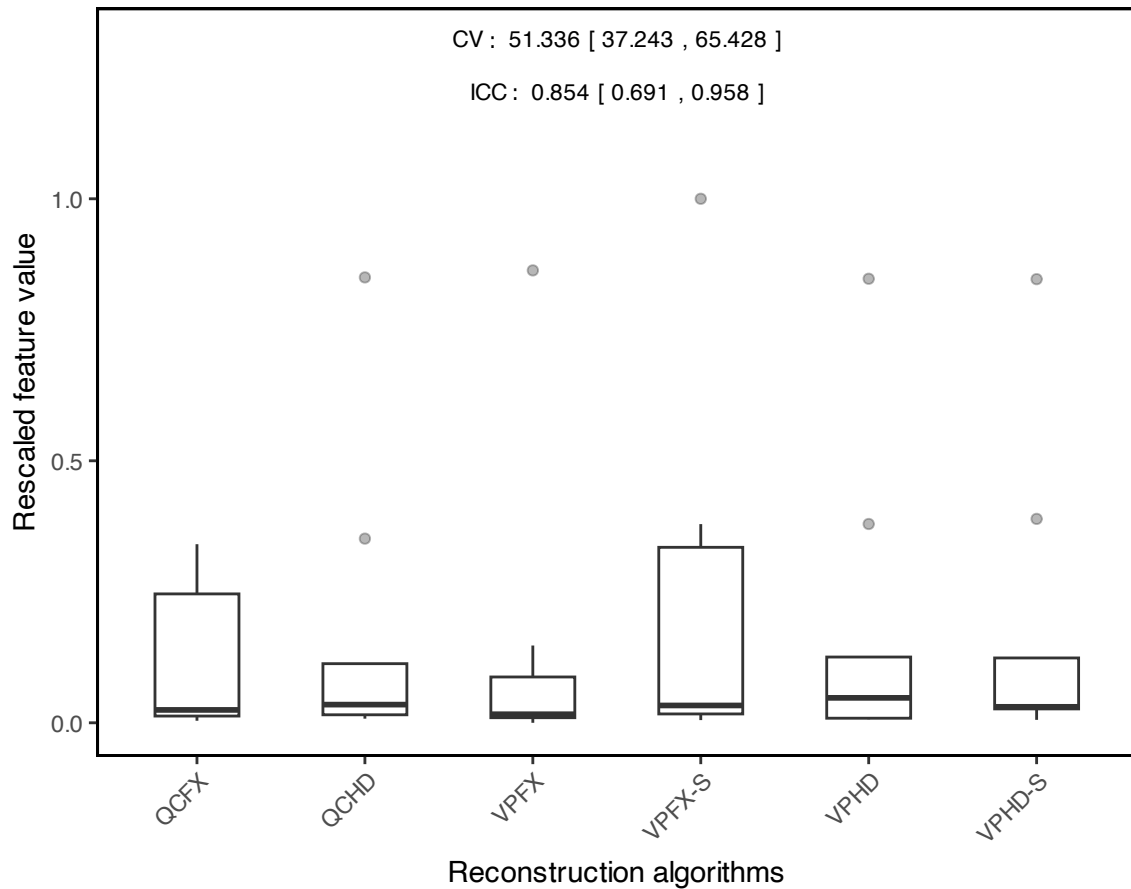


glszm SmallAreaLowGrayLevelEmphasis



Not robust