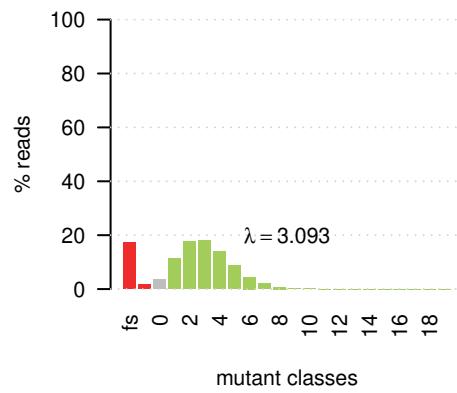
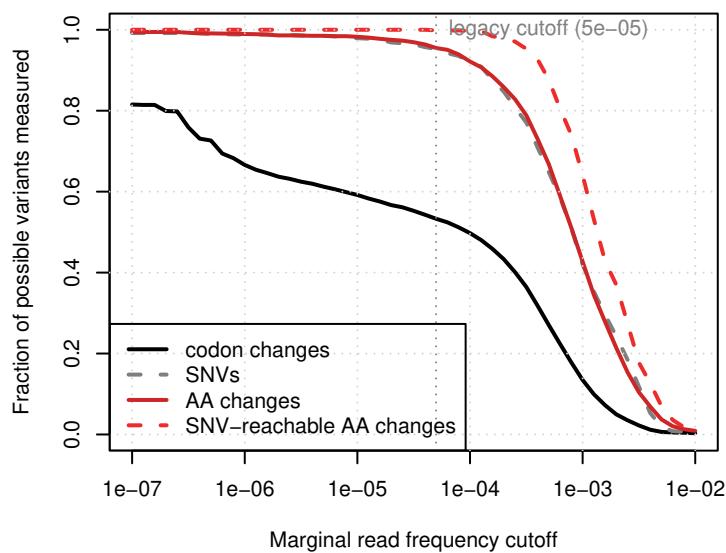
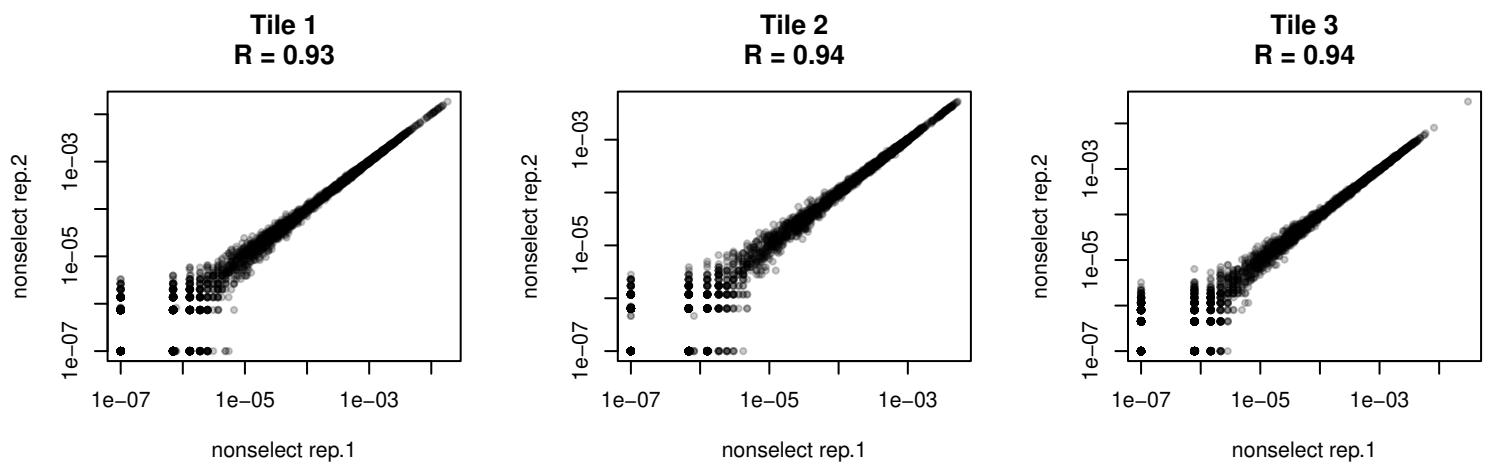


