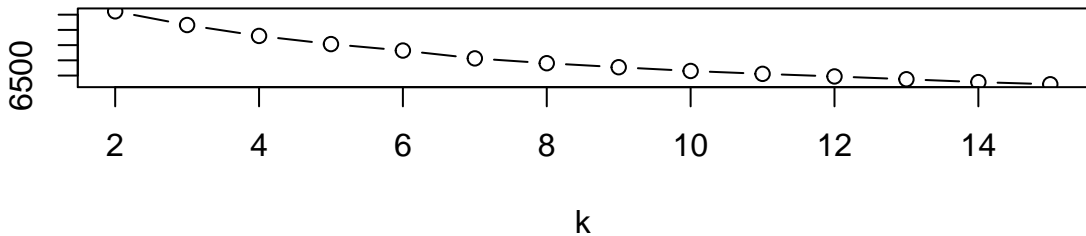


## SSE

sse\_vec



## Silhouette

sil\_global

