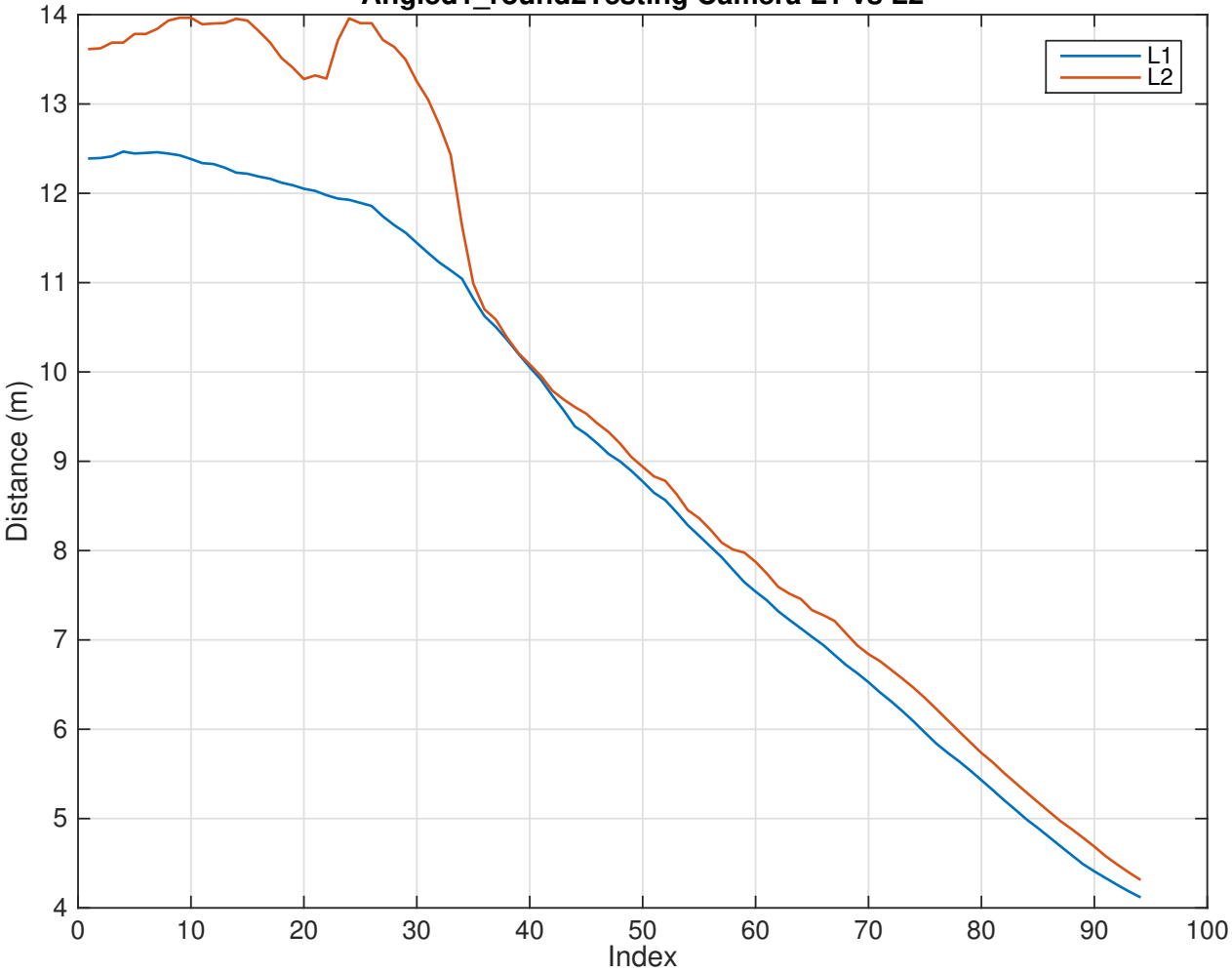
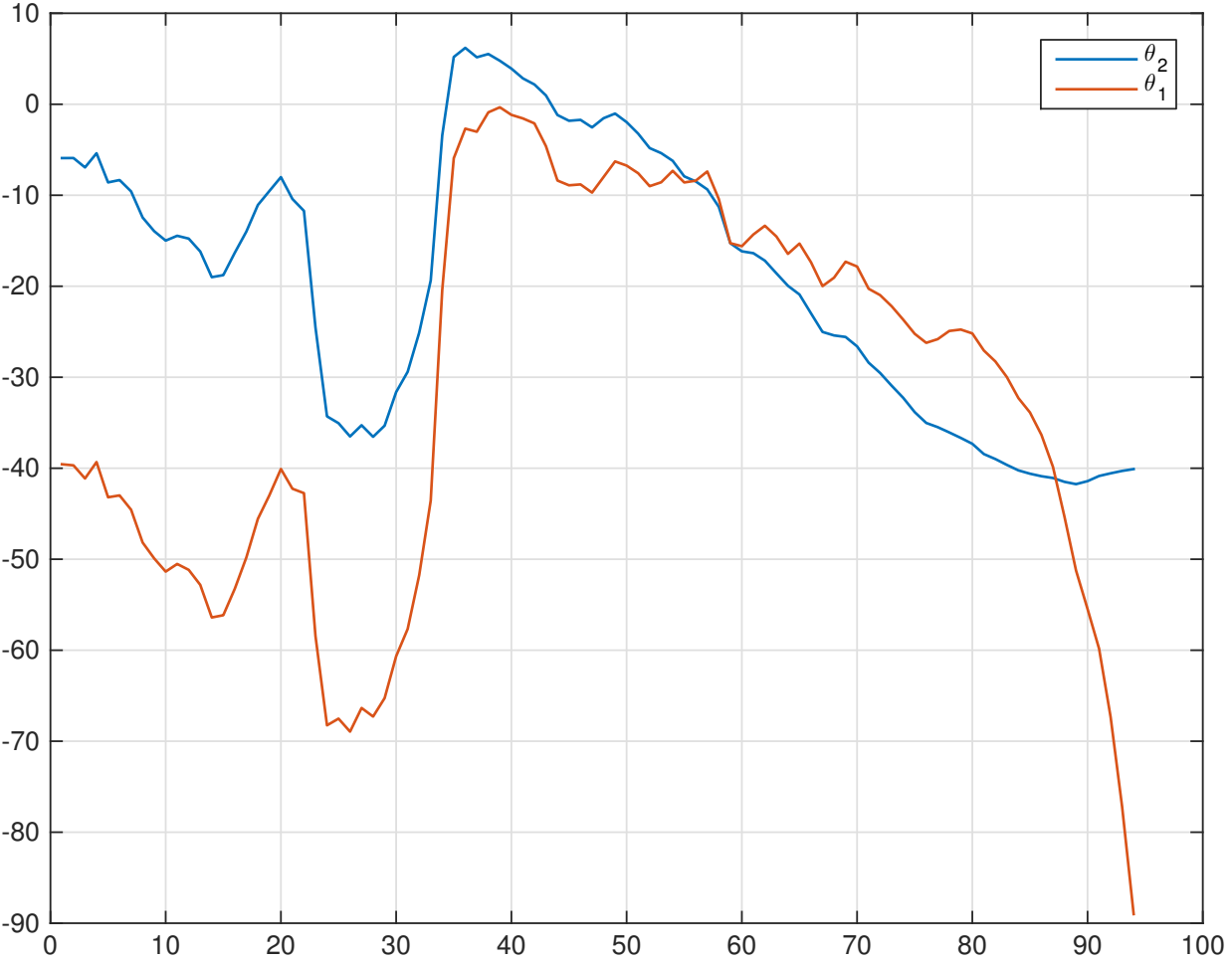


Angled1_round2Testing Camera L1 vs L2





Angled1_round2Testing Camera Angles and Edge Distances

