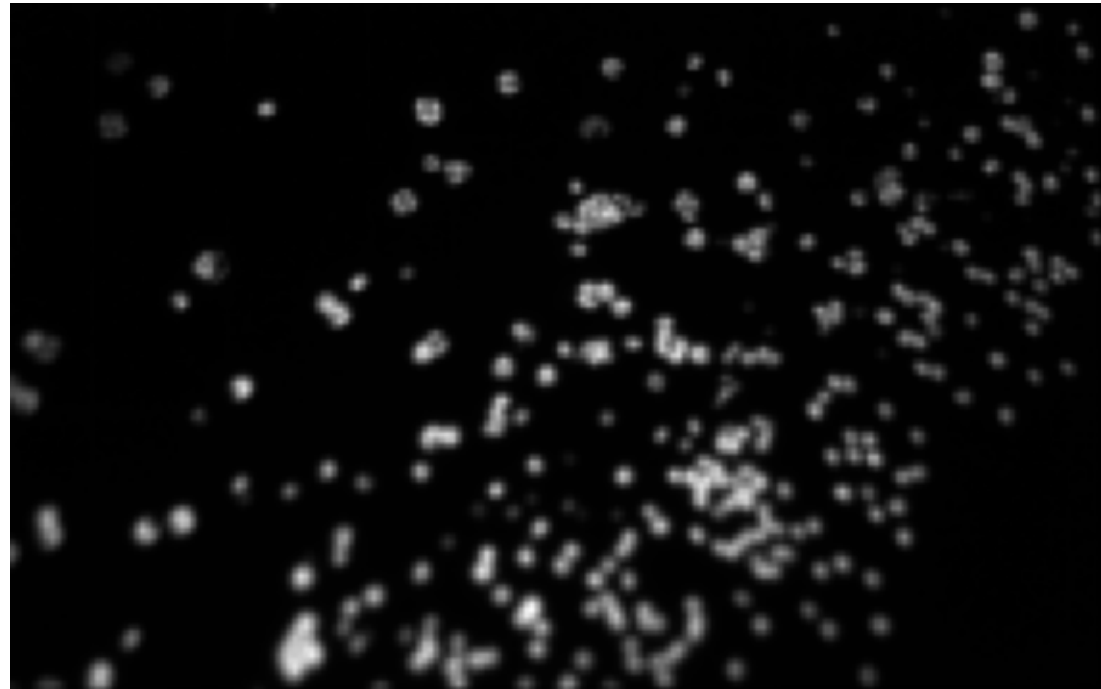


frames std



contours

