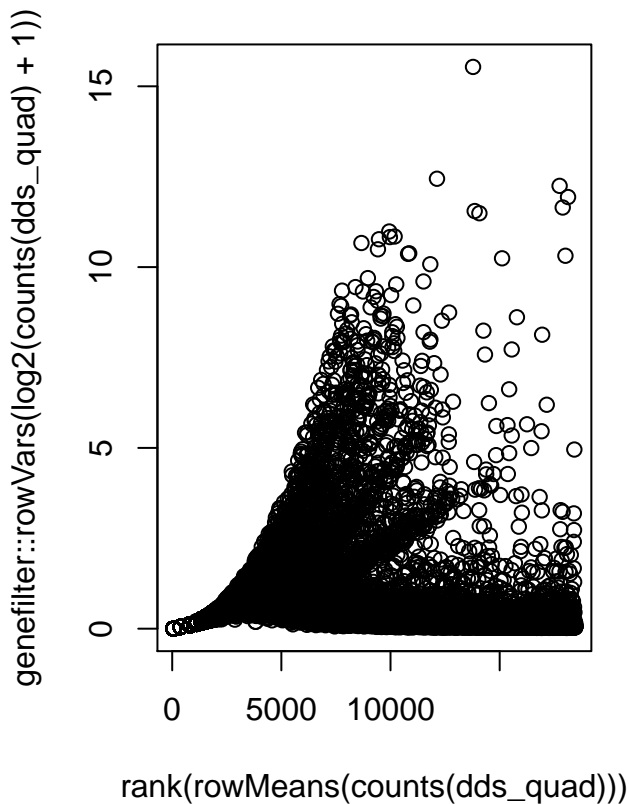


**QUAD log2(x+1) transform**



**QUAD VST**

