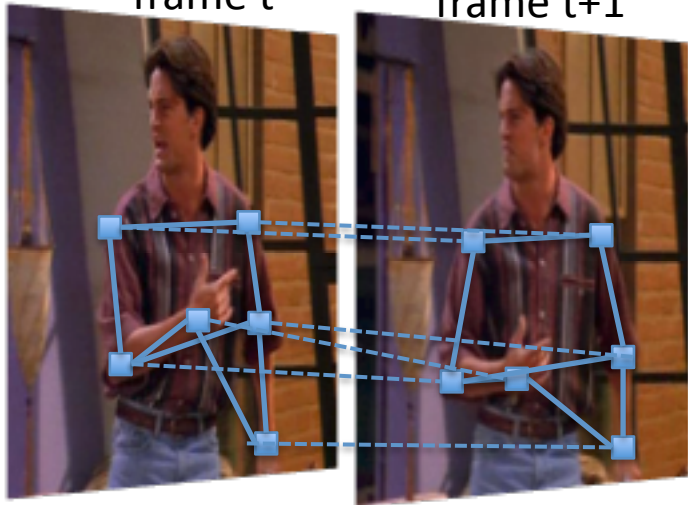
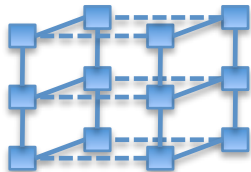


frame t

frame t+1



=



=

