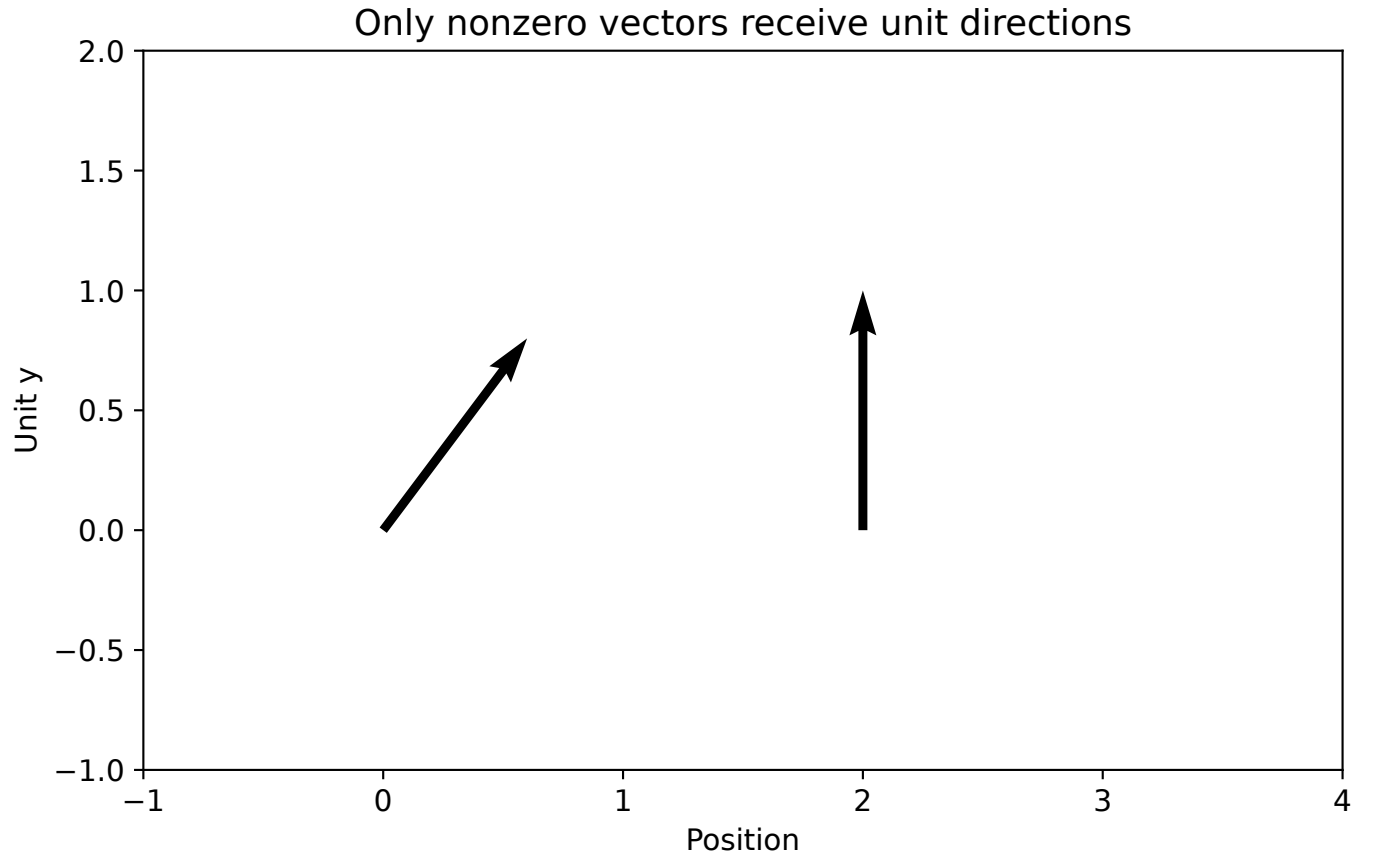
Only nonzero vectors receive unit directions
Unit y
Position
2.0
1.5
1.0
0.5
0.0
−0.5
−1.0
−1
0
1
2
3
4