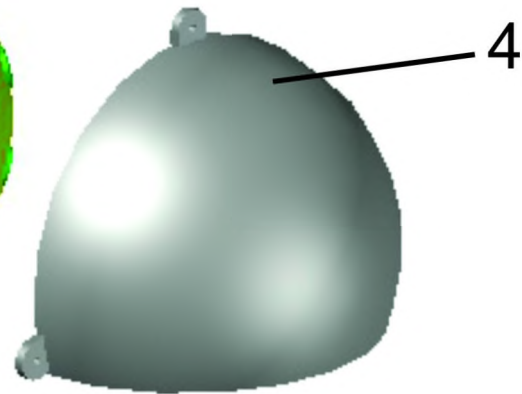
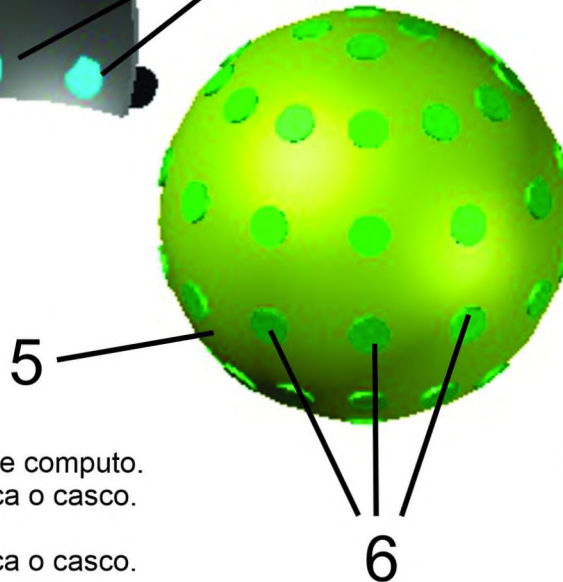
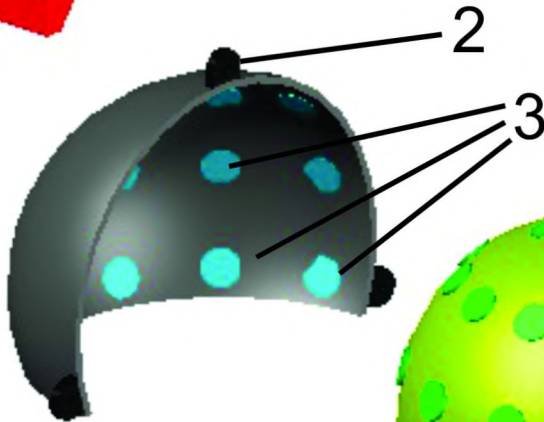
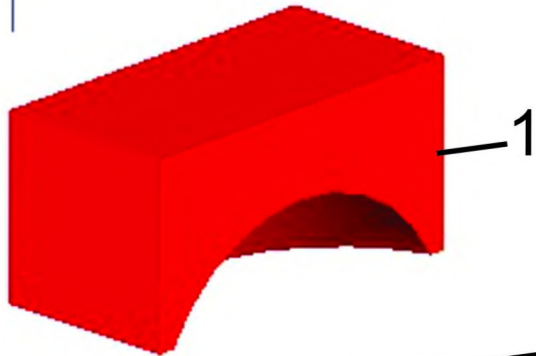


GRÁFICO 2

Explosión isométrica de componentes principales.



1. Carcasa - Alojamiento sistema de computo.
2. Carcasa - Sección 1 esfera hueca o casco.
3. Carcasa - Electroimanes.
4. Carcasa - Sección 2 esfera hueca o casco.
5. Esfera o núcleo.
6. Imanes de esfera o núcleo.