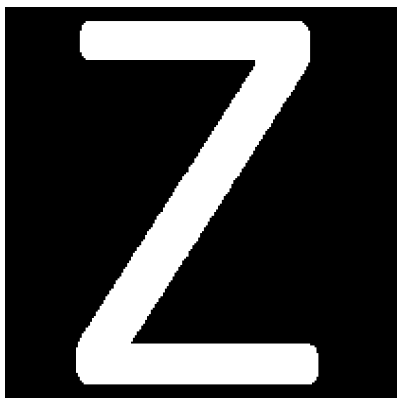


Character



Horizontal Projection

