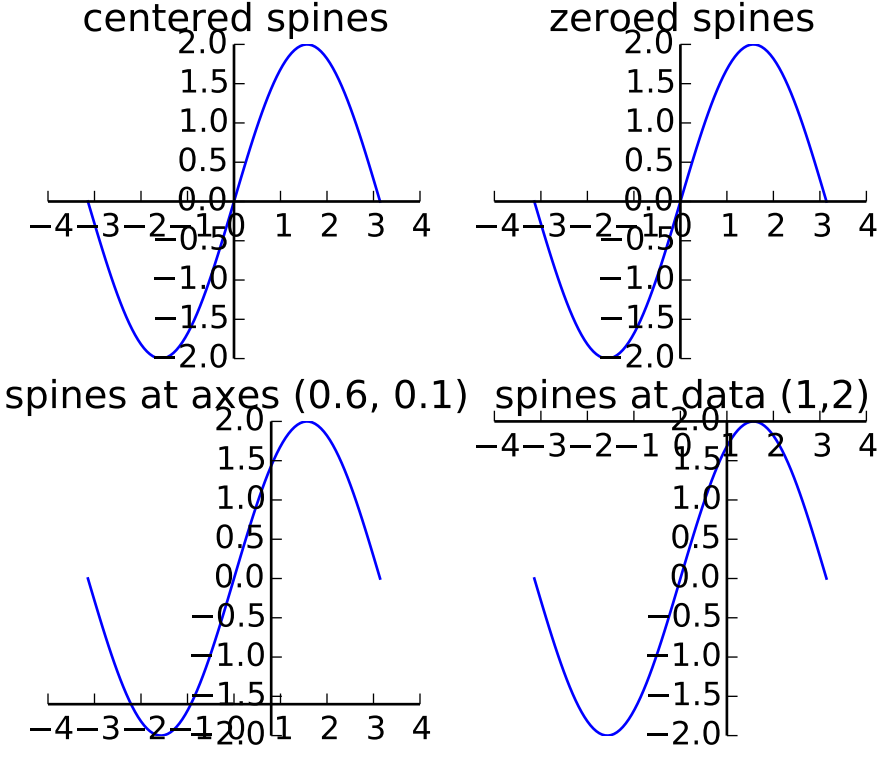
centered spines
zeroed spines
spines at axes (0.6, 0.1)
spines at data (1,2)