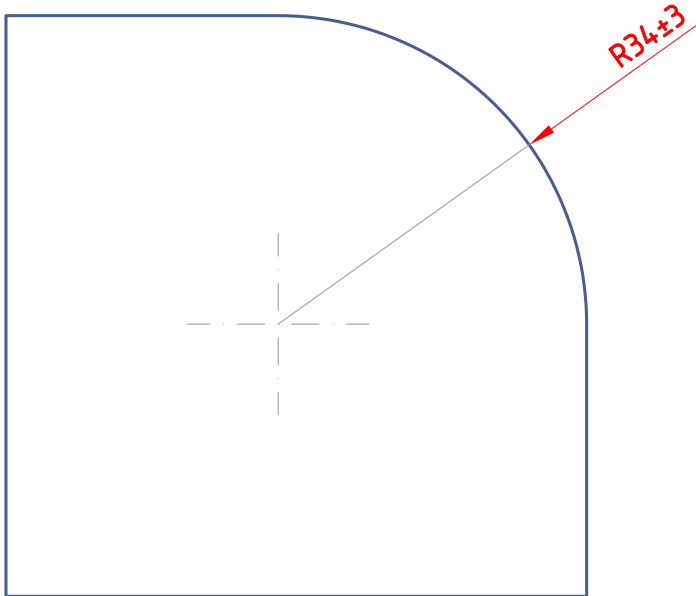
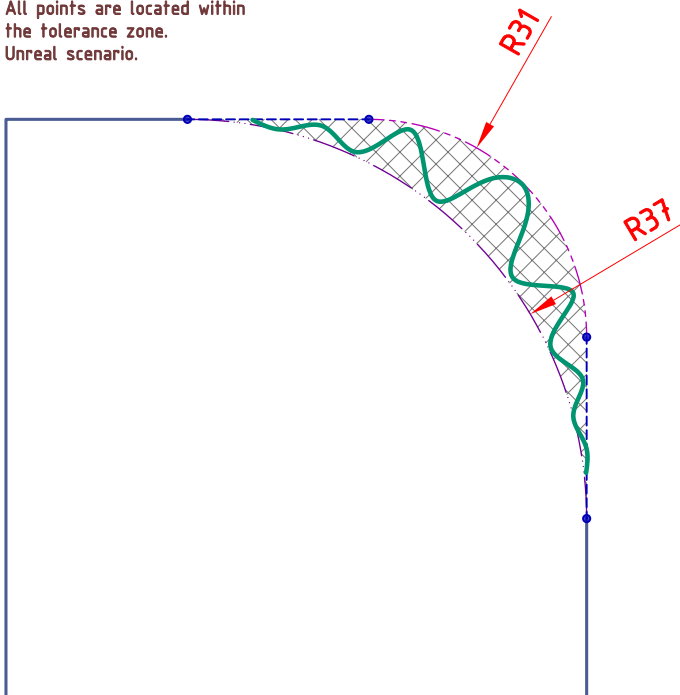


Regarding the real surface points.

The "Decreasing Form Error"



All points are located within the tolerance zone.
Unreal scenario.



Regarding the derived element (LS)

The "Zero Form Error"

