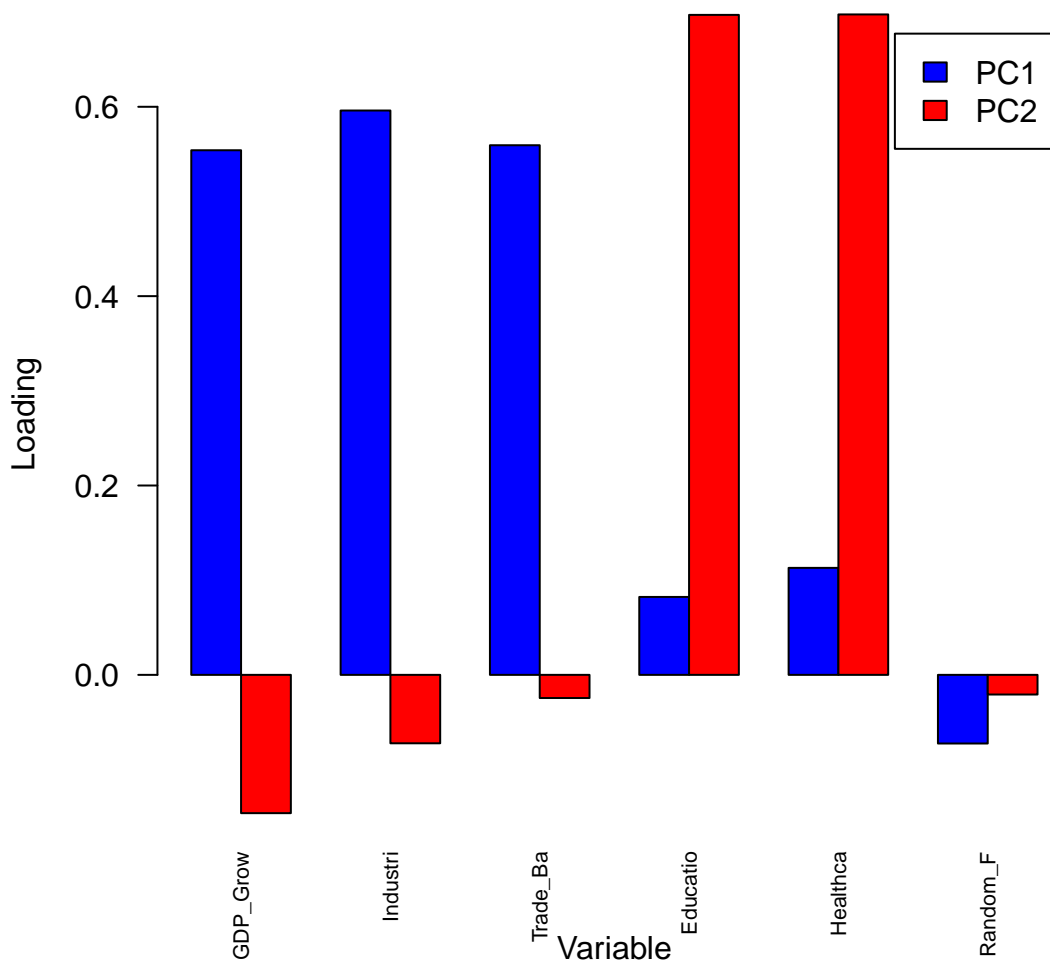


Loadings: PC1 and PC2



Loadings: PC1, PC2, and PC3

