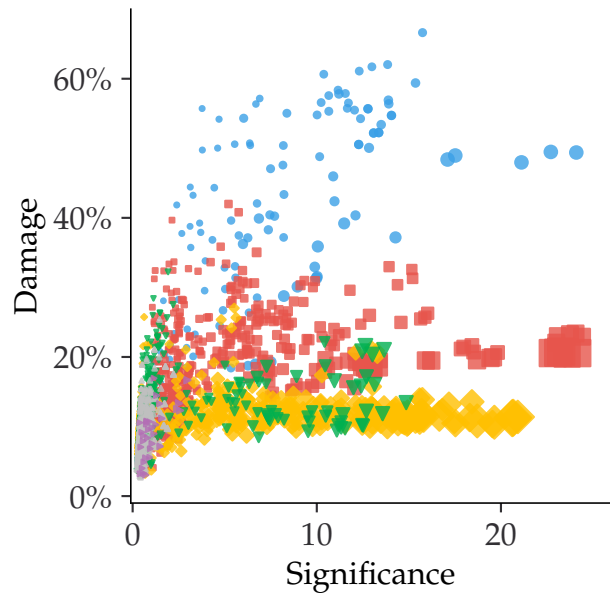
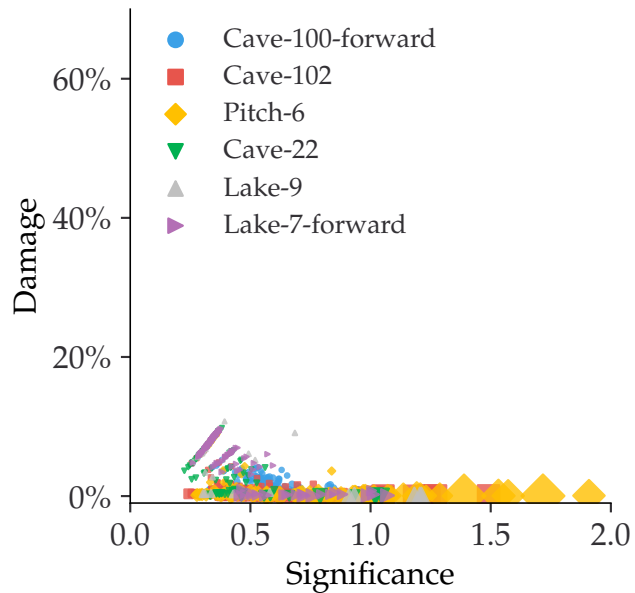


