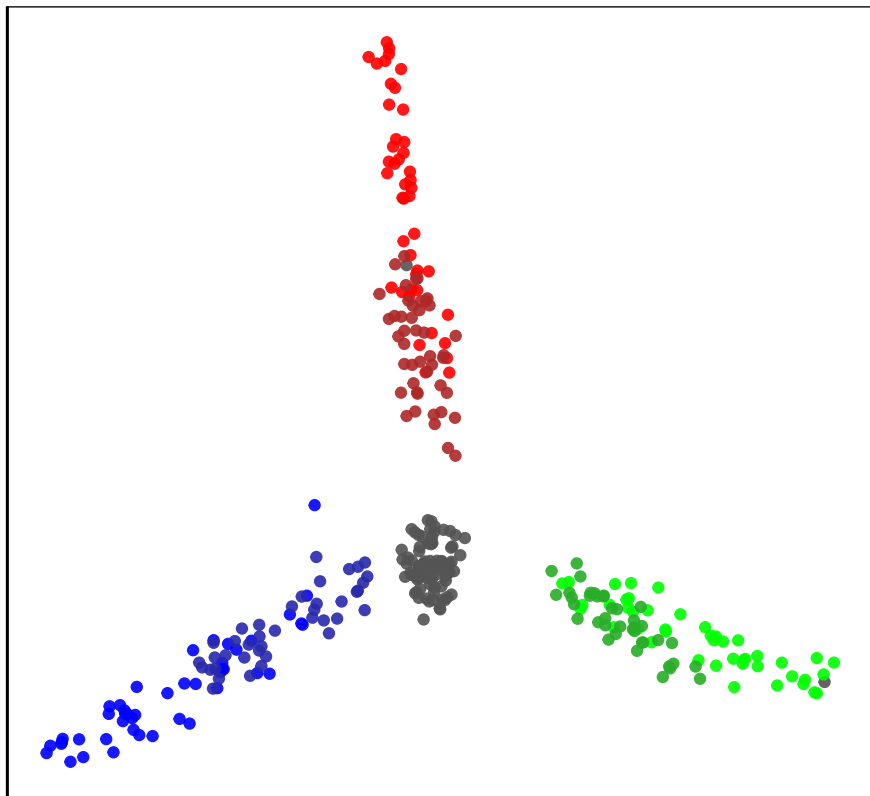


scruff-sctransform

PC2 (13%)



PC1 (30.9%)