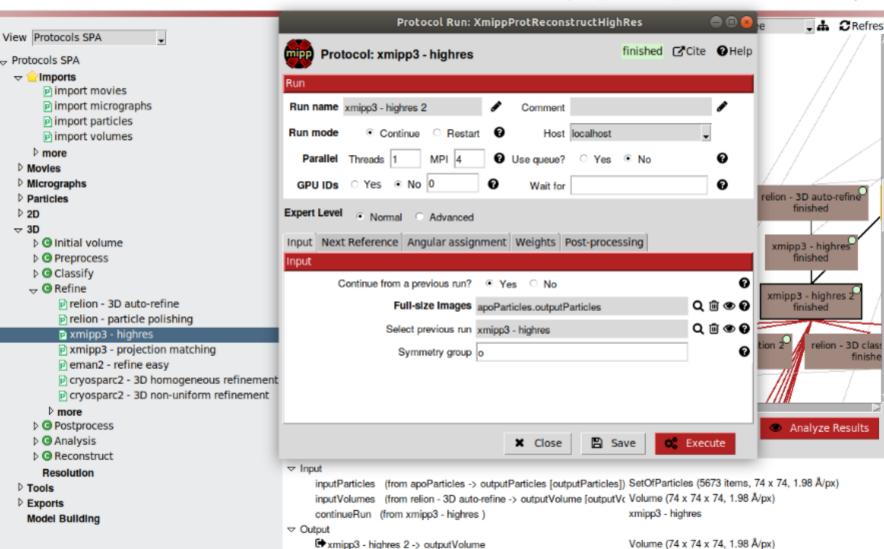
SetOfParticles (5667 items, 74 x 74, 1.98 Å/px)



xmipp3 - highres 2 -> outputParticles