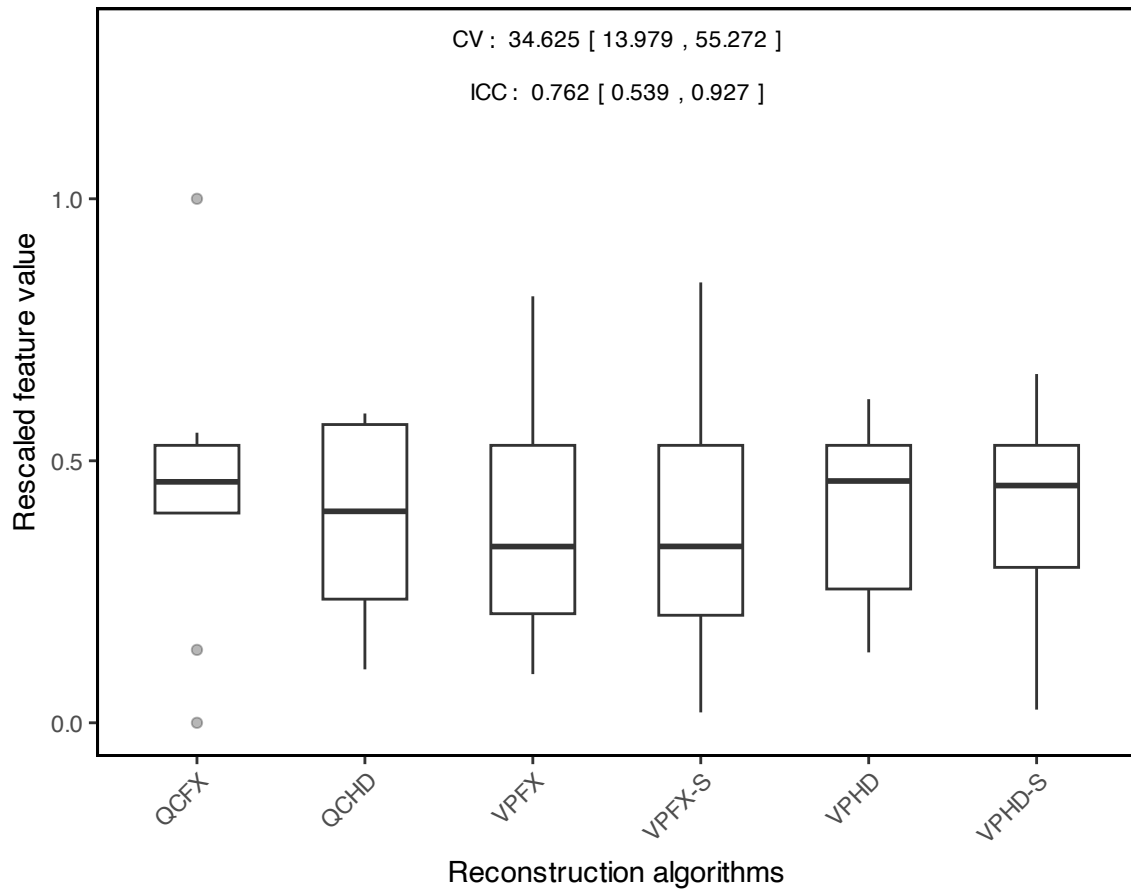


glcm ClusterShade



Not robust