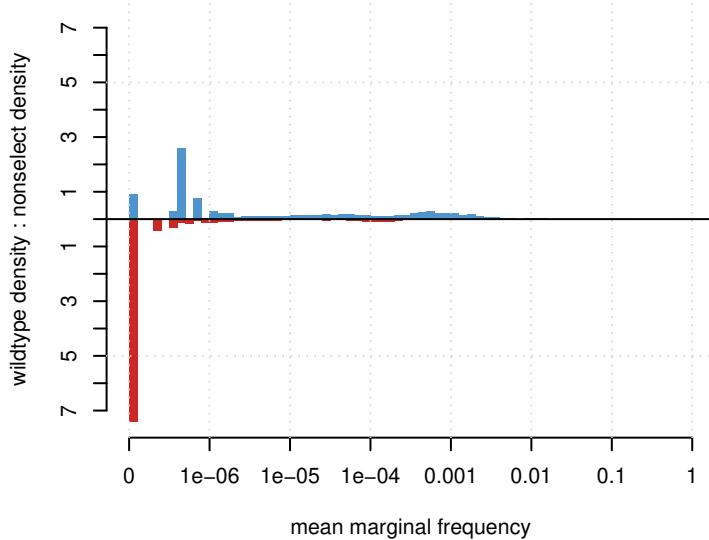
Extrapolation for Region #1



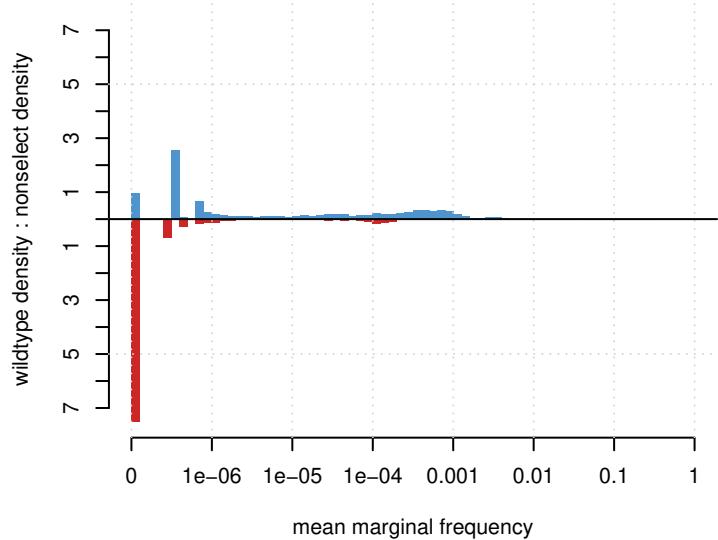
Region #1



