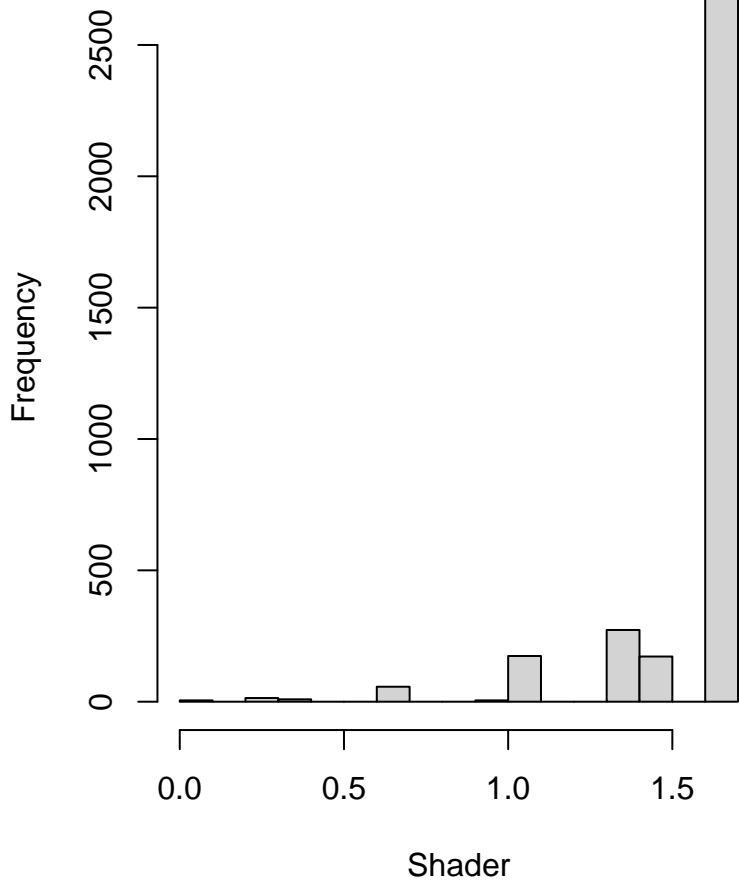


### Histogram of Shader



### Boxplot of Shader

