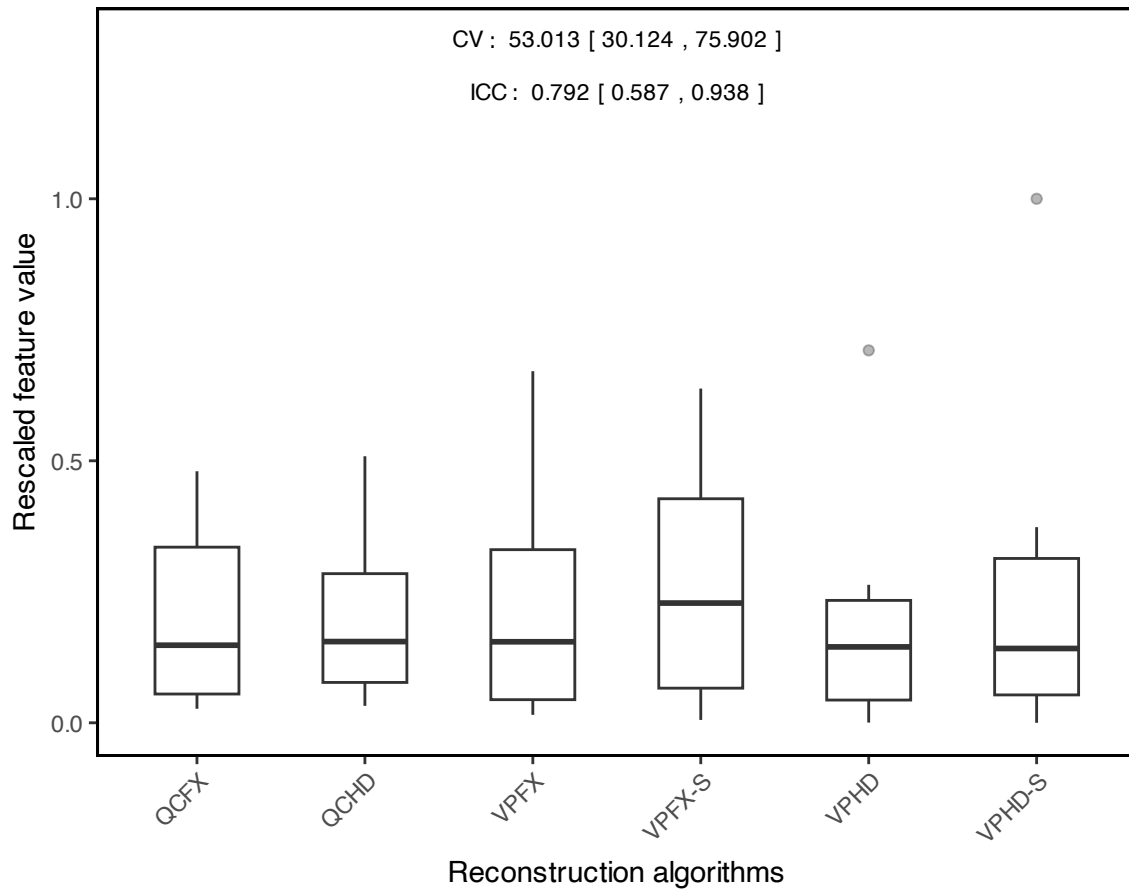


glszm LargeAreaHighGrayLevelEmphasis



Not robust