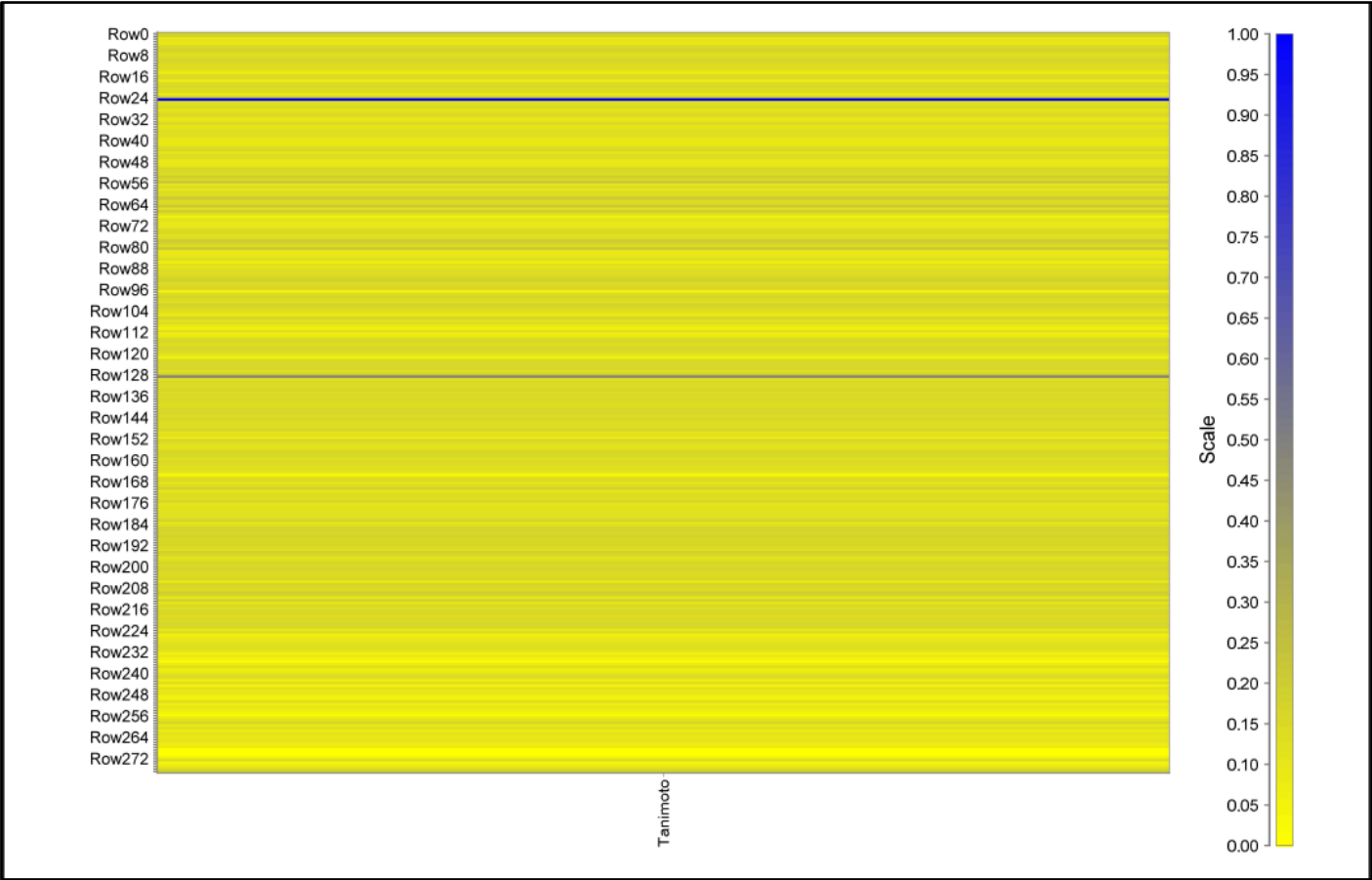


2D HeatMap :



3D HeatMap :

