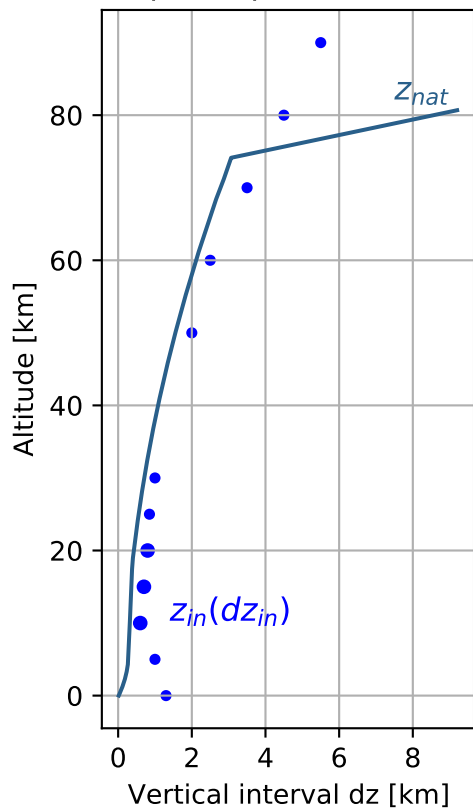
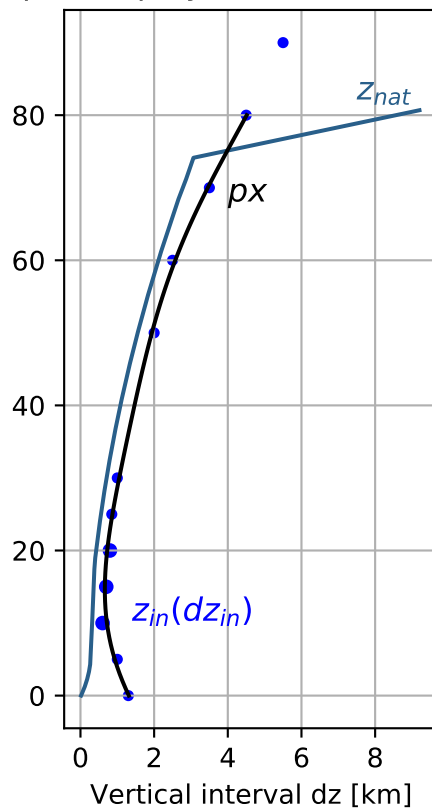


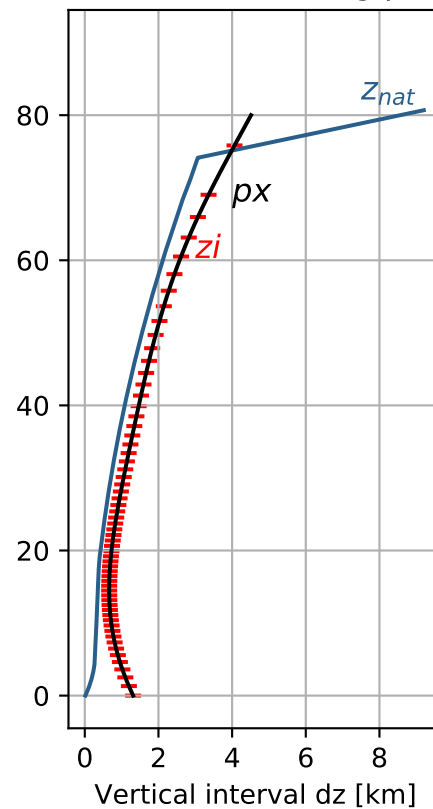
Step 1: input desired dz



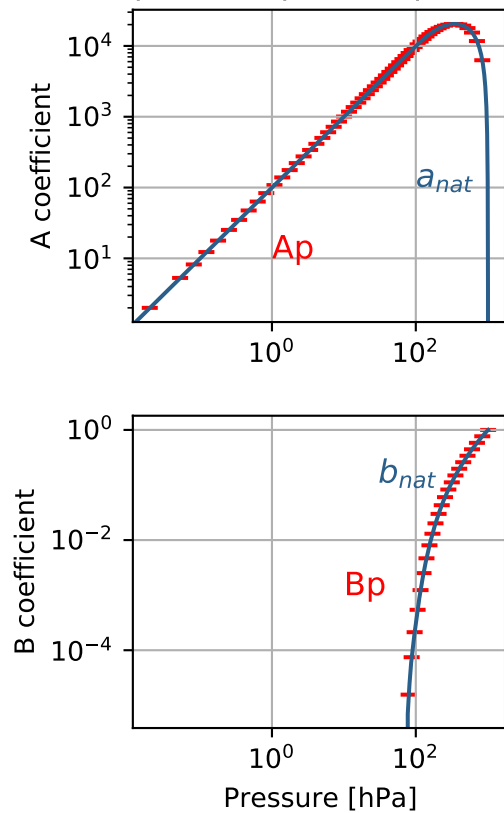
Step 2: fit polynomial to desired dz



Step 3: build up levels from the surface using px



Step 4: interpolate Ap and Bp



Final levels from interpolated Ap and Bp

