

Input

Mask

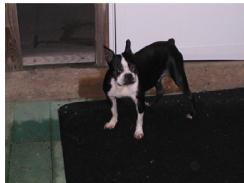
1:1

4:3

9:16

16:9

(a)



(b)



(c)

