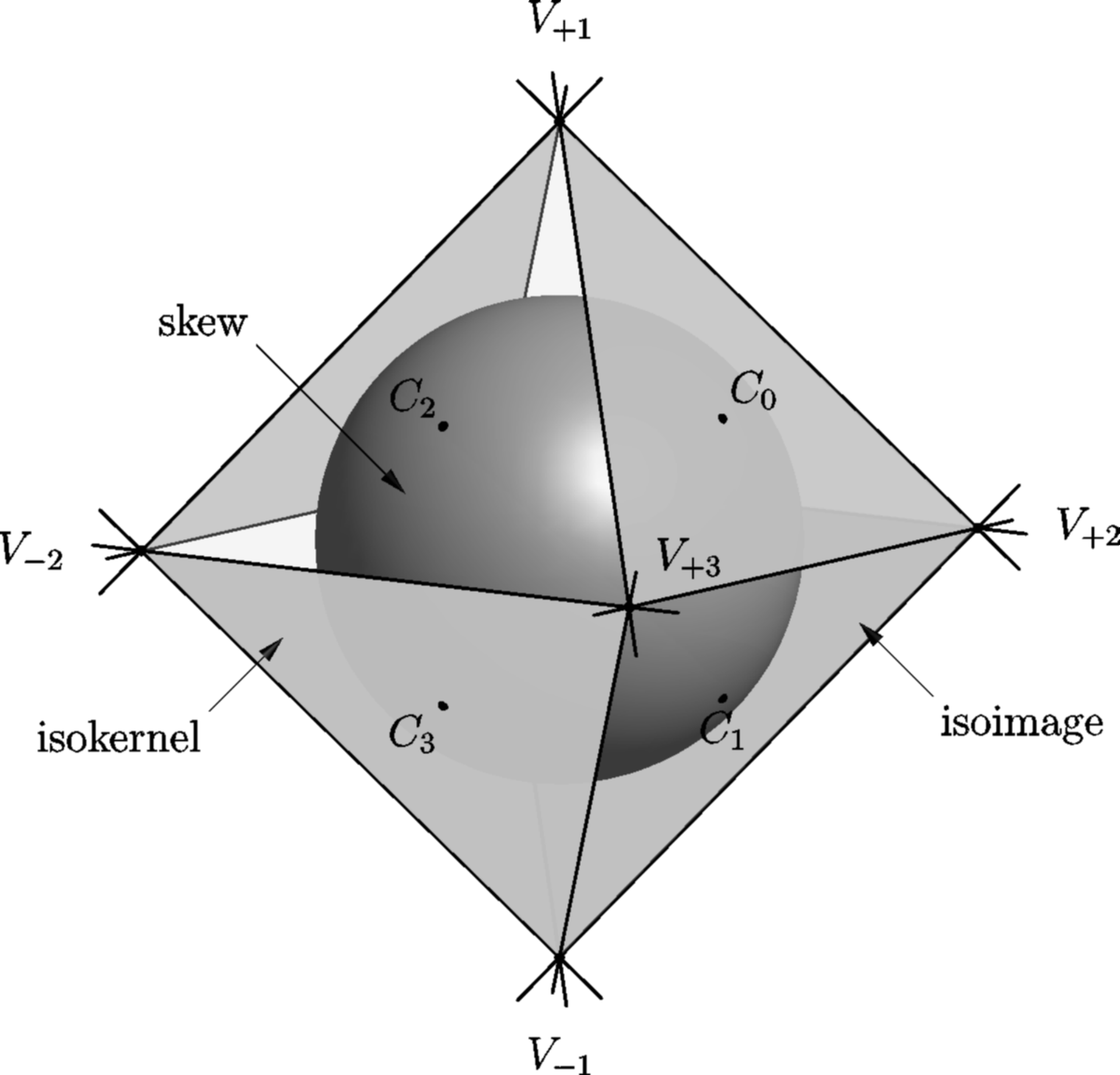
V_{+1}
skew
C_2
C_0
V_{-2}
V_{+2}
V_{+3}
isokernel
C_3
C_1
isoimage
V_{-1}