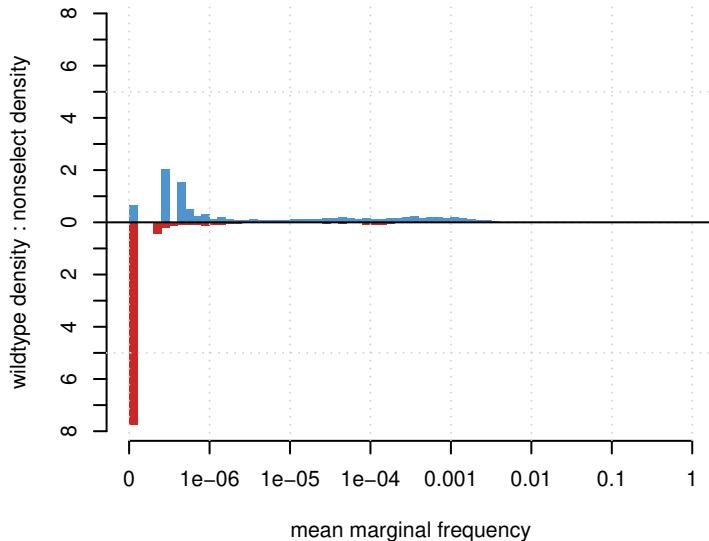
Tile #1

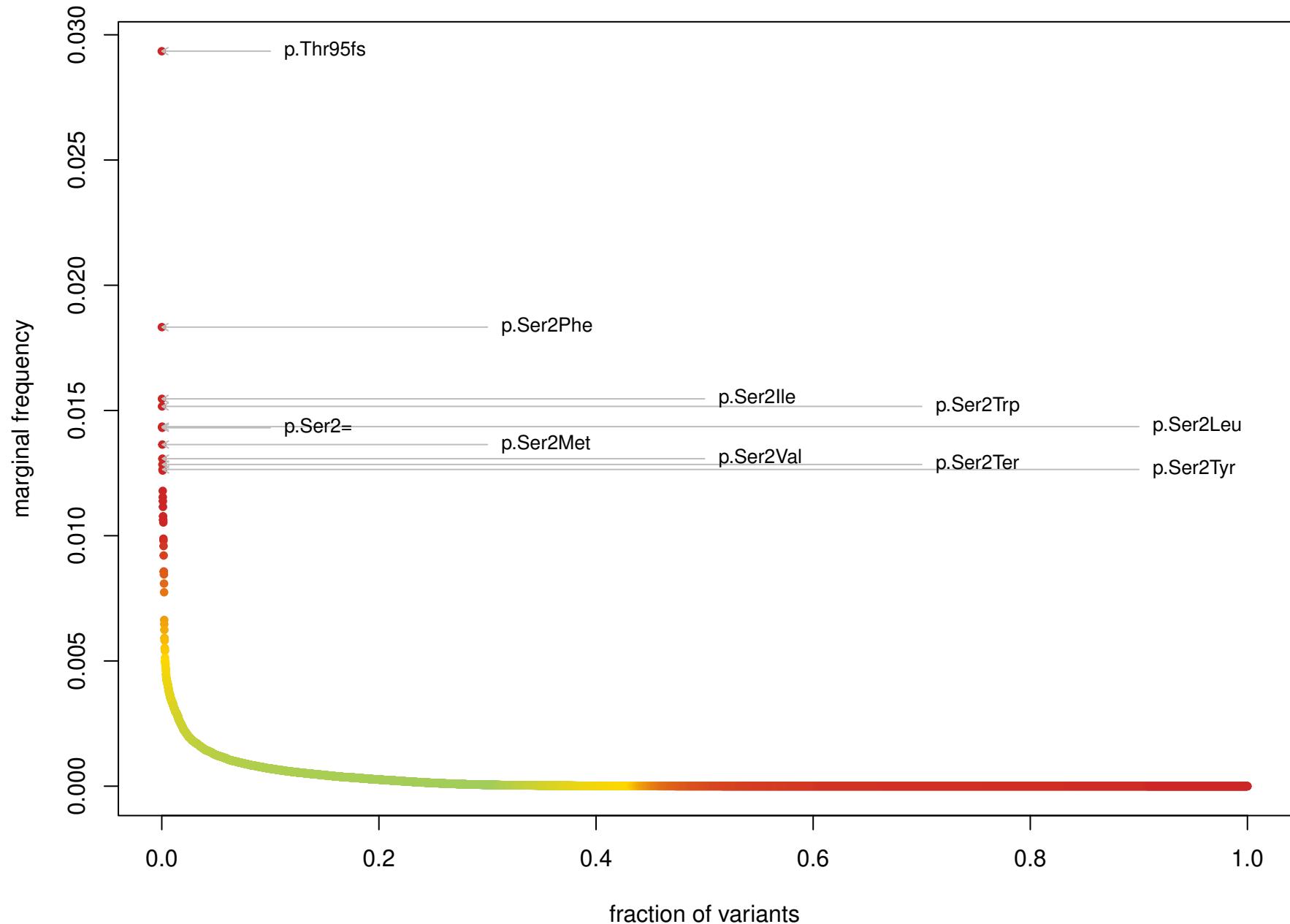


Tile #2

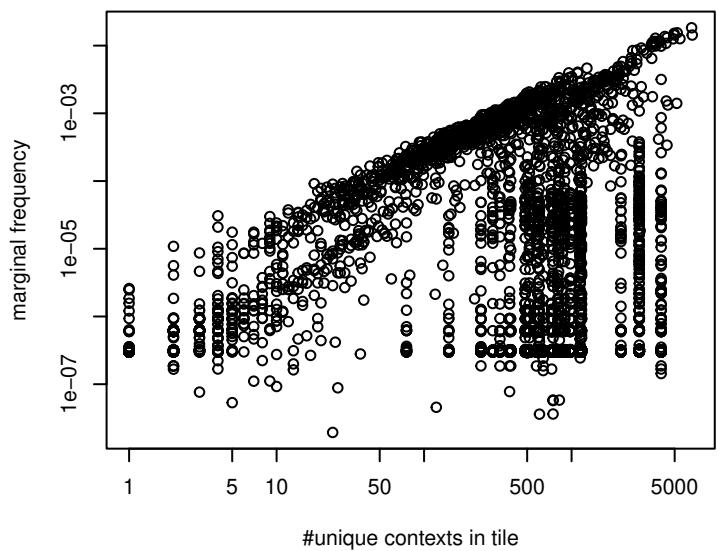


Tile #3

