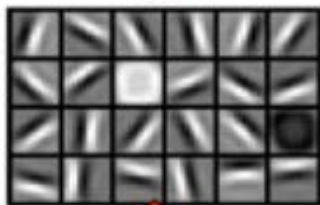




object models



object parts
(combination
of edges)



edges



pixels