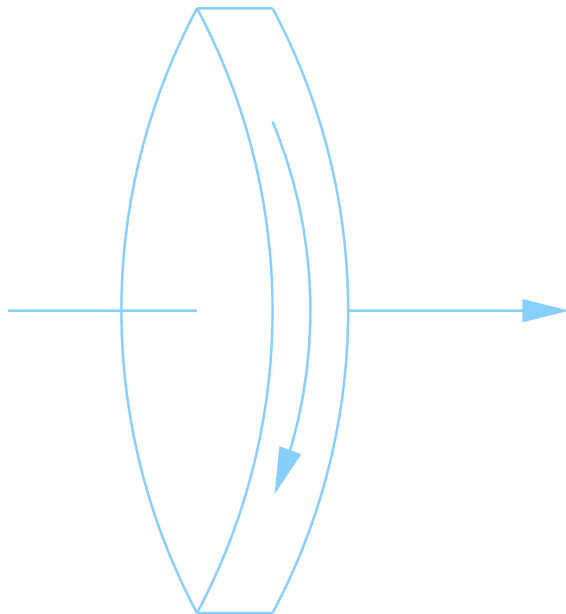


*Vector axial
(seudovector)*



*Seudovector
reflejado*