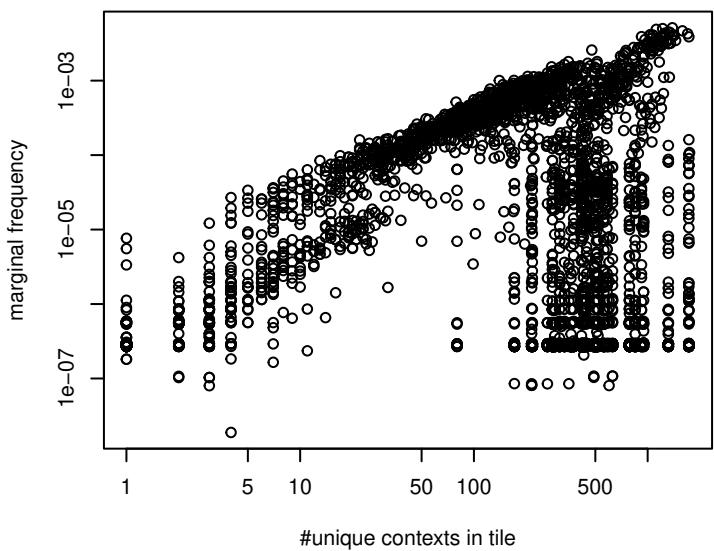




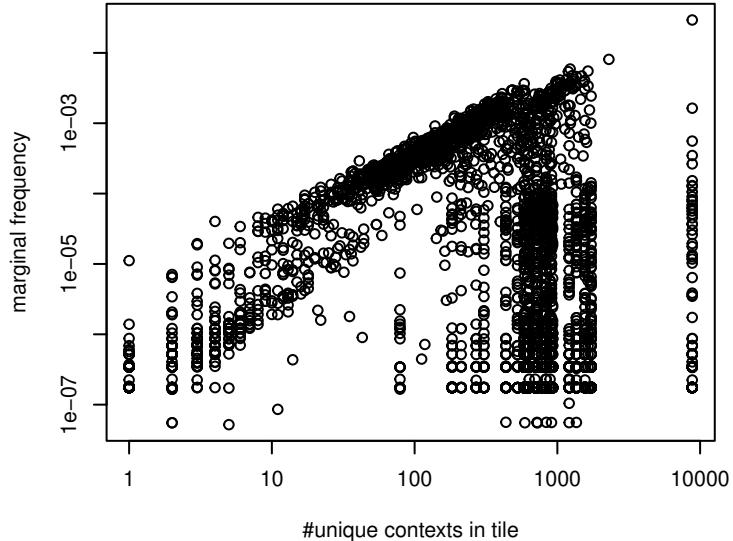
Tile #1



Tile #2



Tile #3



Mutation types

