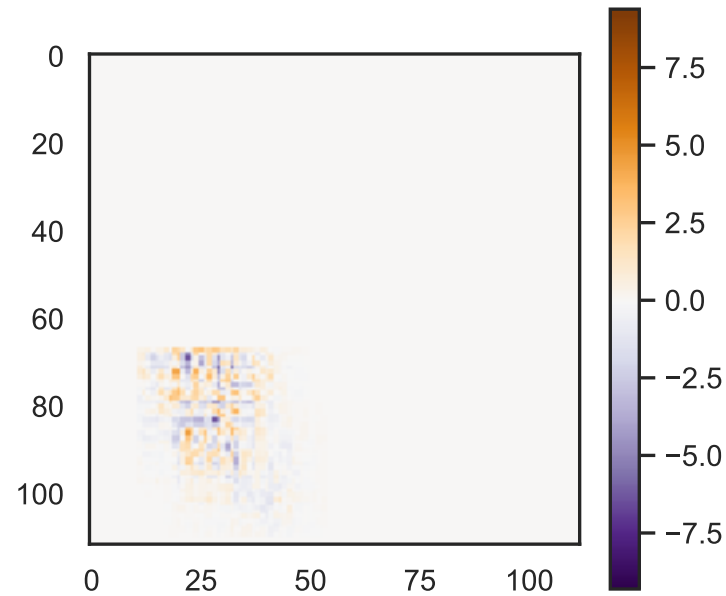
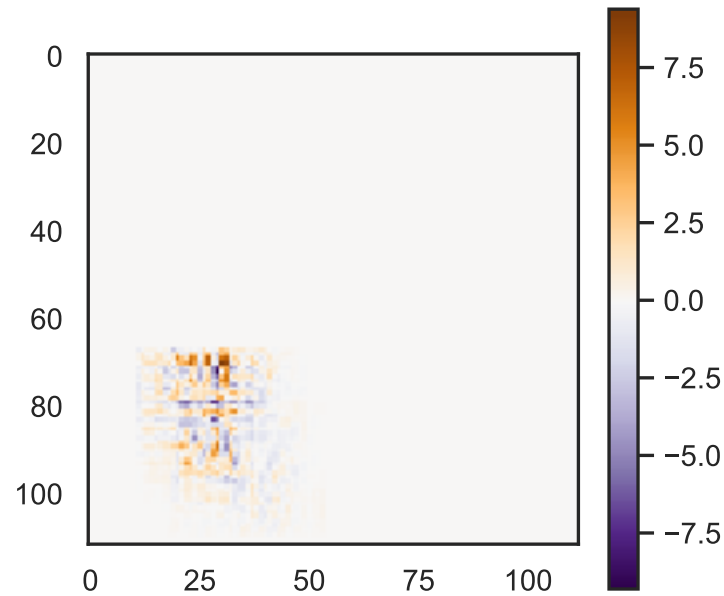
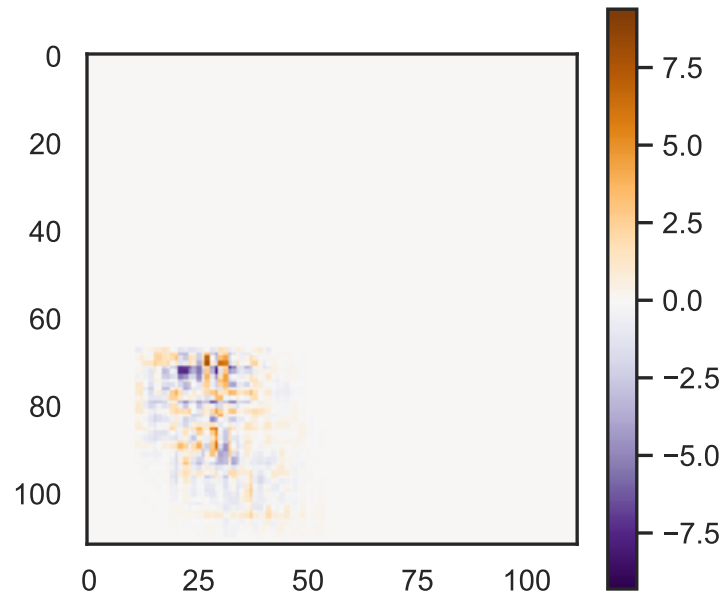
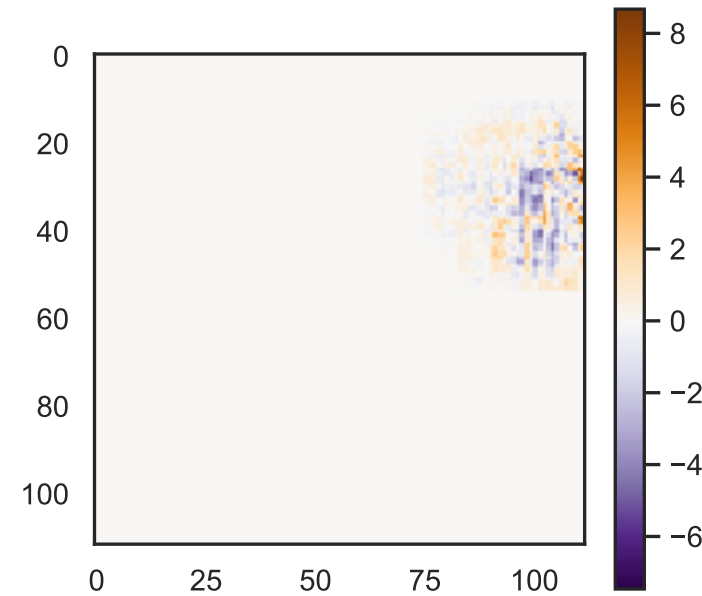
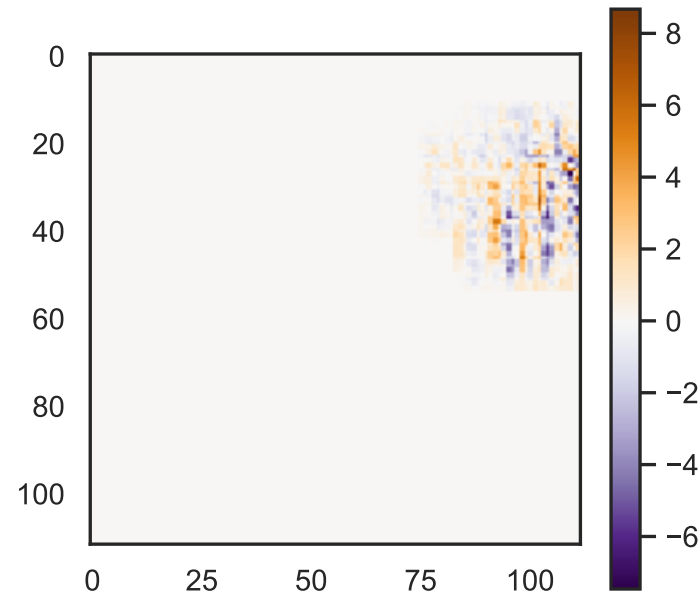
