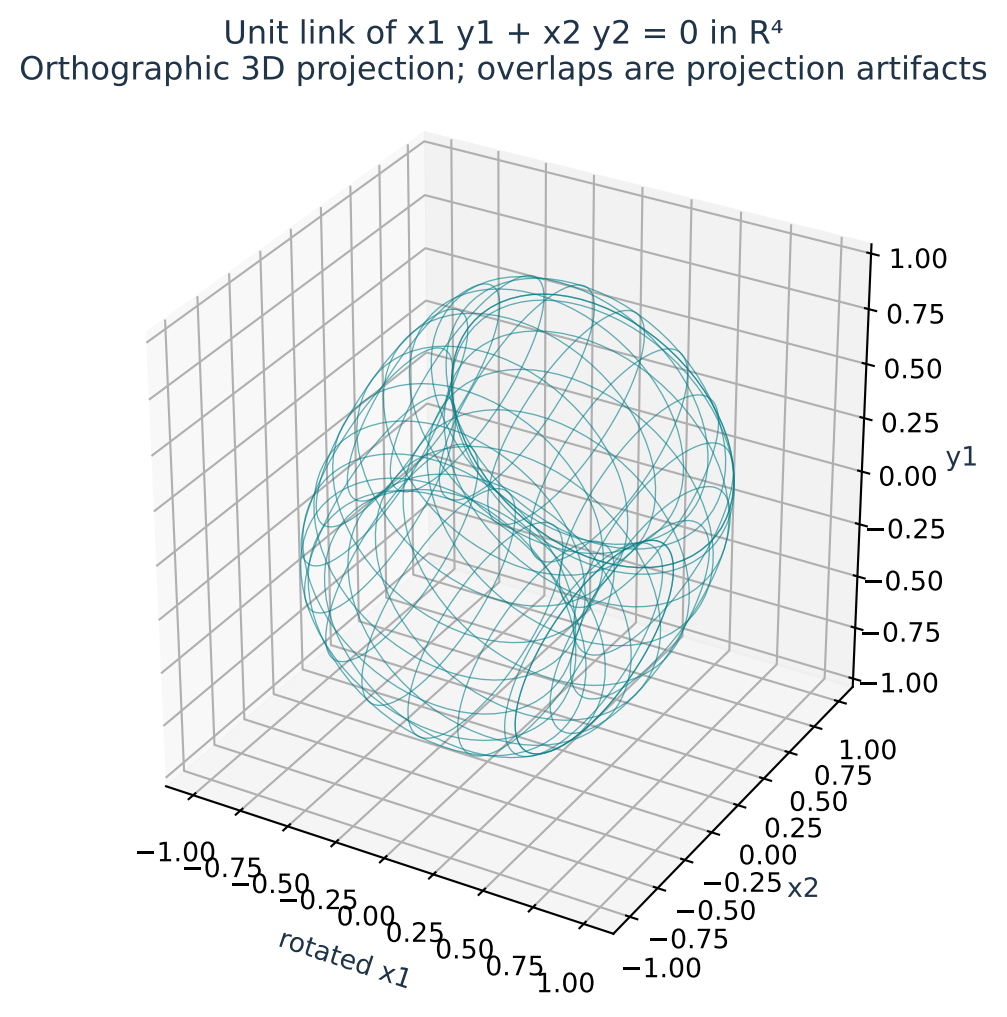

Unit link of x1 y1 + x2 y2 = 0 in R⁴
Orthographic 3D projection; overlaps are projection artifacts
rotated x1
x2
y1
−1.00
−0.75
−0.50
−0.25
0.00
0.25
0.50
0.75
1.00