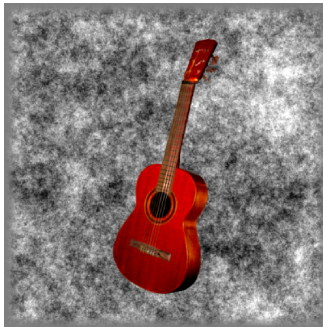


Faces



Objects



Scenes

