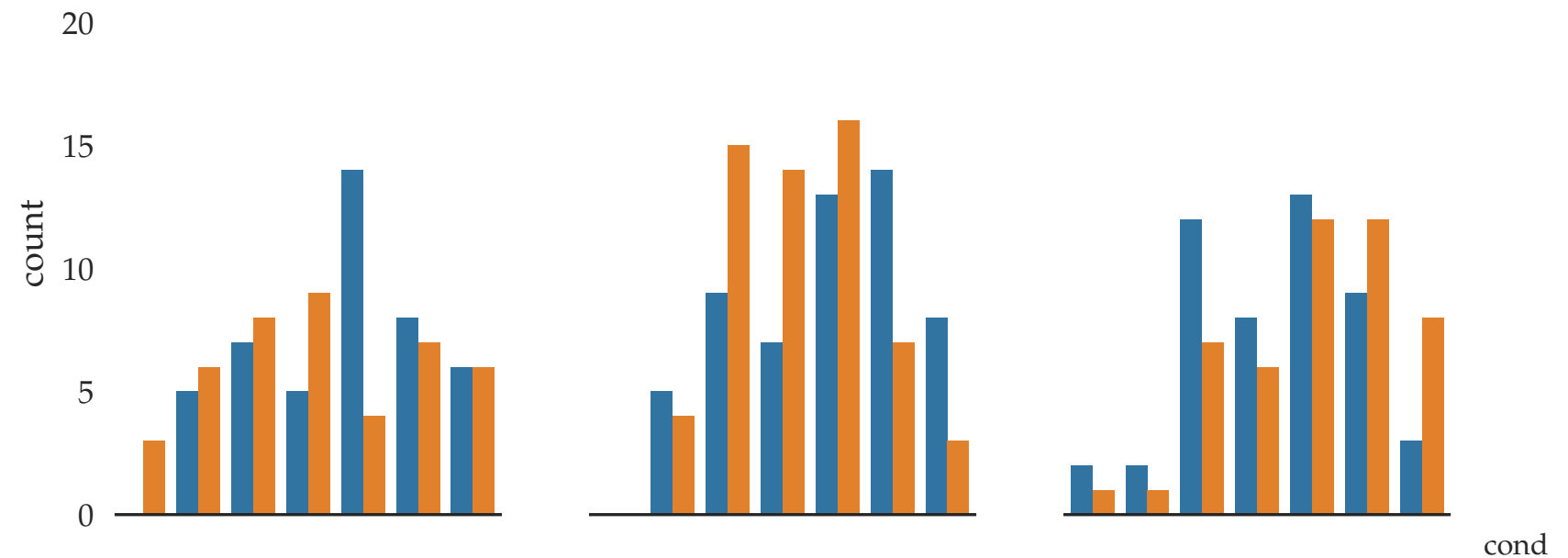


comicleft = 0 — shading = 0

comicleft = 0 — shading = 1

comicleft = 0 — shading = 2



comicleft = 1 — shading = 0

comicleft = 1 — shading = 1

comicleft = 1 — shading = 2

