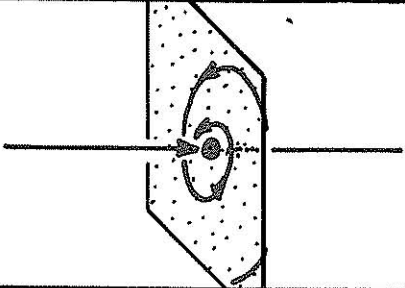
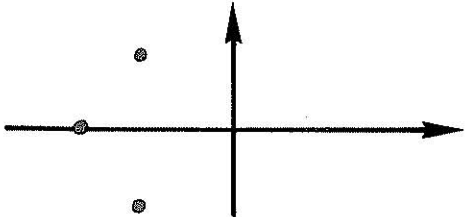
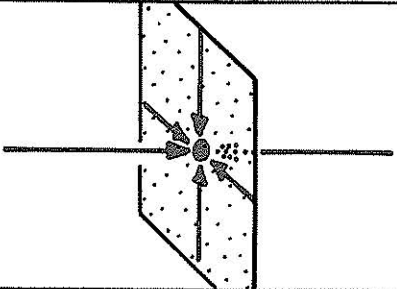
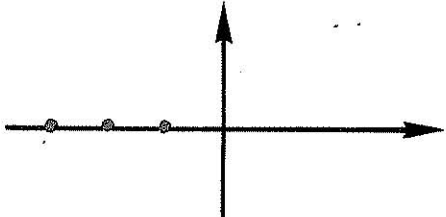
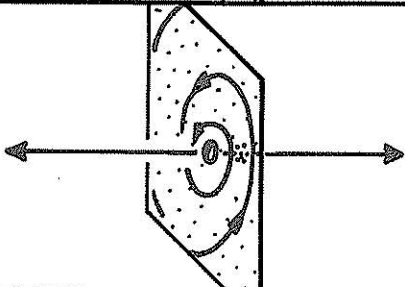
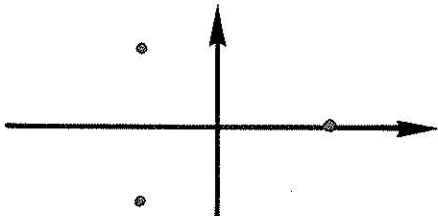
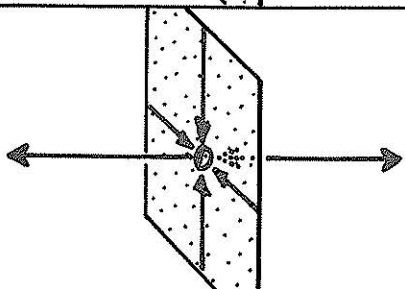
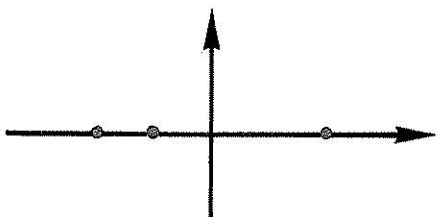


	<i>portrait</i>	<i>C.E.</i>
<i>attractors - index 0</i>		
		
<i>saddles - index 1</i>		
		

1.5.5. Four elementary critical points are illustrated in this table.

	<i>portrait</i>	<i>C.E.</i>
<i>saddles - index 2</i>		
<i>repellers - index 3</i>		

1.5.6. These are the remaining four, in three dimensions.

There are many more degenerate cases in three dimensions than in two. They include the hyperbolic cases with coincident CEs on the real axis. We have not illustrated any of these degenerate critical points, as they are exceptional. That is, they are rarely encountered in applications, except in the context of *bifurcations*, described in *Part Four* of this series.