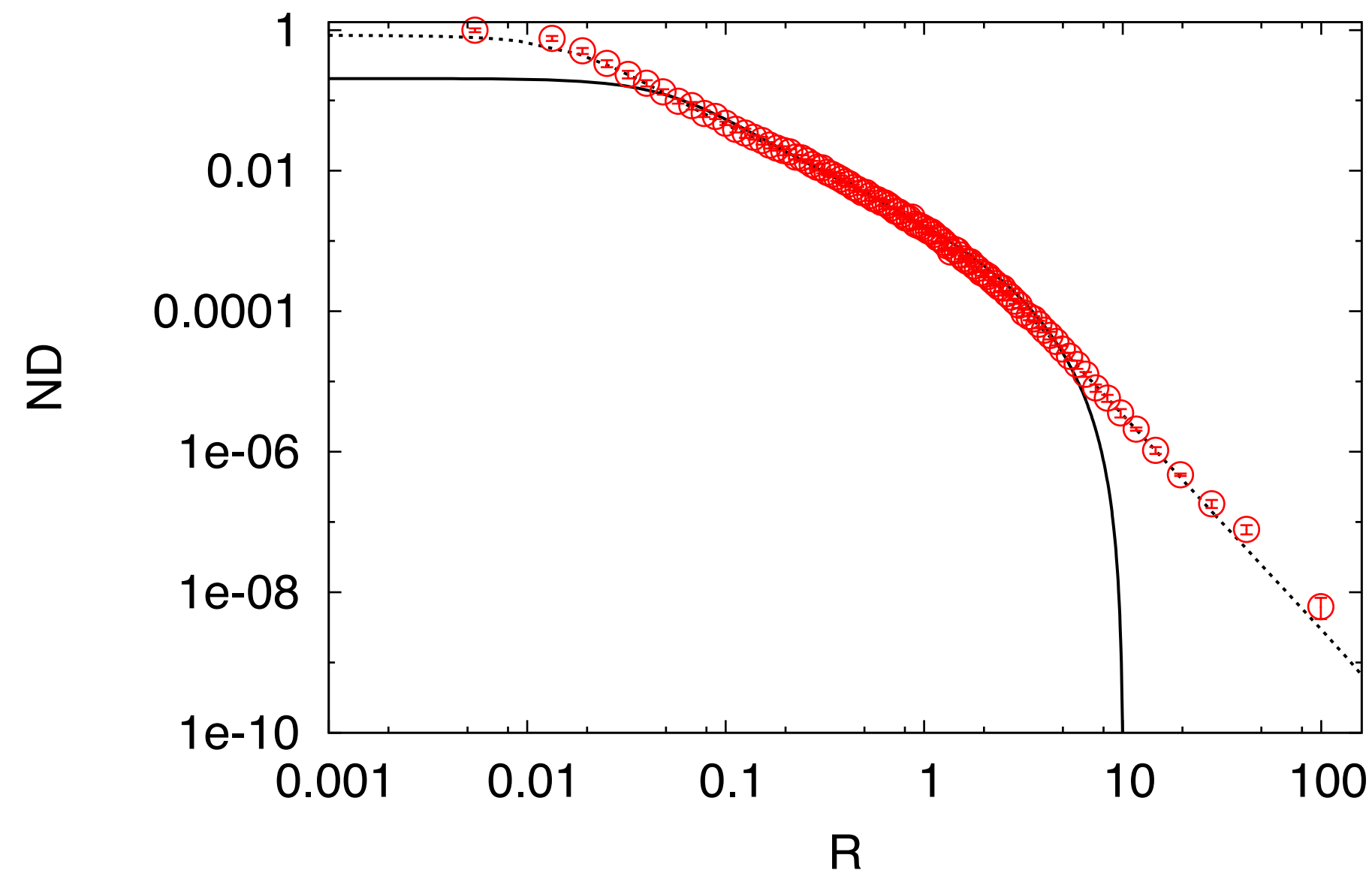


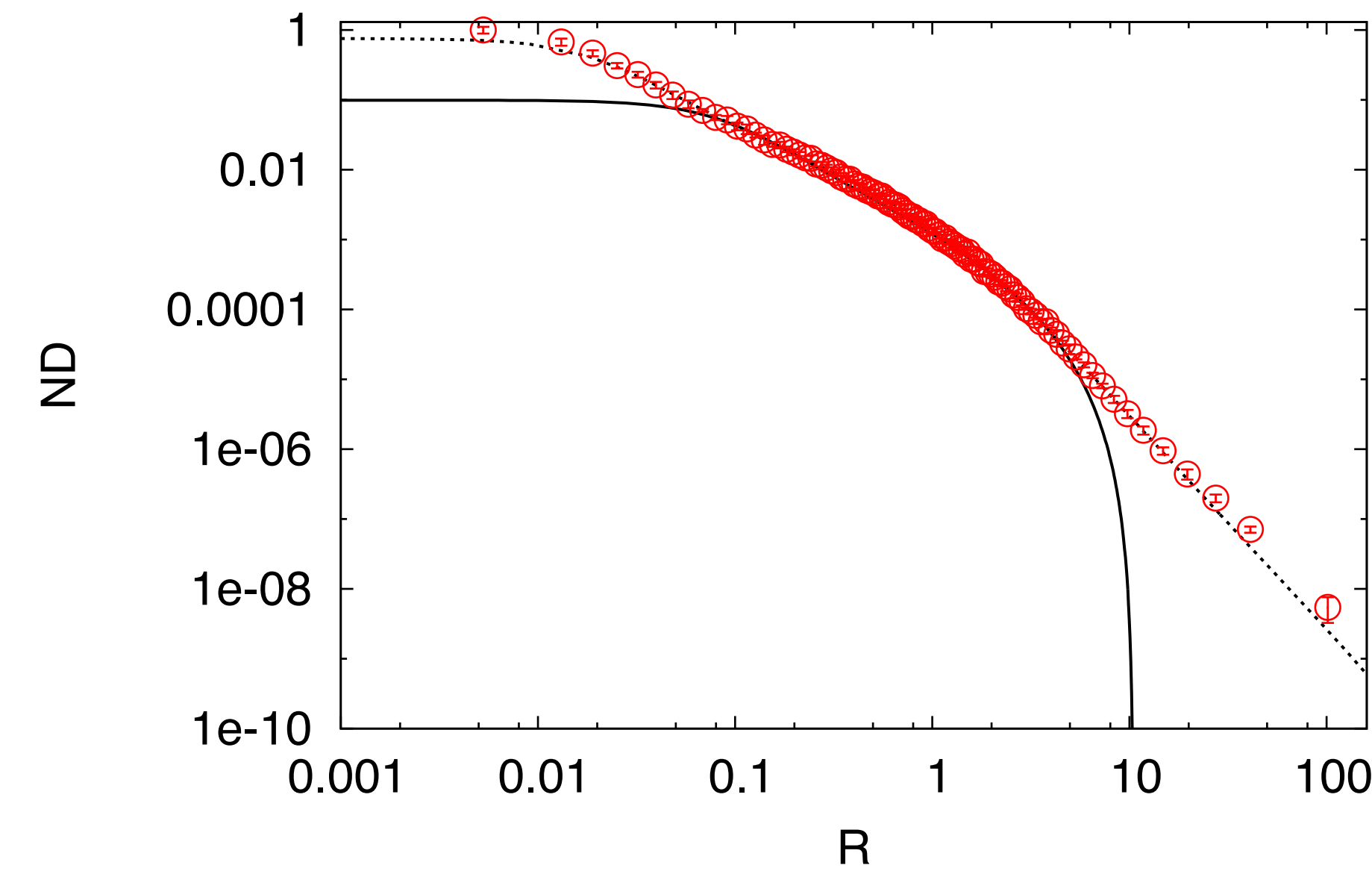
Number Density [line-of-sight = x]



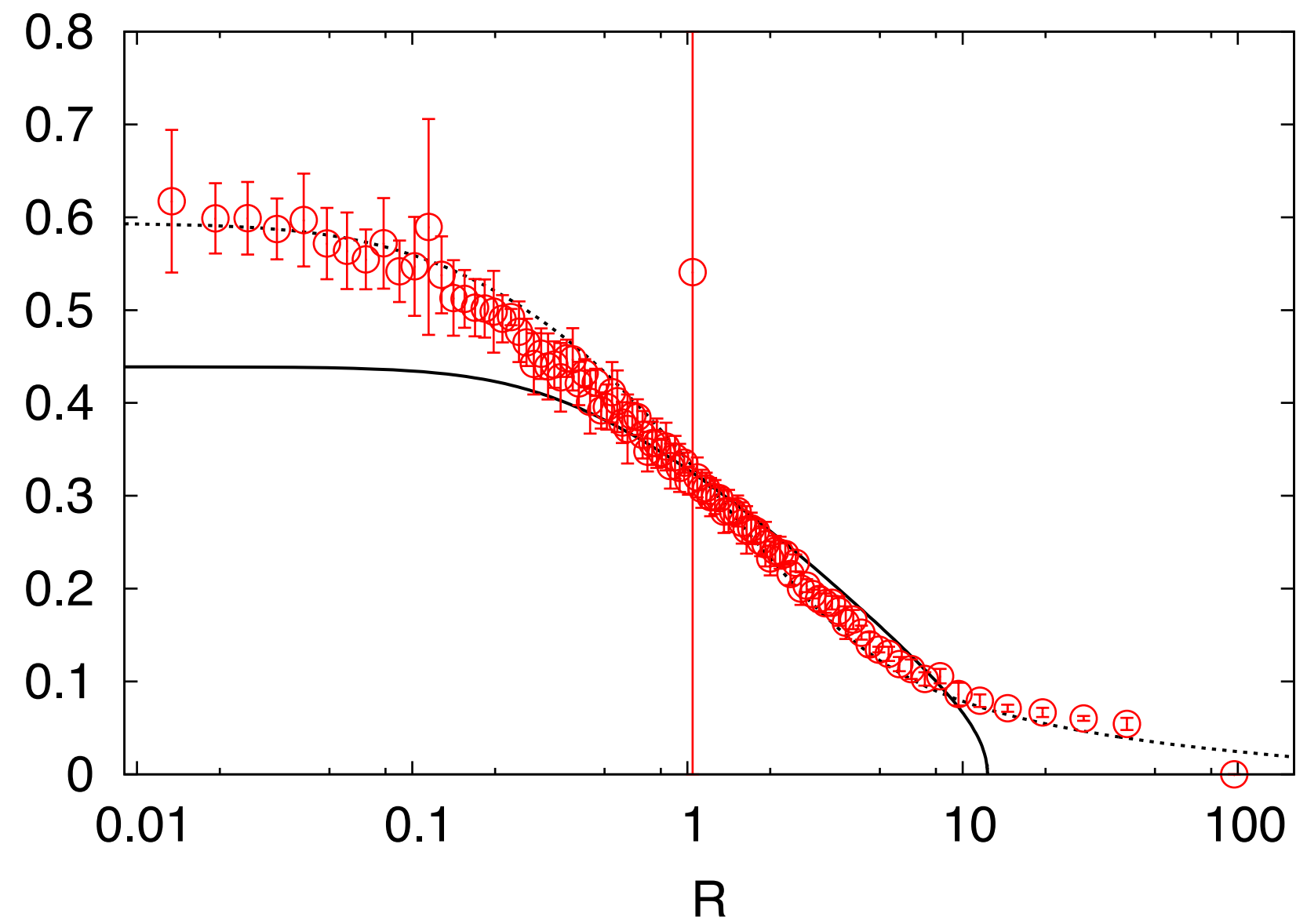
Number Density [line-of-sight = y]