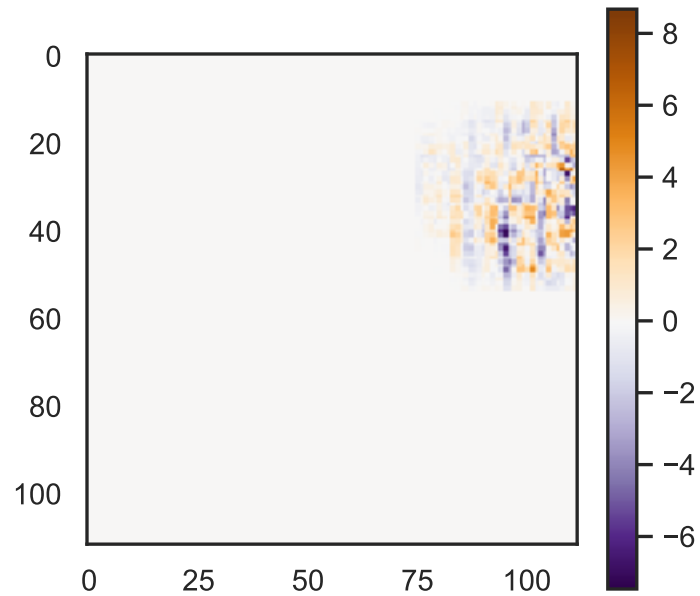


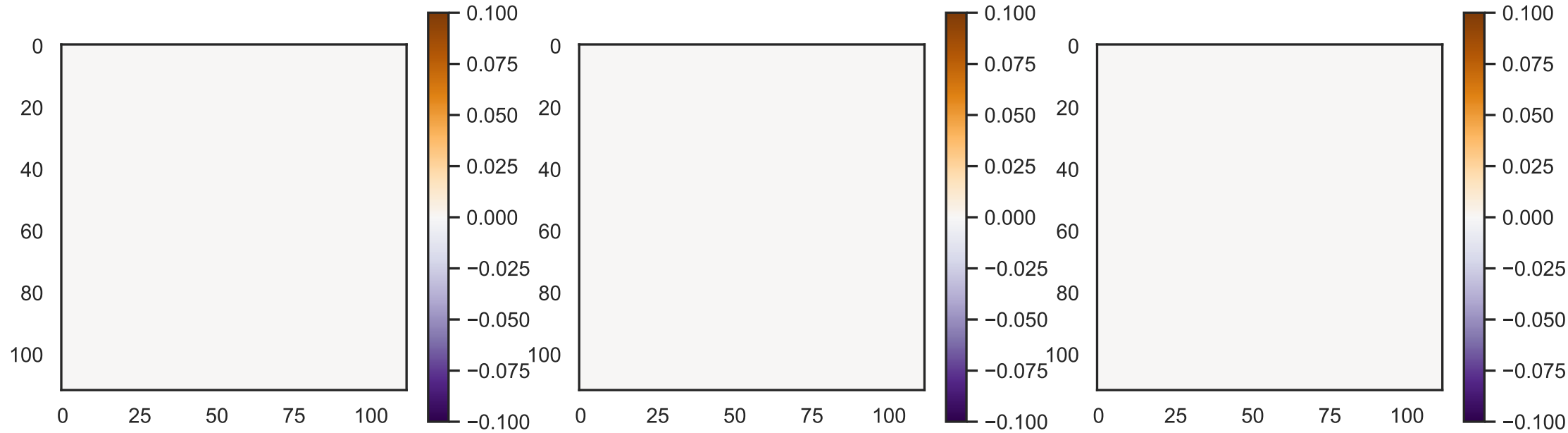
Full Gradient | Layer: (0, 2, 0) | Voxel = 0



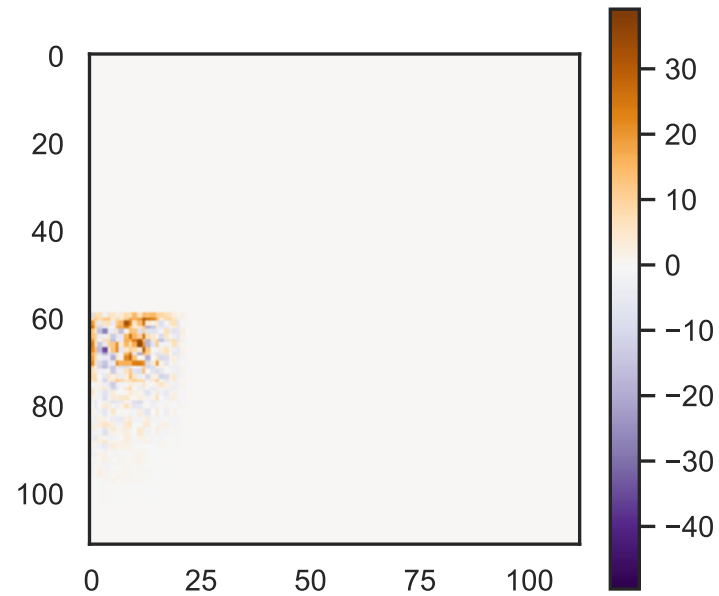
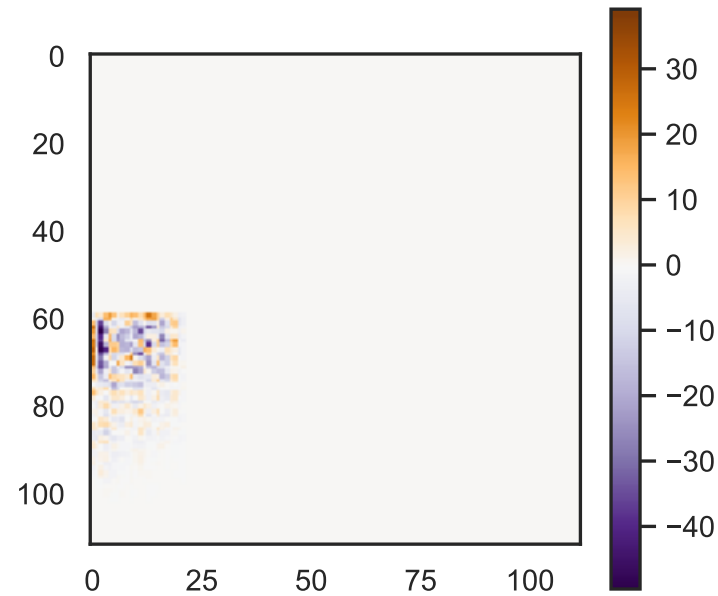
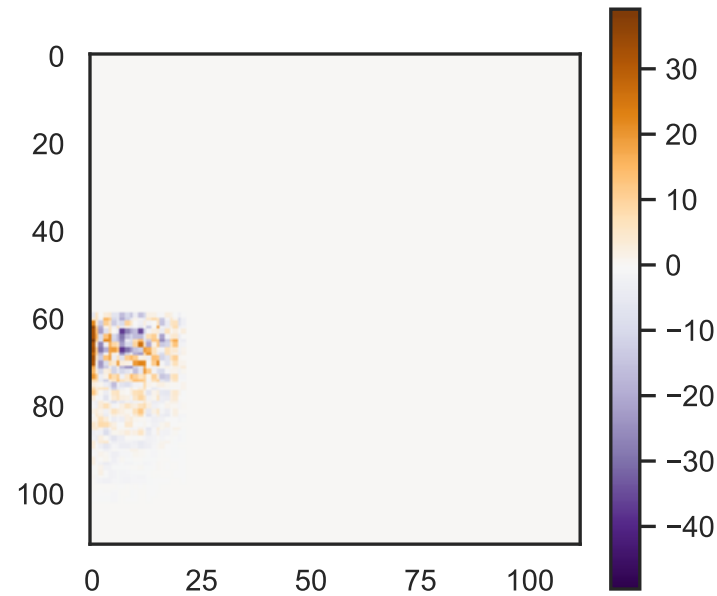
