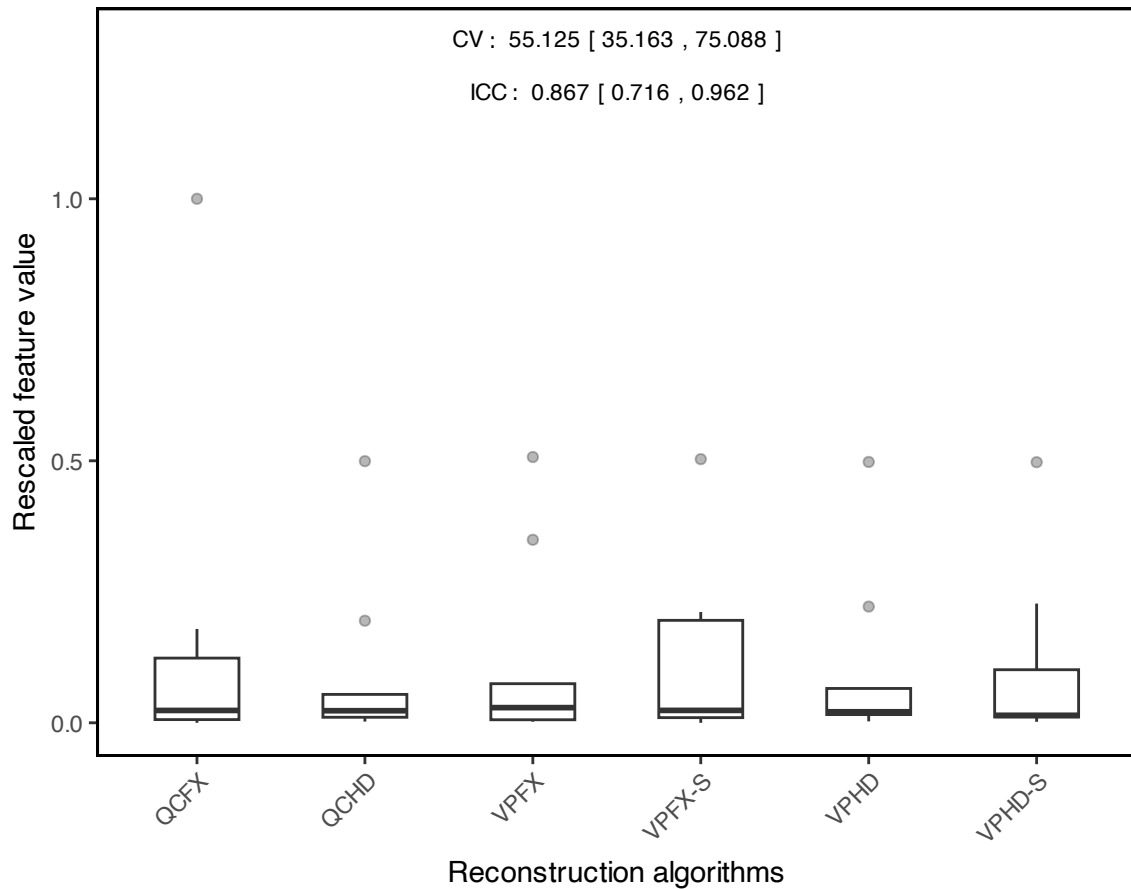


gldm LowGrayLevelEmphasis



Not robust