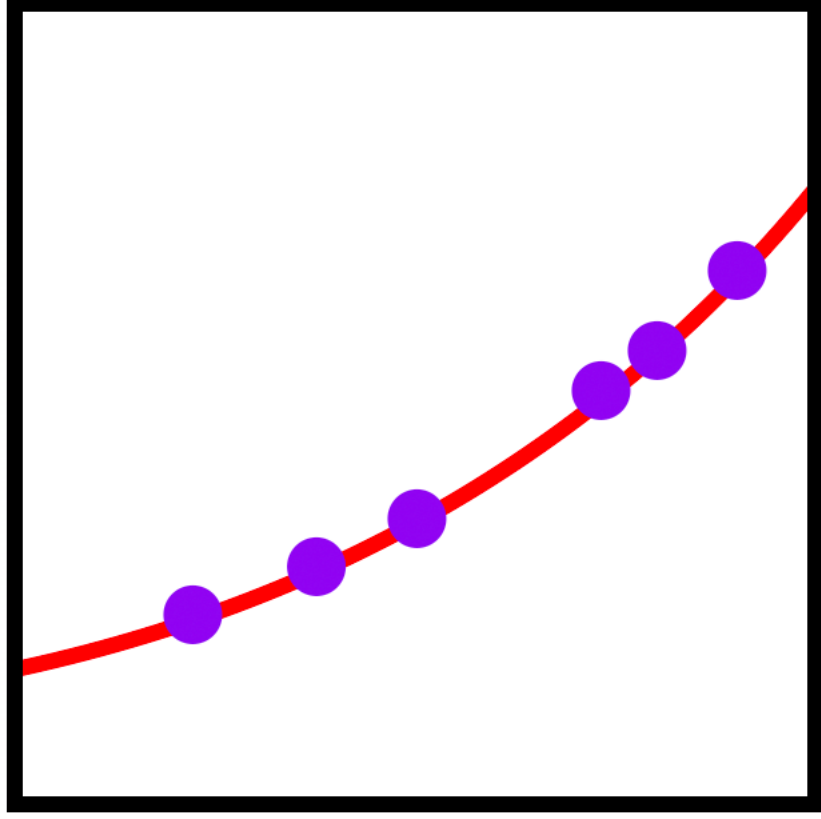


Voxel 1



Voxel 2

