

Entrance

Bounce 1

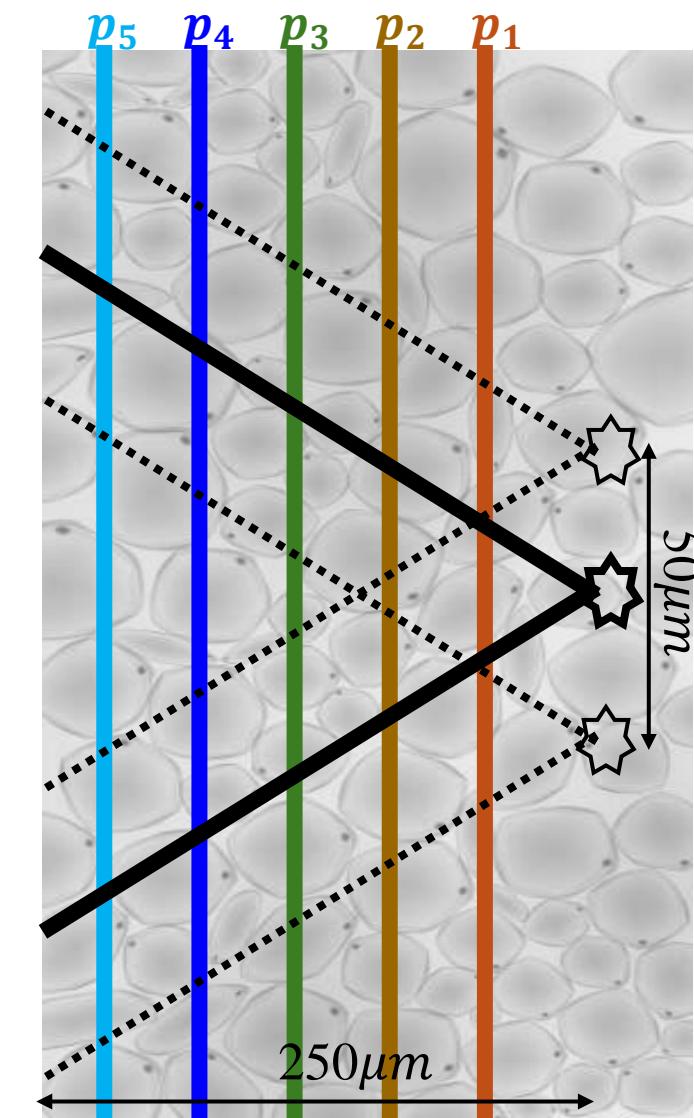
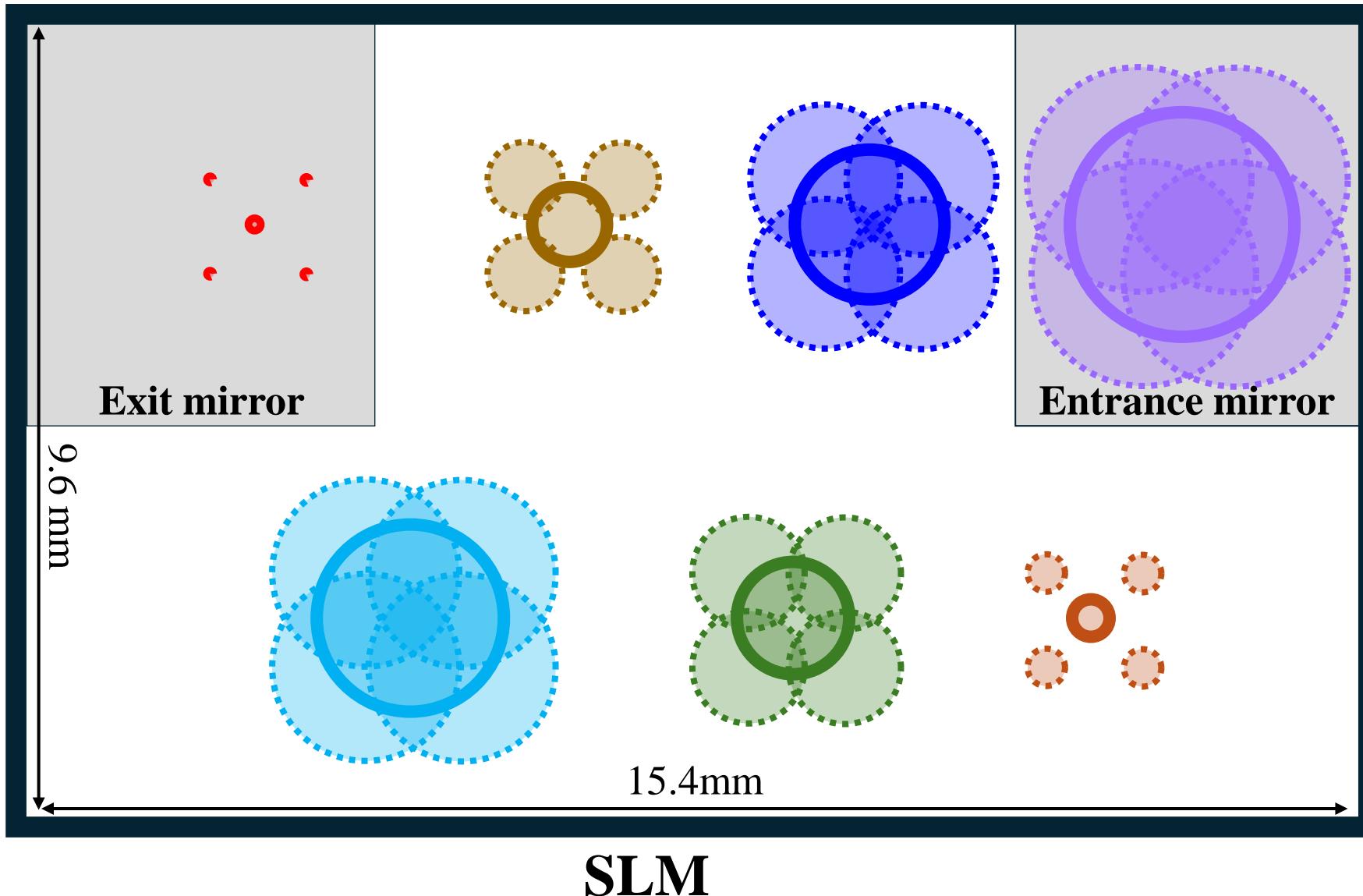
Bounce 2

Bounce 3

Bounce 4

Bounce 5

Exit



SLM

(b)

Tissue