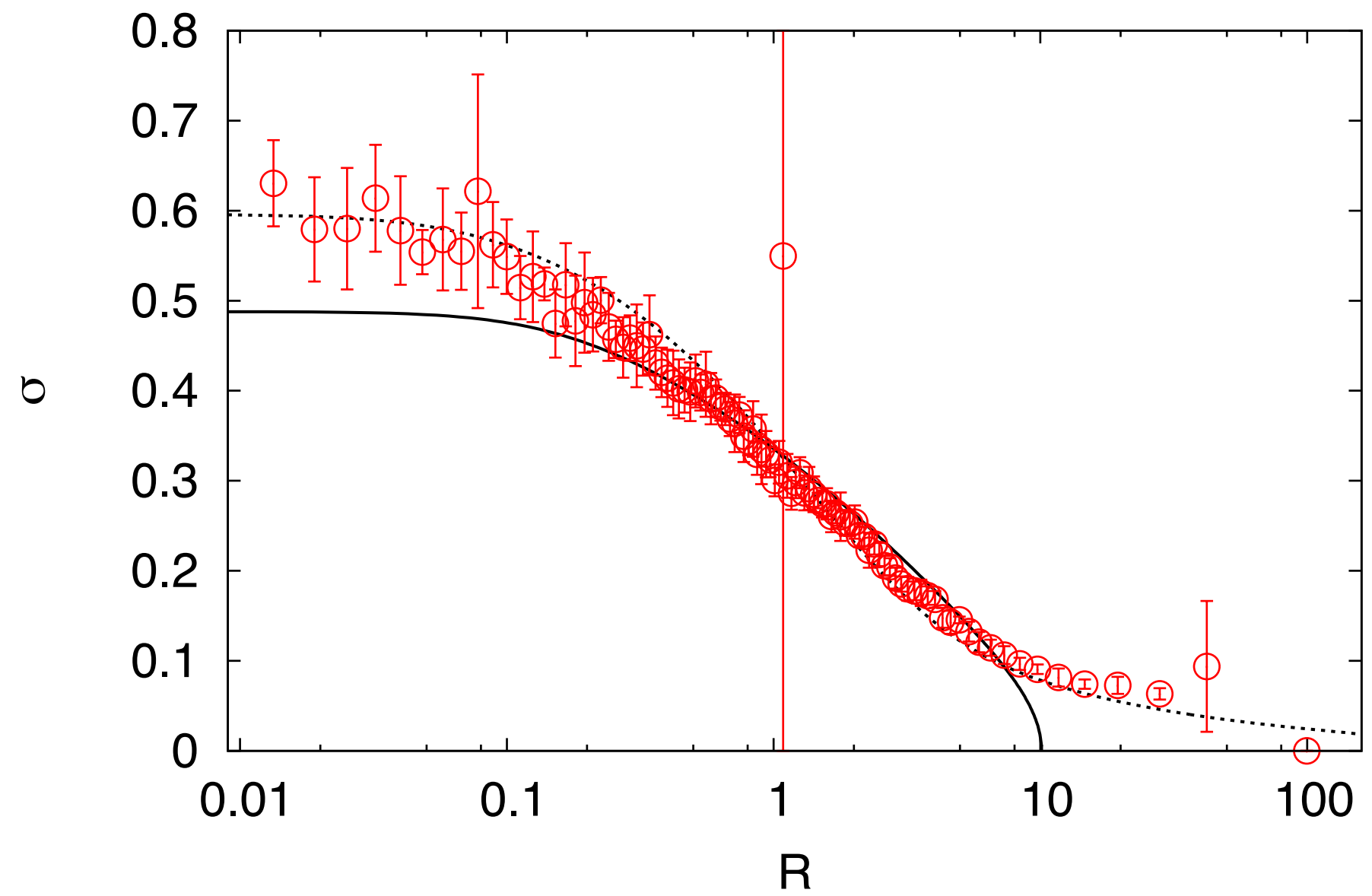
Number Density [line-of-sight = z]



Velocity Dispersion [line-of-sight = x]



Velocity Dispersion [line-of-sight = y]



Velocity Dispersion [line-of-sight = z]

