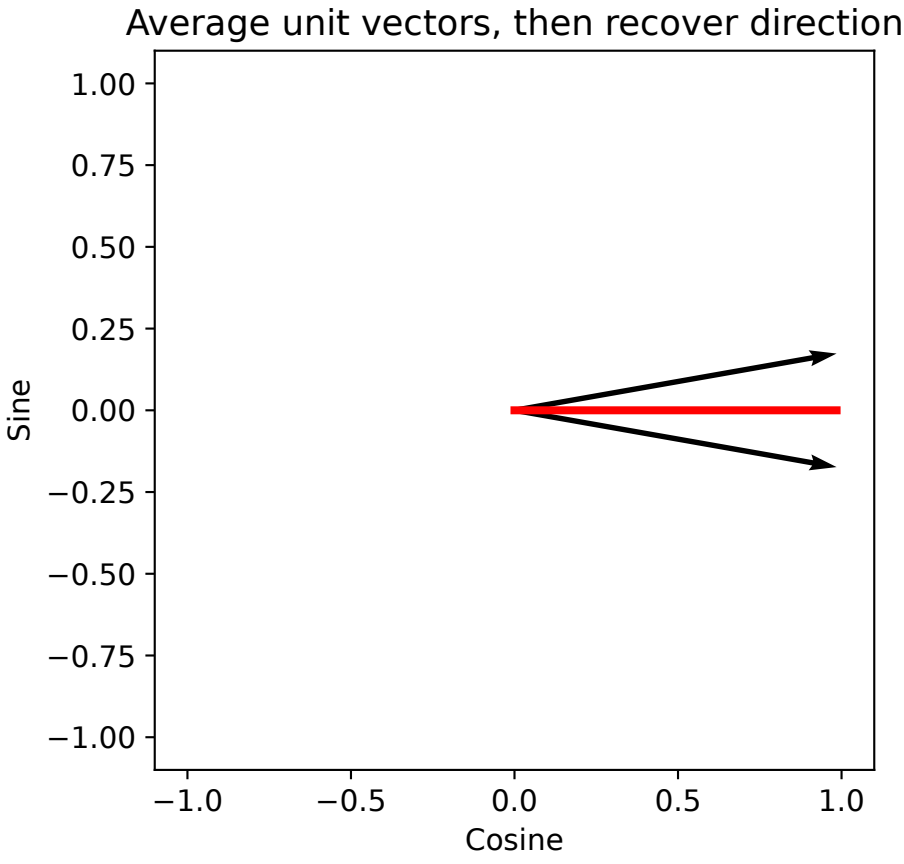
Average unit vectors, then recover direction
1.00
0.75
0.50
0.25
0.00
−0.25
−0.50
−0.75
−1.00
Sine
−1.0
−0.5
0.0
0.5
1.0
Cosine