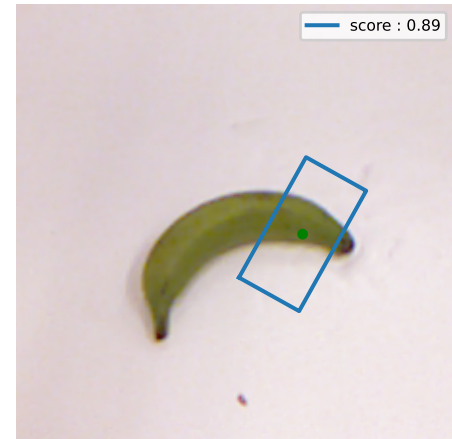


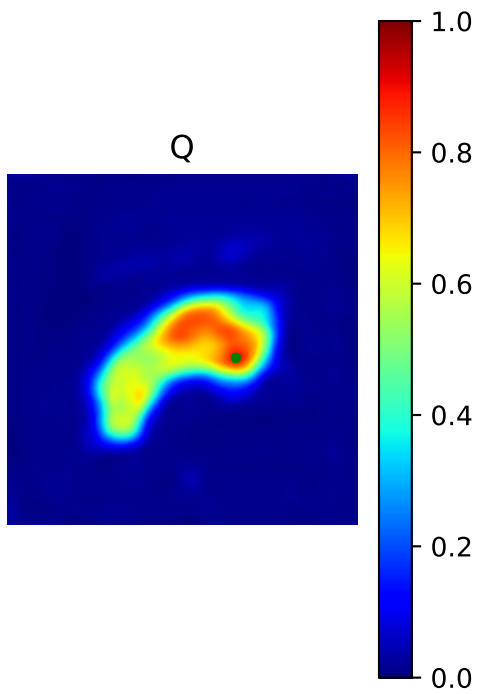
RGB



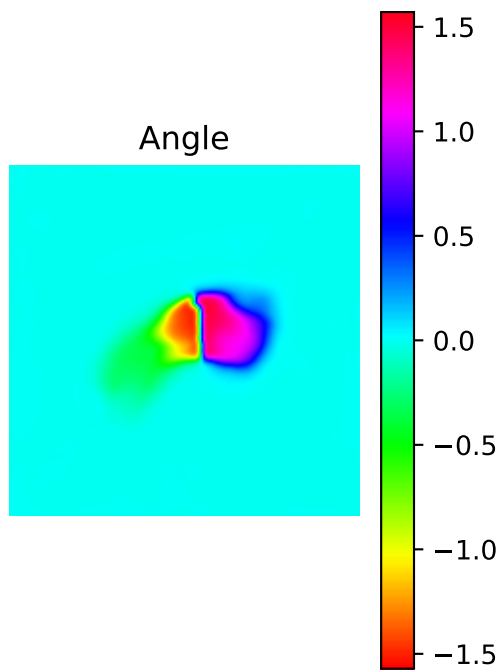
Grasp



Q



Angle



Width

