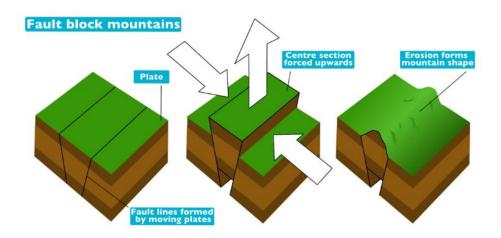
## Fault block mountains:



## Fold mountains:



## **Dome mountains:**

