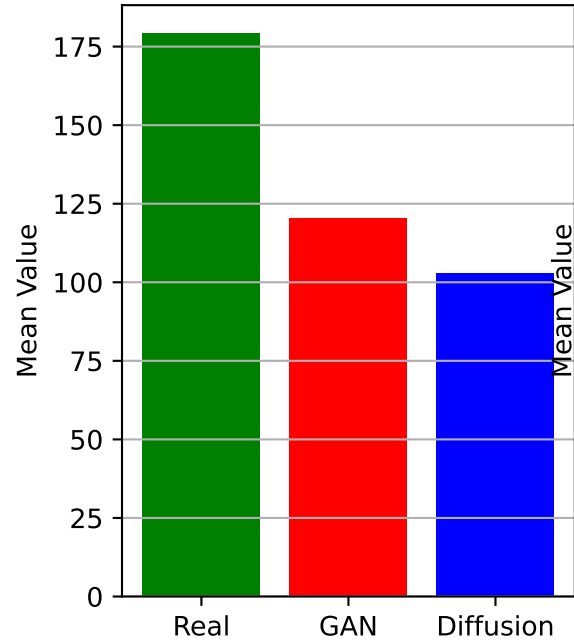
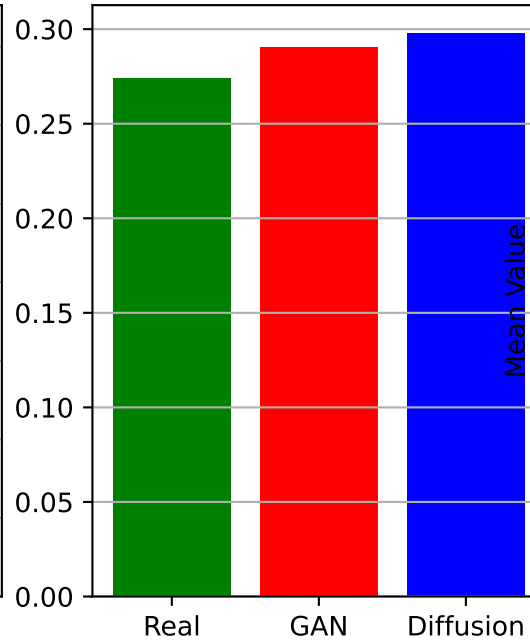


# Face GLCM Texture Features by Class

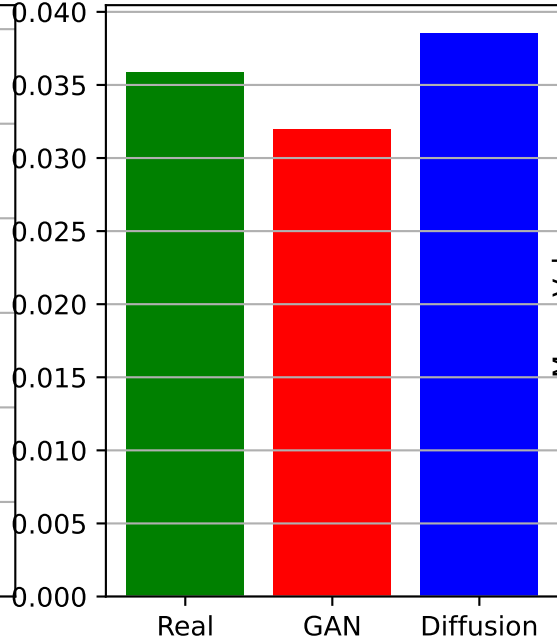
## Contrast



## Homogeneity



## Energy



## Correlation

