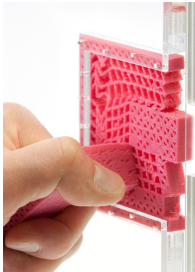


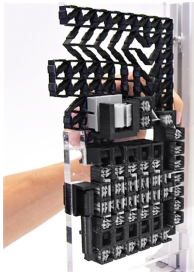
## INPUT



## PROCESS

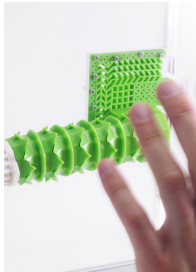


analog



digital

## OUTPUT



textures