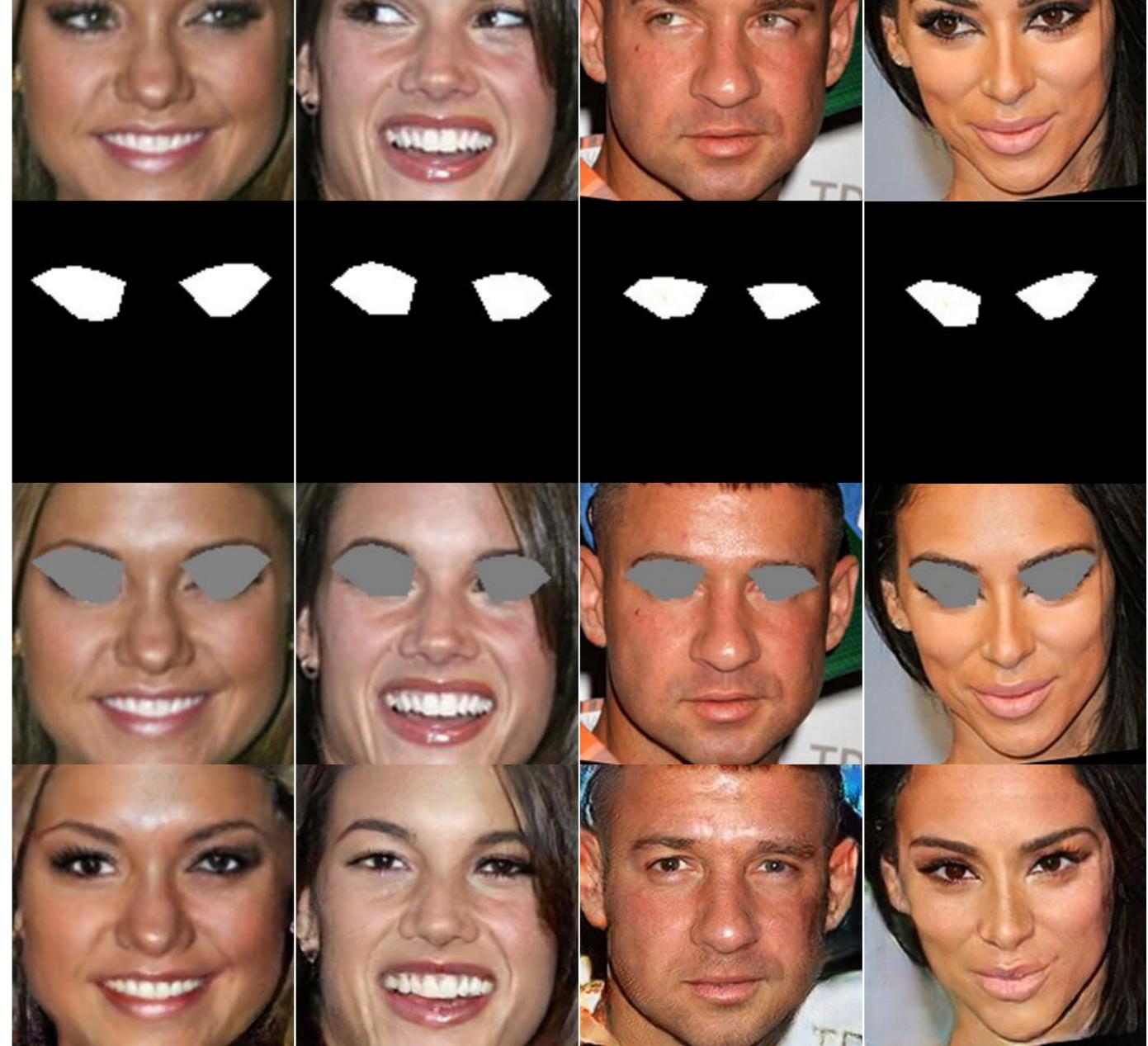
Input

Mask





Rotation