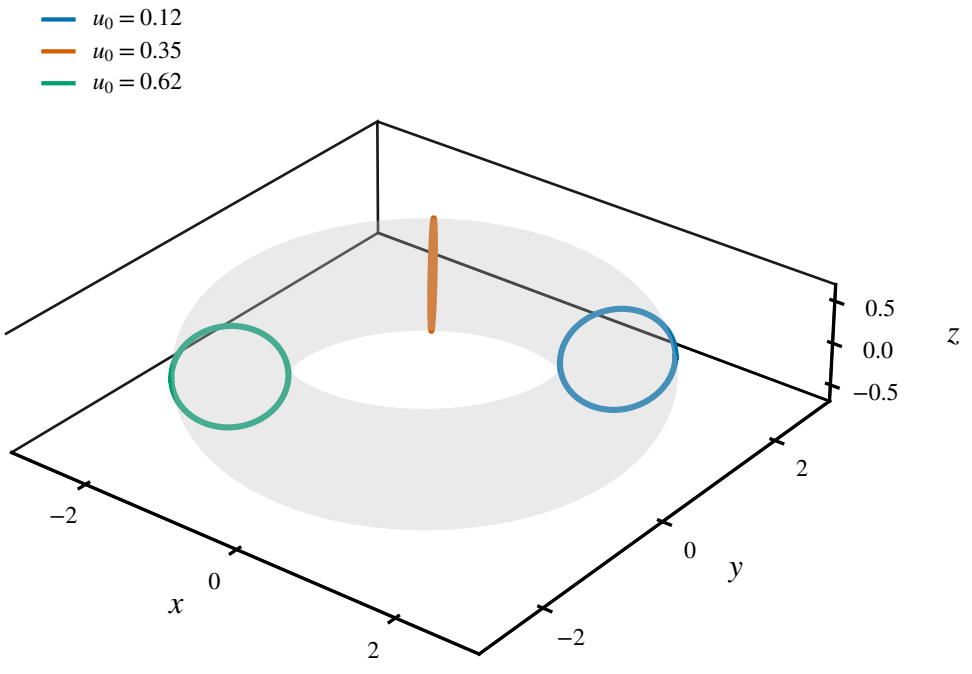
(a) Fixed u; the other parameter varies



(b) Fixed v; the other parameter varies