Full Gradient | Layer: (0, 2, 0) | Voxel = 1



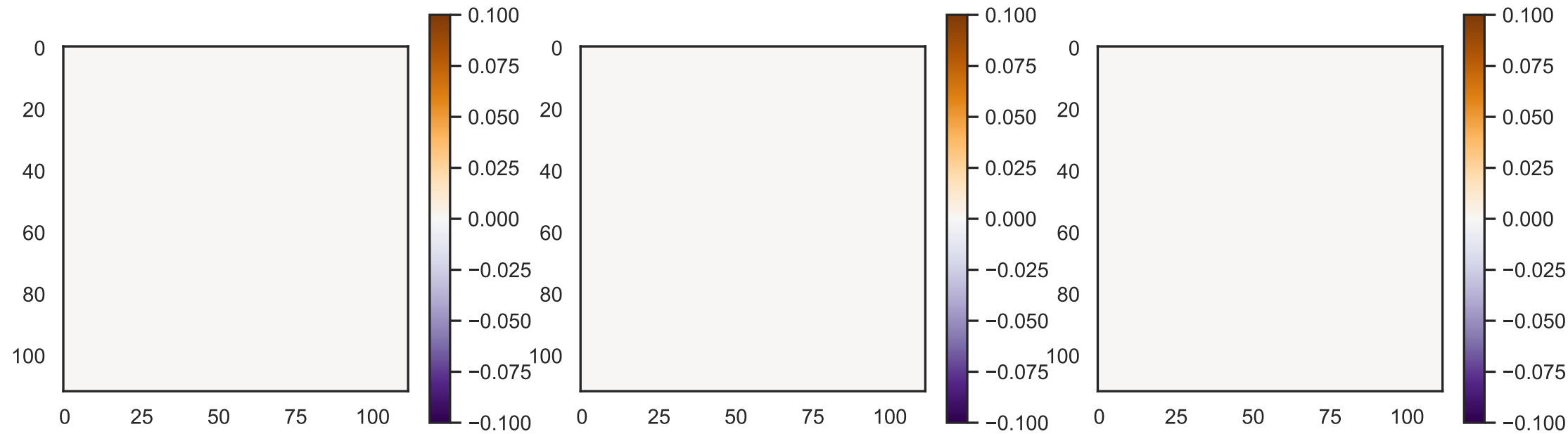
Full Gradient | Layer: (0, 2, 0) | Voxel = 2



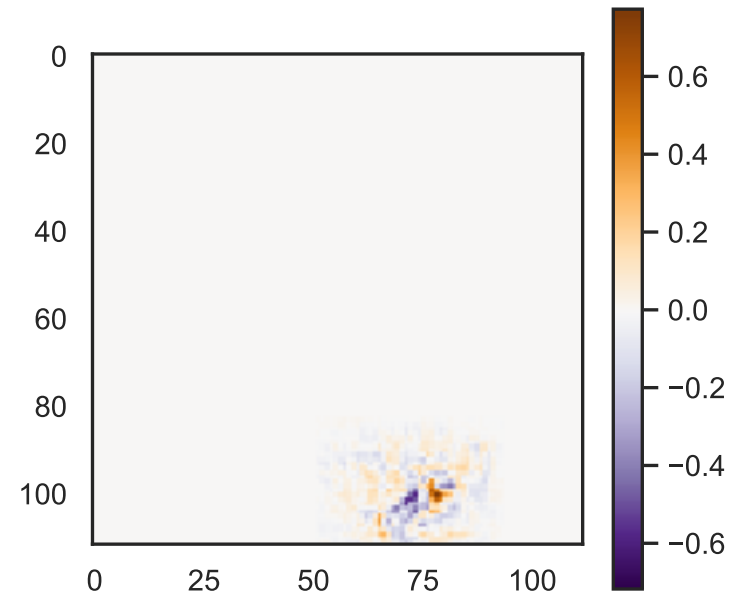
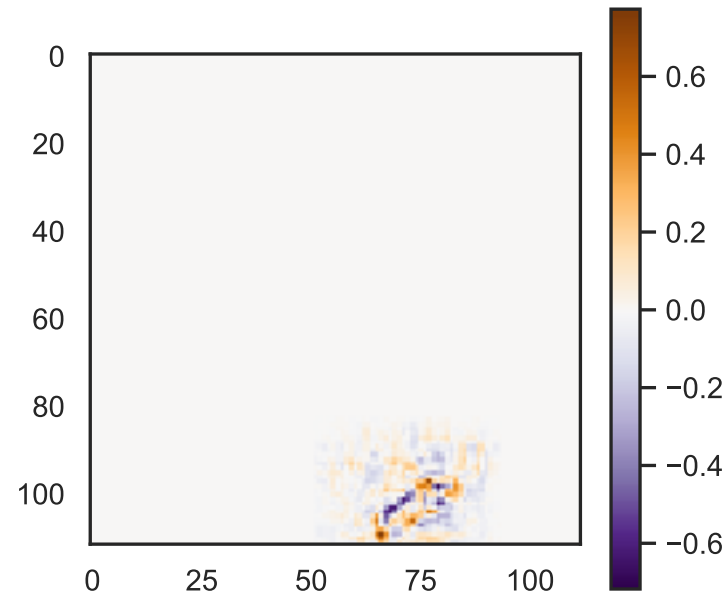
