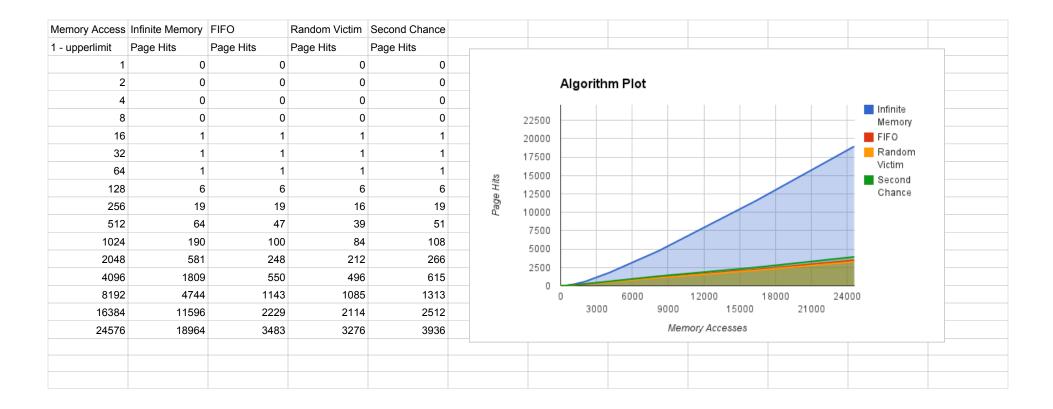
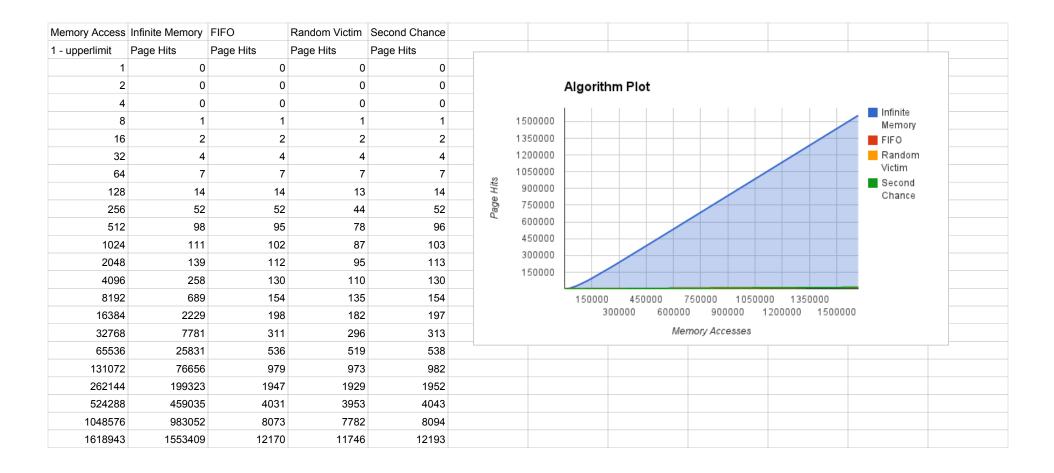


lights_drops.raw(Memory Accesses)



JohnBell.gif(Memory Accesses)



Chevalier_473.raw(Memory Accesses)

