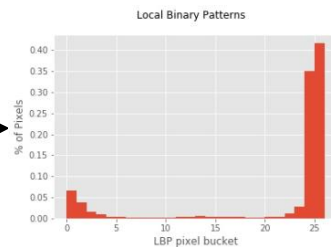


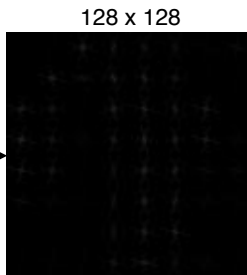


Mask 1

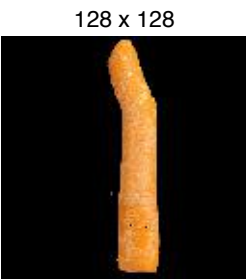
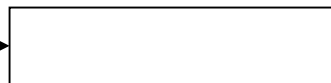
LBP



HOG

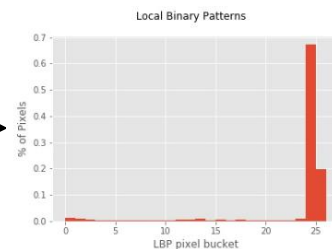
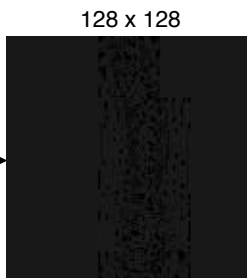


Feature Vector

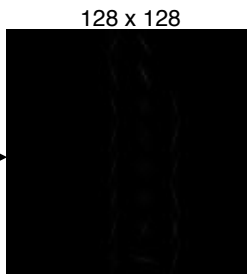


Mask 2

LBP



HOG



Feature Vector