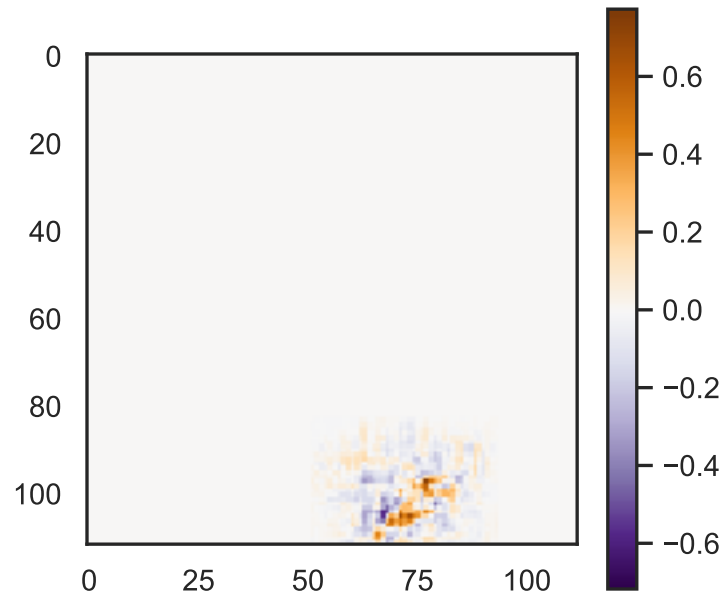
Full Gradient | Layer: (0, 2, 0) | Voxel = 3



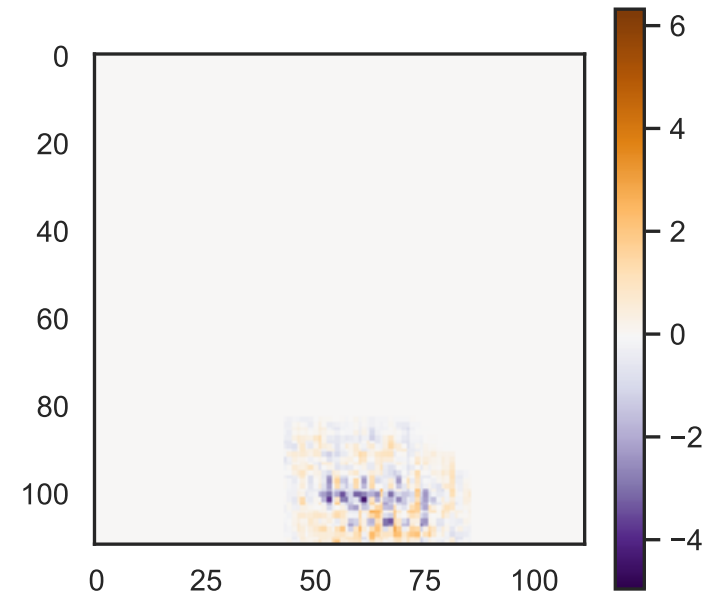
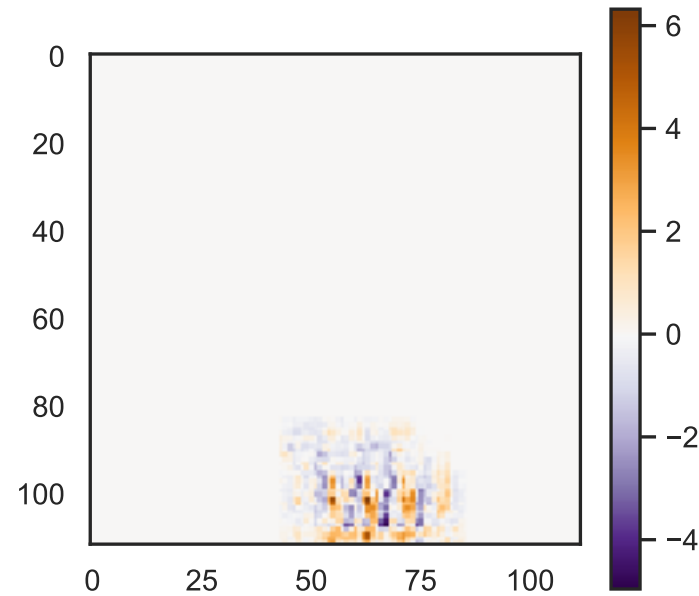
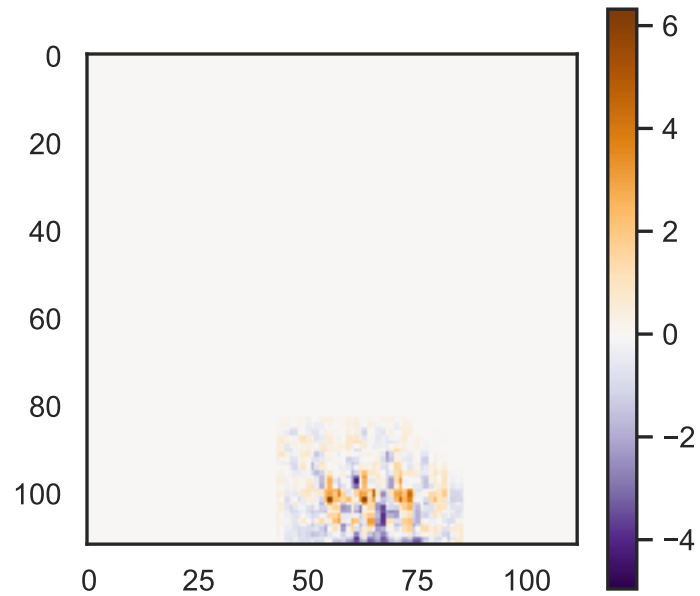
