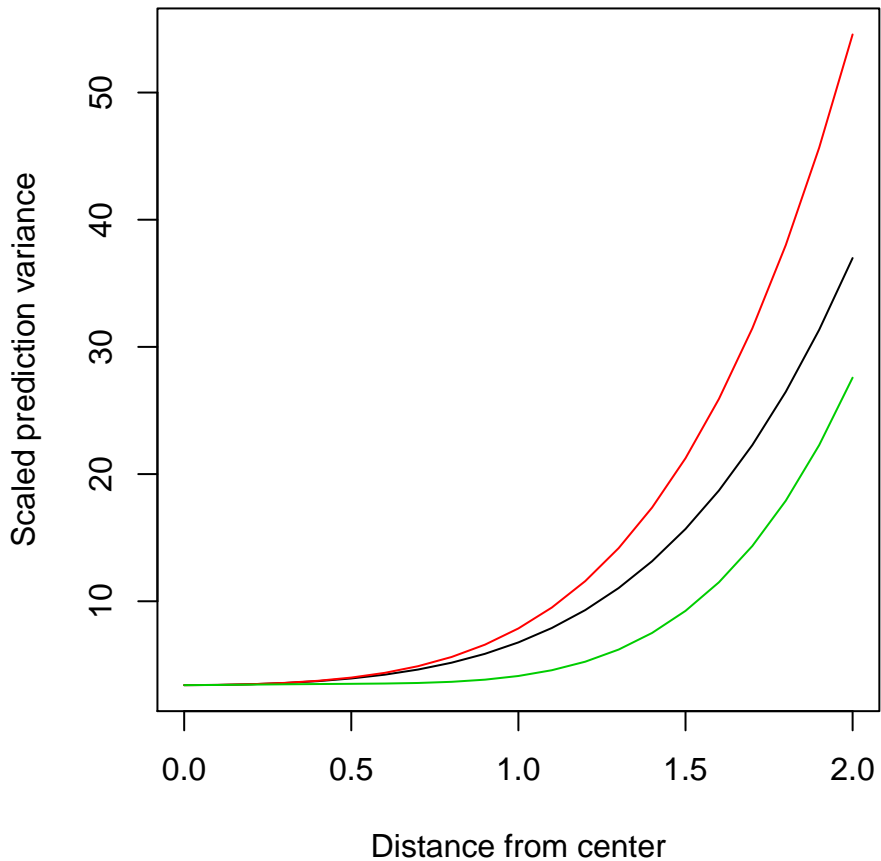followup: ~ Block + SO(x1, x2, x3)