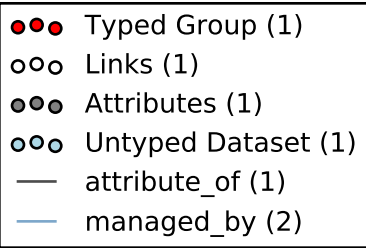


<ImageMaskSeries>

help



masked_imageseries

masked_imageseries_path