Full Gradient | Layer: (0, 2, 0) | Voxel = 4



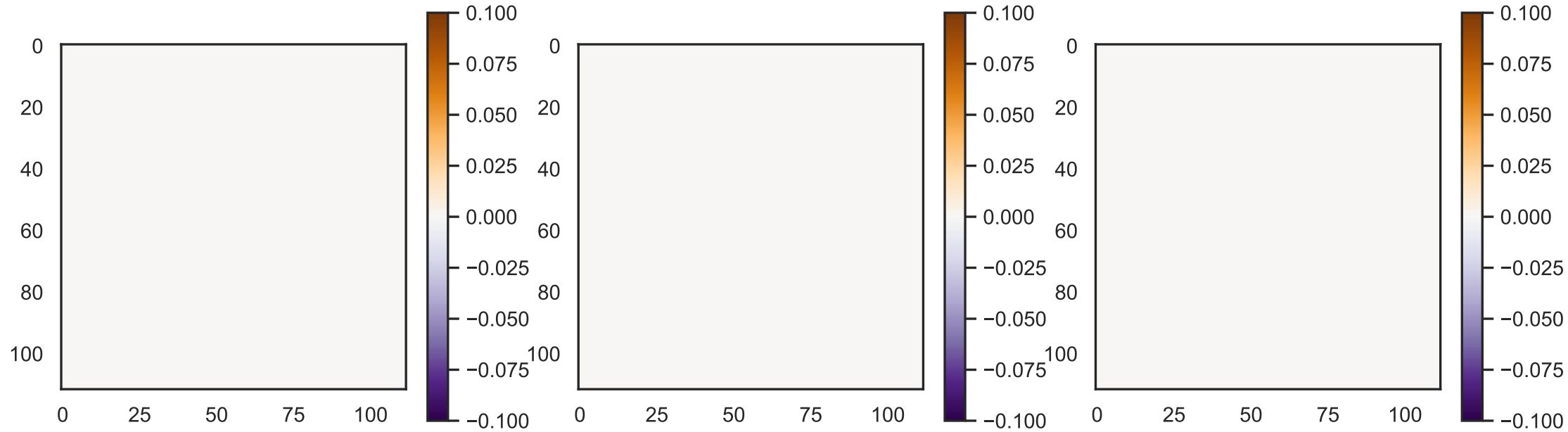
Full Gradient | Layer: (0, 2, 0) | Voxel = 5



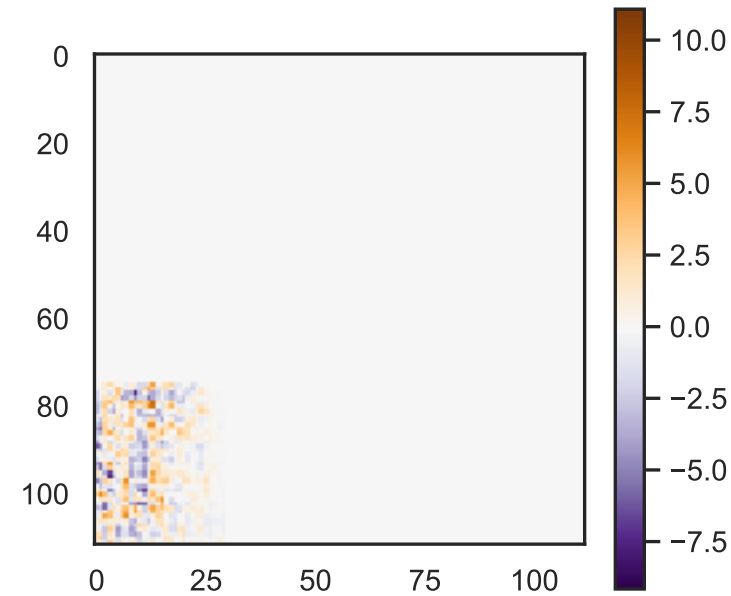
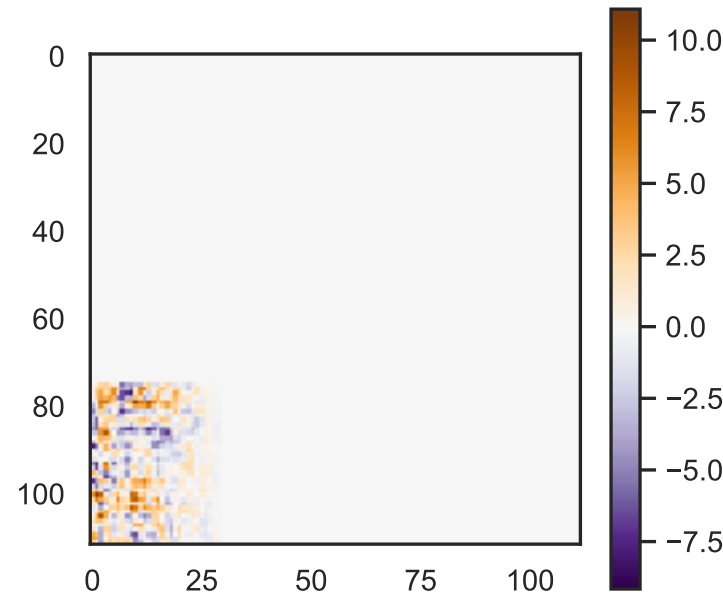