## Simulation method: art

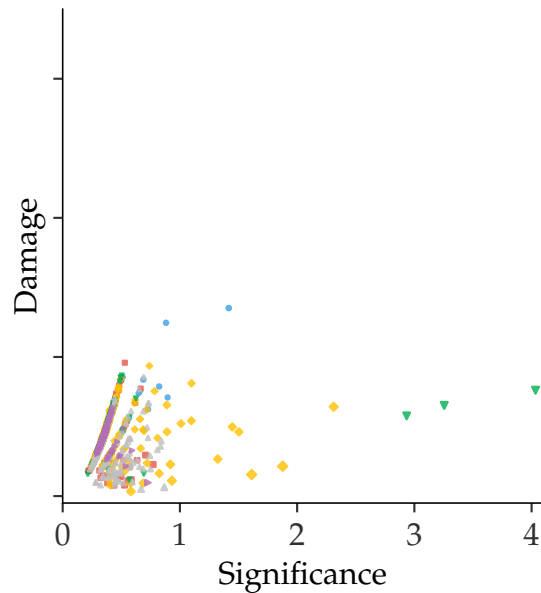
### Ancient



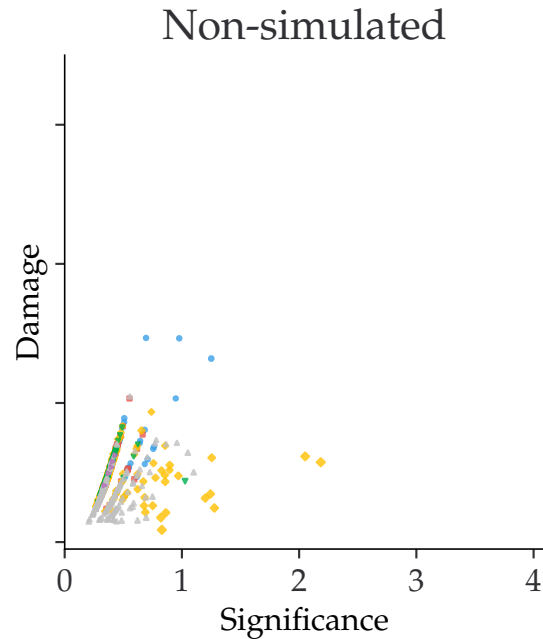
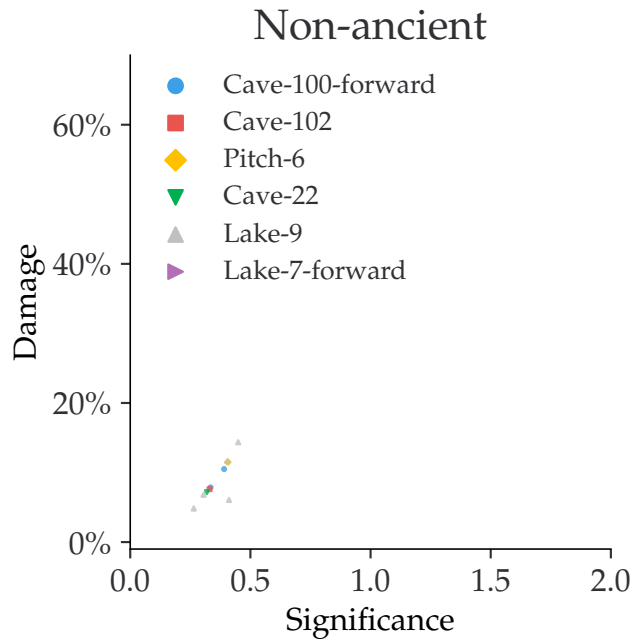
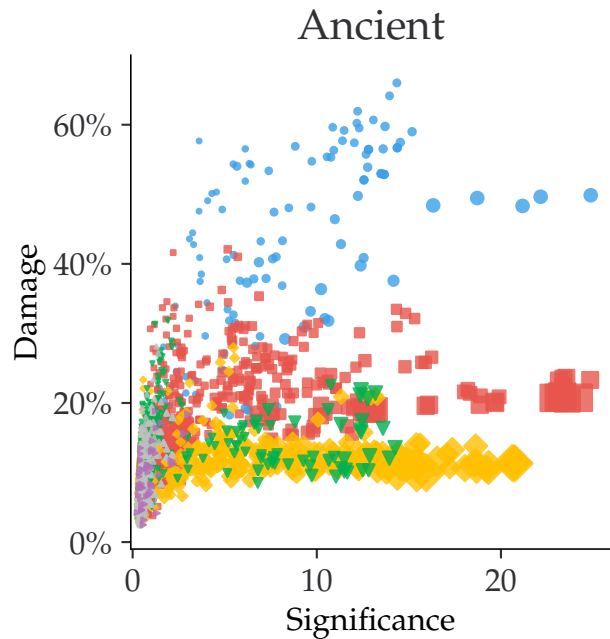
### Non-ancient



### Non-simulated

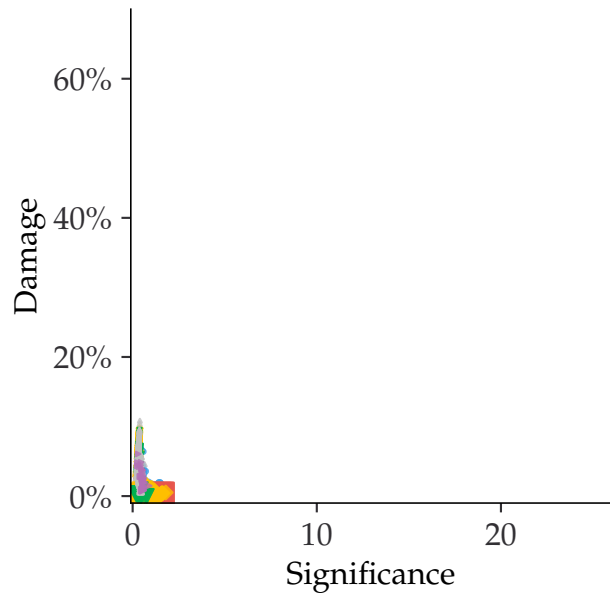


## Simulation method: deam

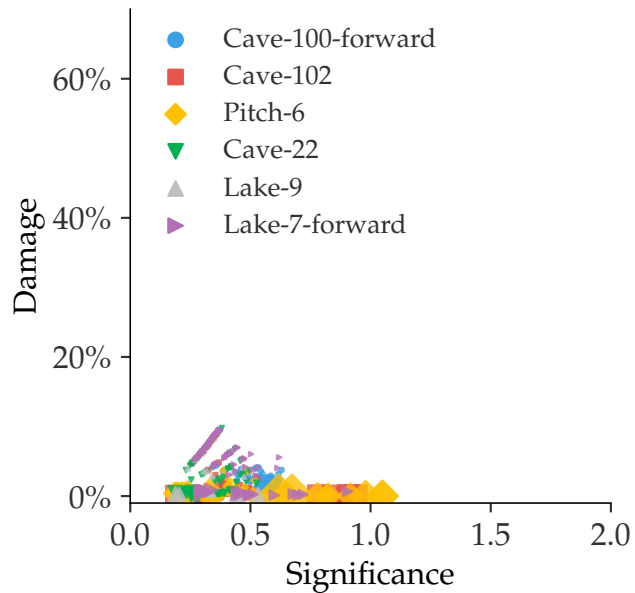


# Simulation method: frag

## Ancient



## Non-ancient



## Non-simulated

