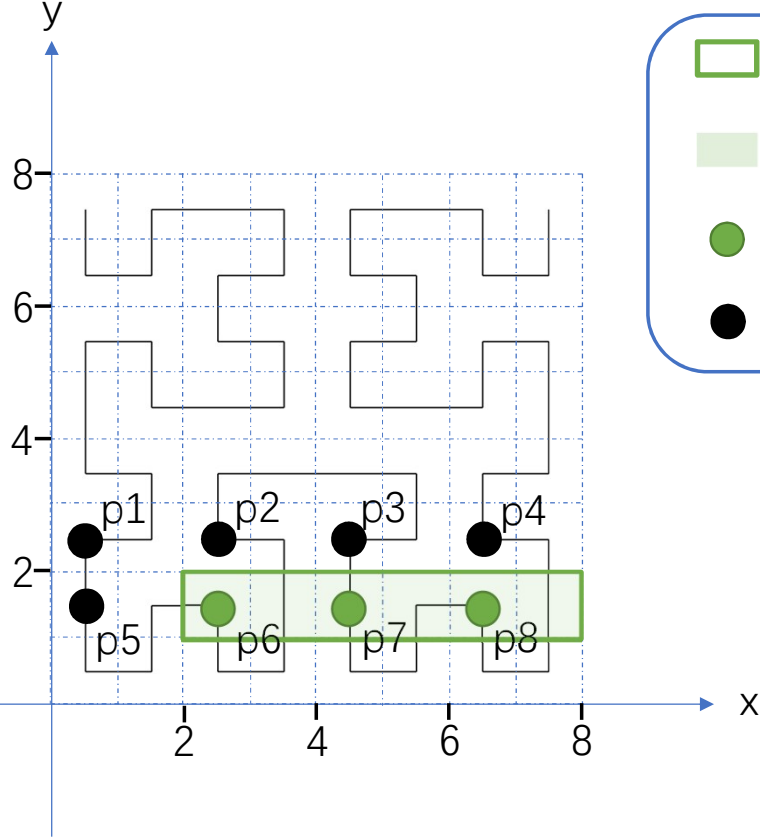


#Bits = 2 for each dimension



#Bits = 3 for each dimension

