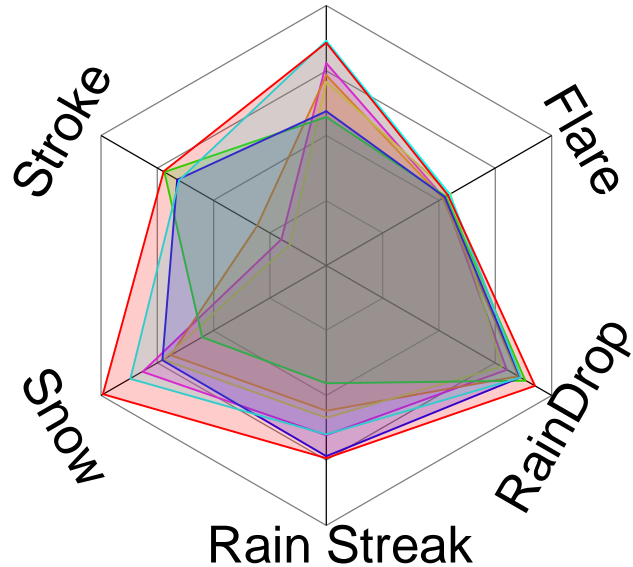


PSNR ↑

Fence



SSIM ↑

Fence

