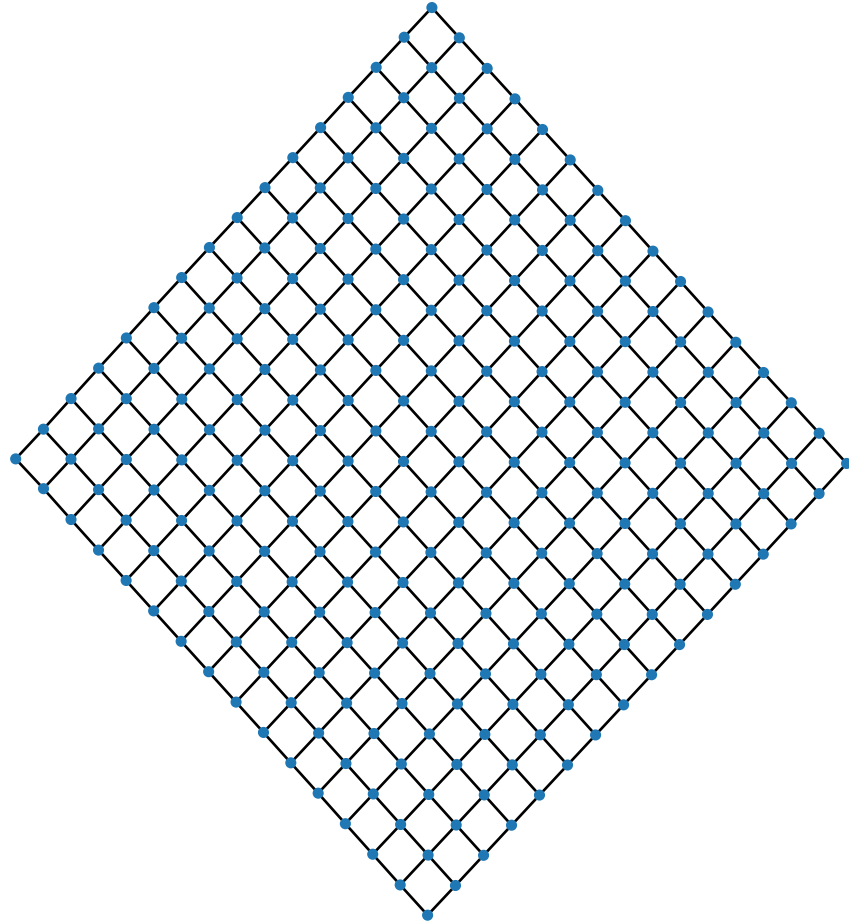


Local+penalty



Local+penalty with corners, scale=1.5

