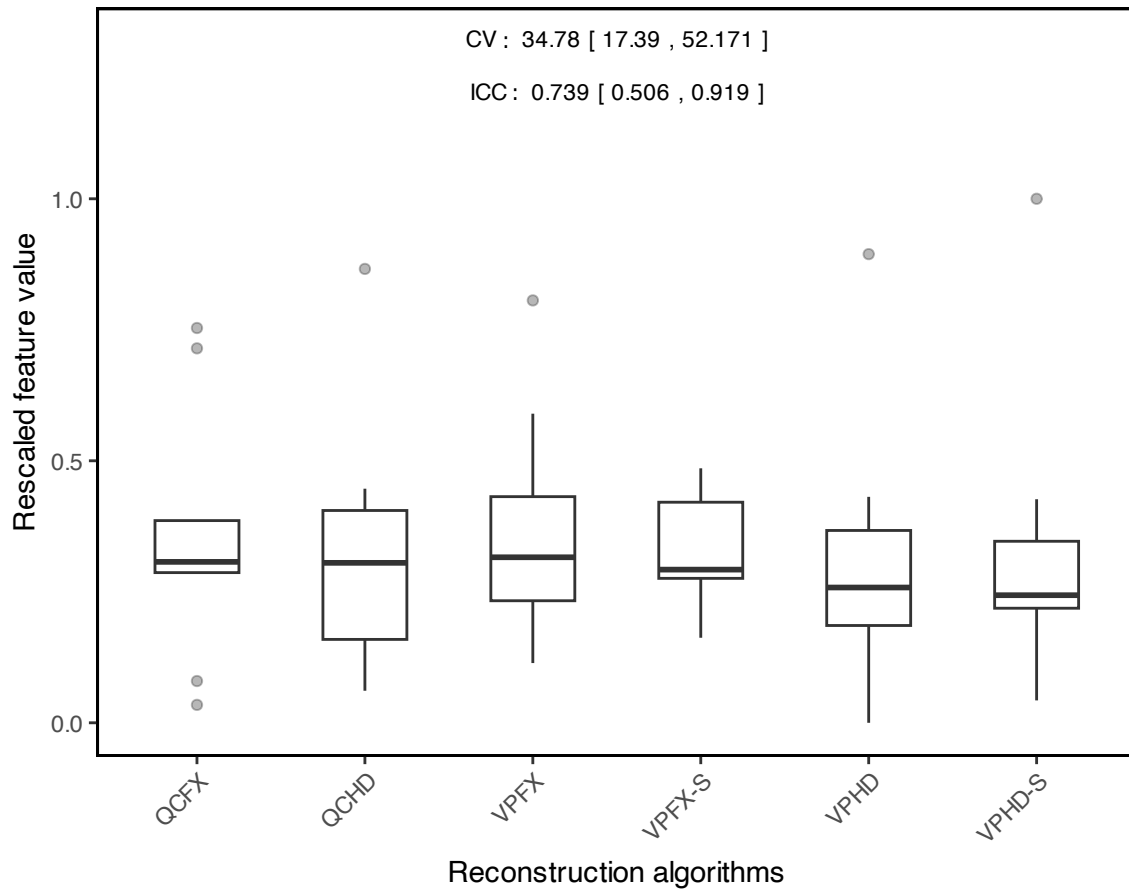


glszm SmallAreaHighGrayLevelEmphasis



Not robust