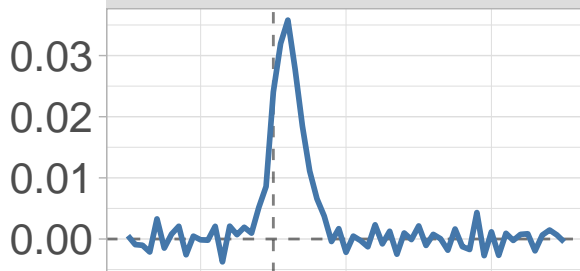
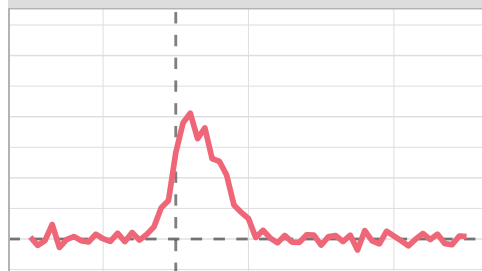


Change in fitness

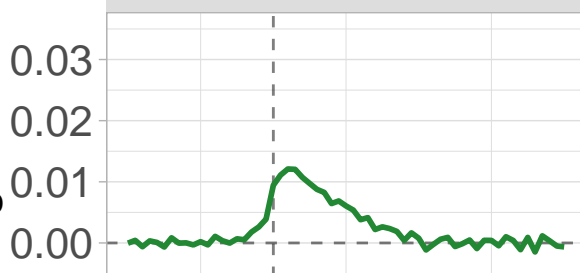
16x16



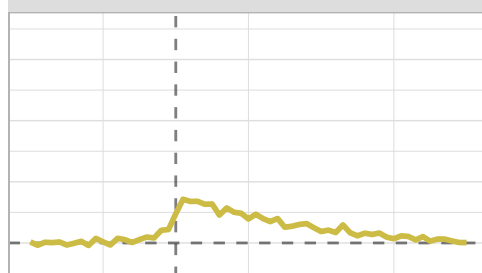
32x32



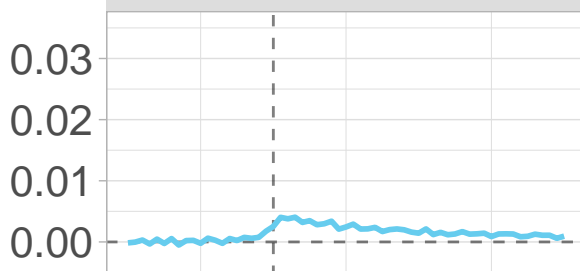
64x64



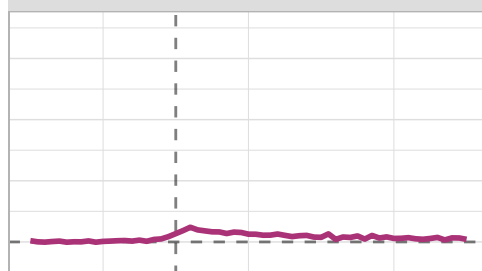
128x128



256x256



512x512



Simulated restraint buffer