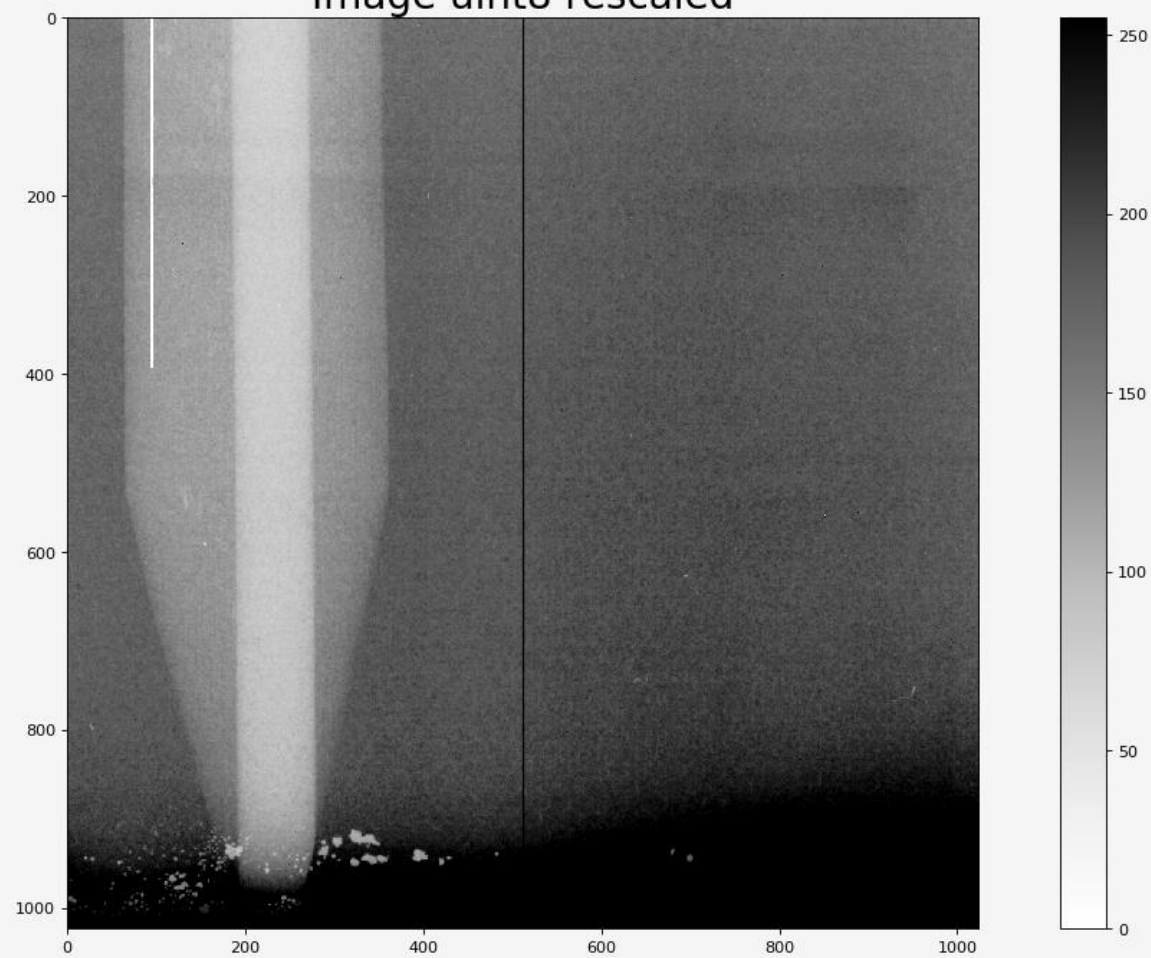


Image uint8 rescaled



Phase uint8

