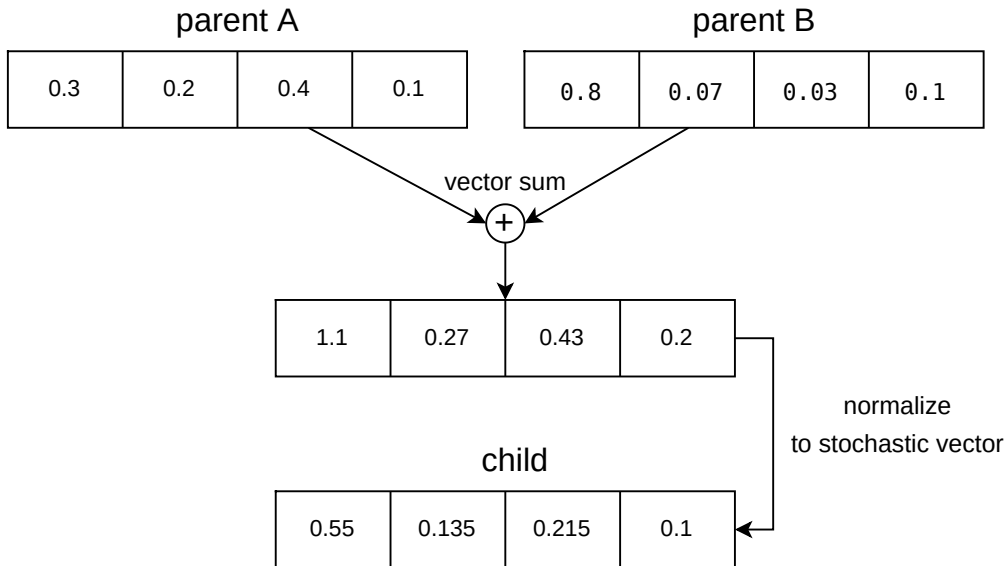


painting  
sequence  
random key  
vector



slicing  
order  
random key  
vector