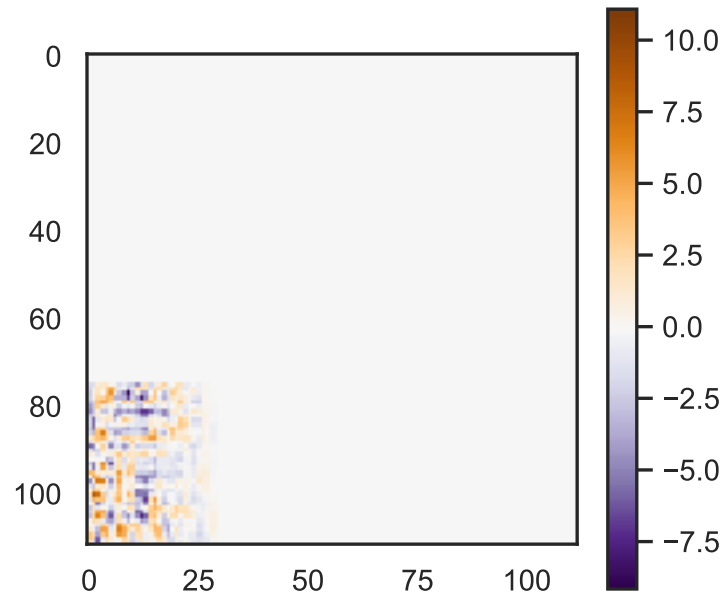
Full Gradient | Layer: (0, 2, 0) | Voxel = 6



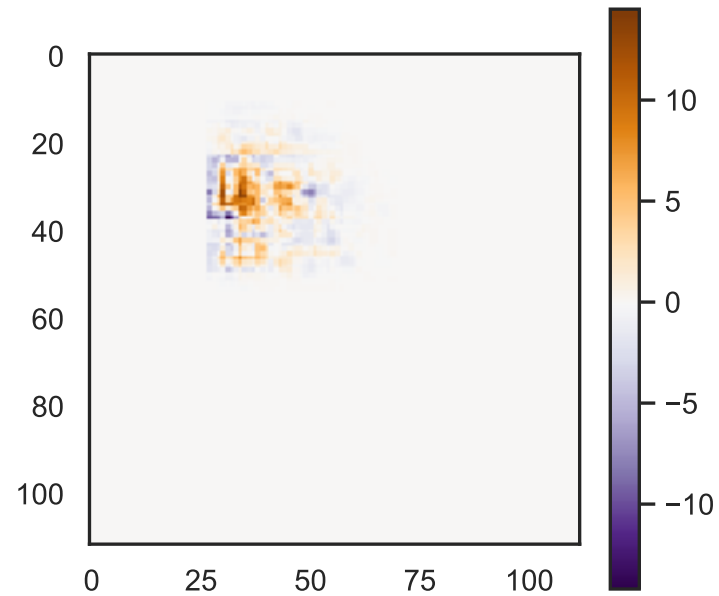
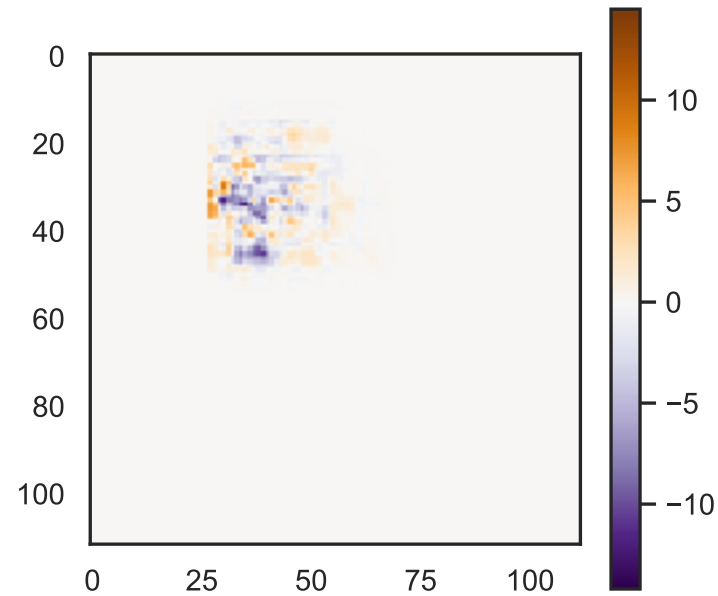
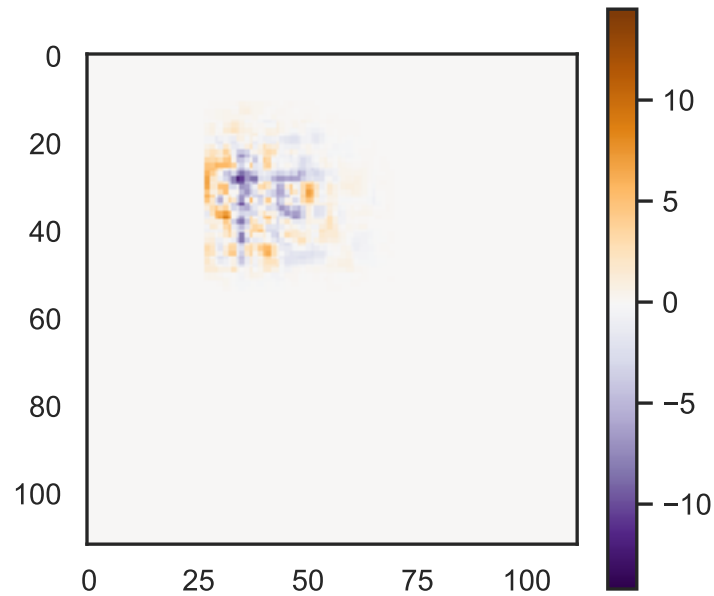
Full Gradient | Layer: (0, 2, 0) | Voxel = 7



