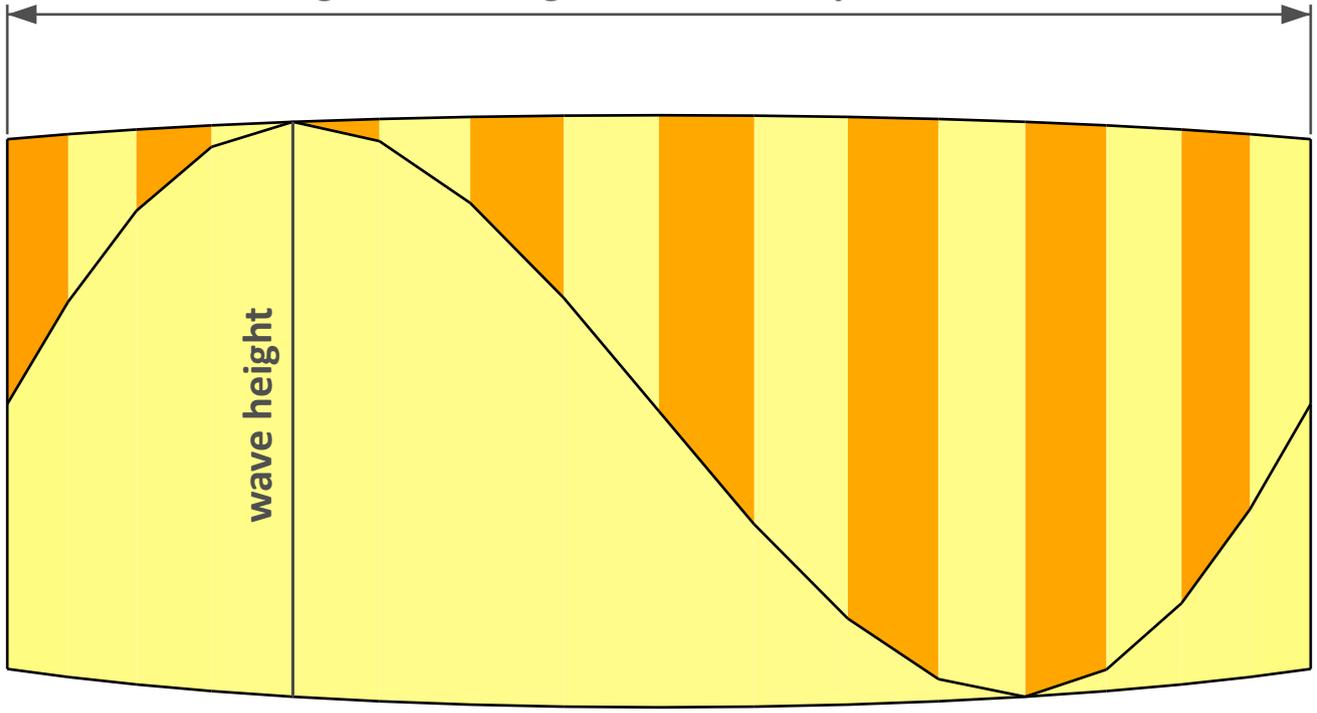


wave length = circle segments divided by number of waves



wave height