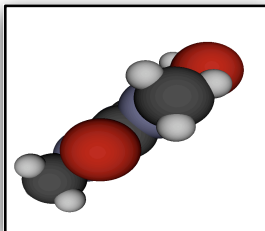
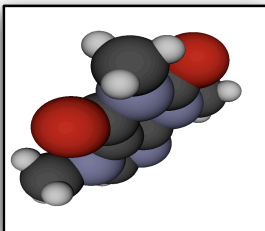
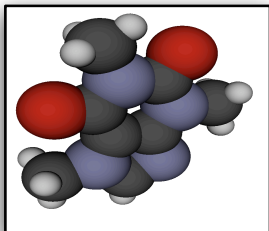


frame N

frame N+1

frame N+2

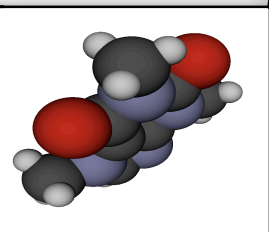
channel



buffer 0



buffer 1



buffer 2