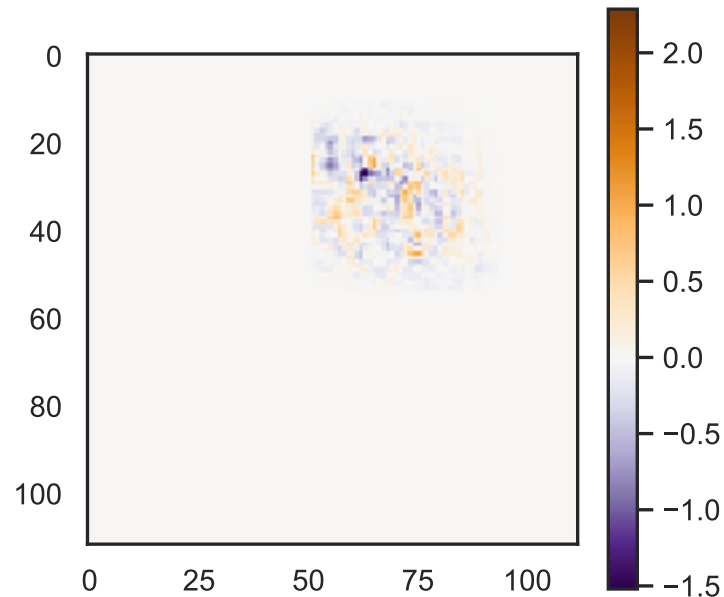
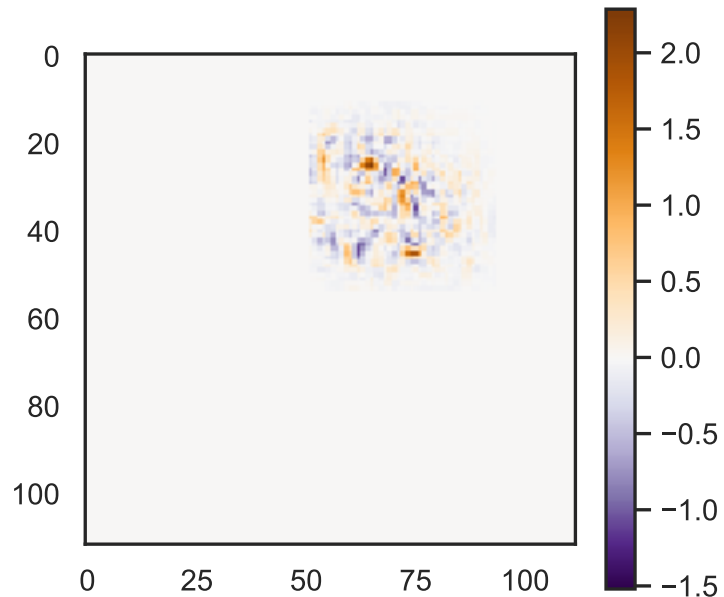
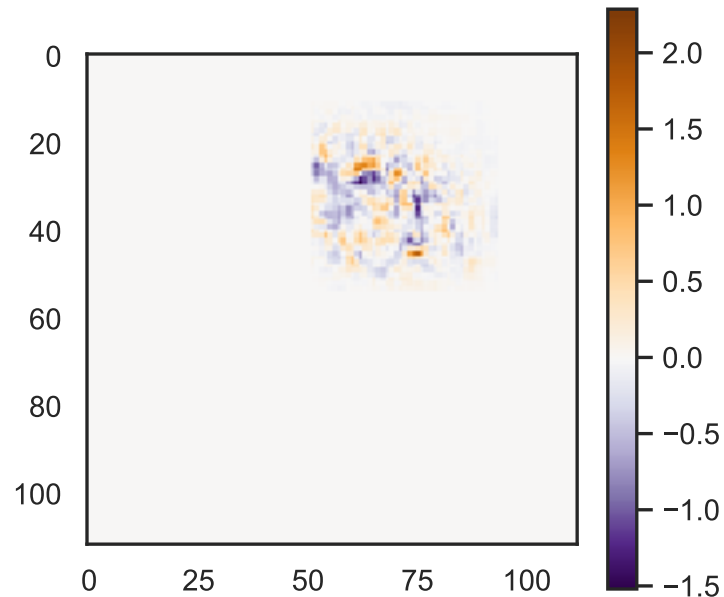
Full Gradient | Layer: (0, 2, 0) | Voxel = 8



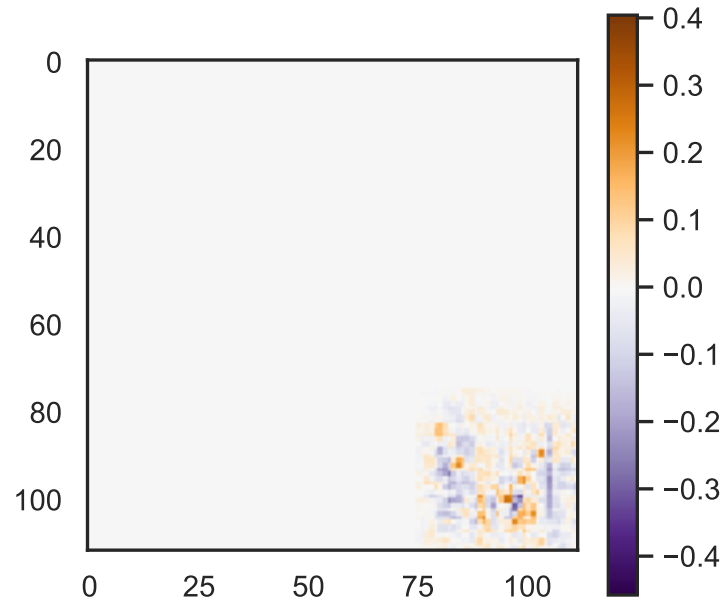
