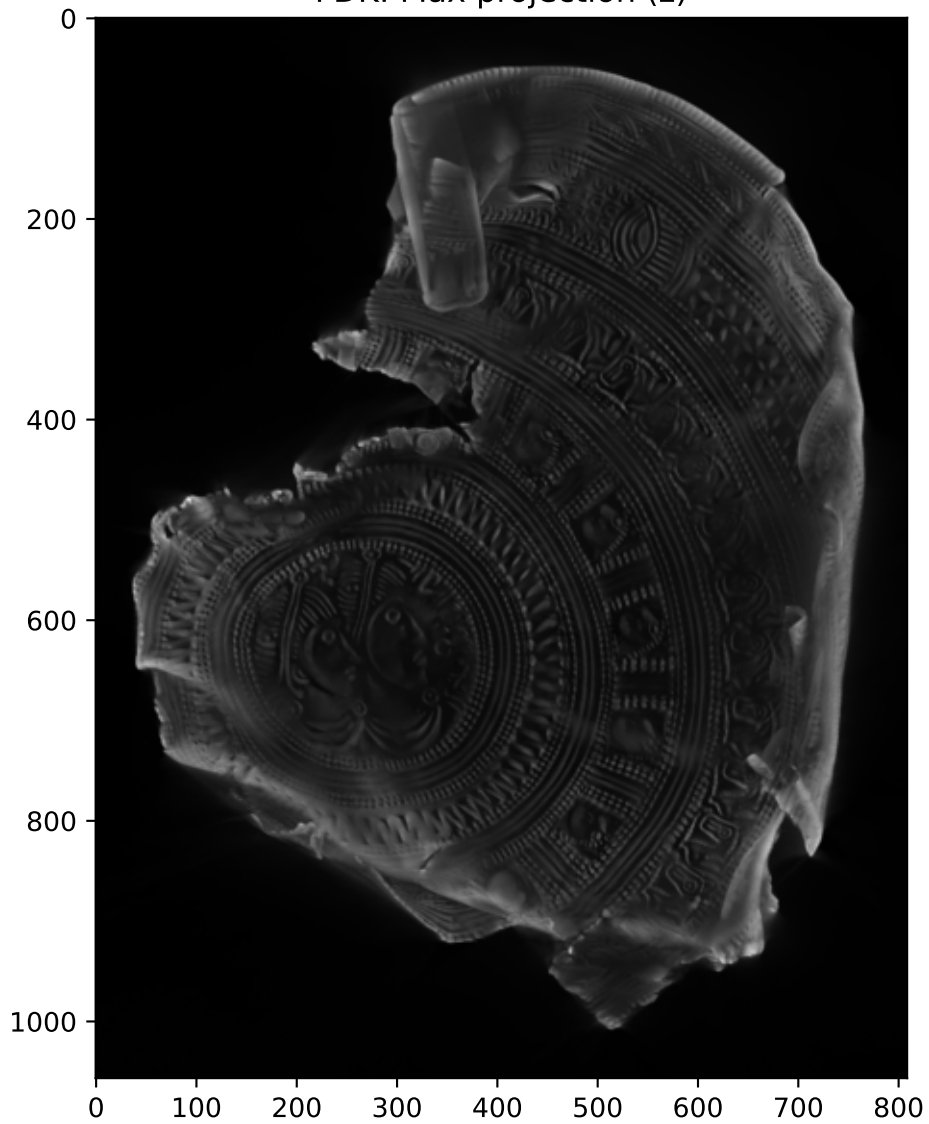


FDK: Max projection (z)



BHC: Max projection (z)