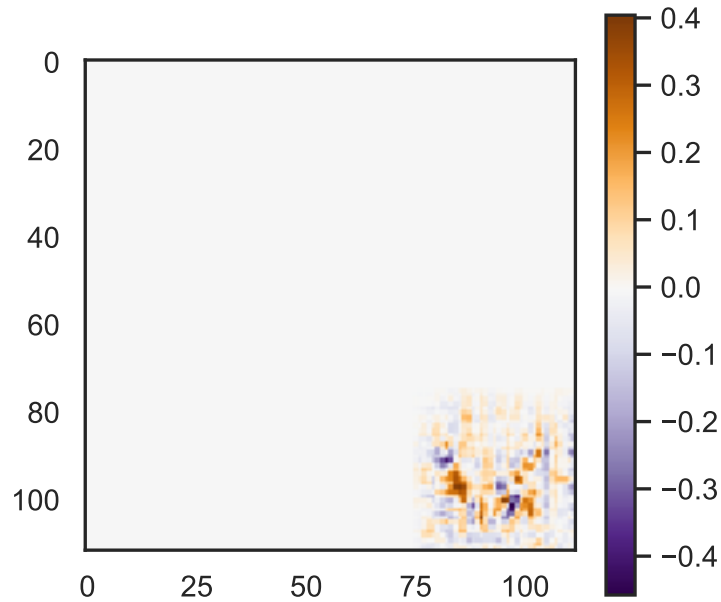
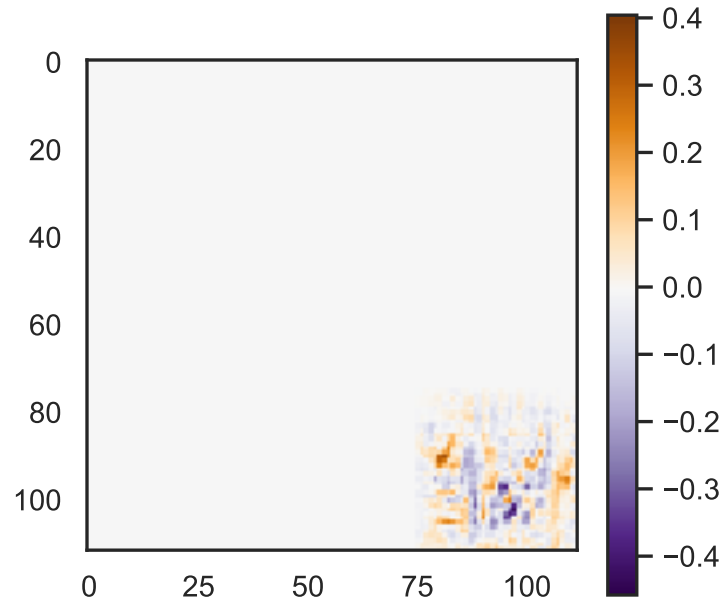
Full Gradient | Layer: (0, 2, 0) | Voxel = 9



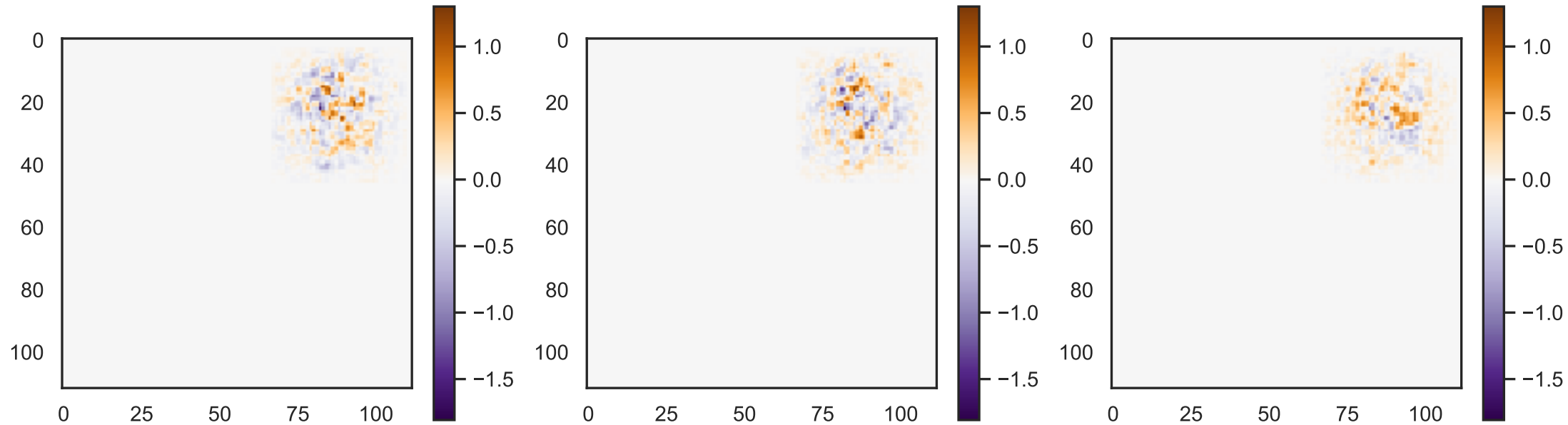
Full Gradient | Layer: (0, 2, 0) | Voxel = 10



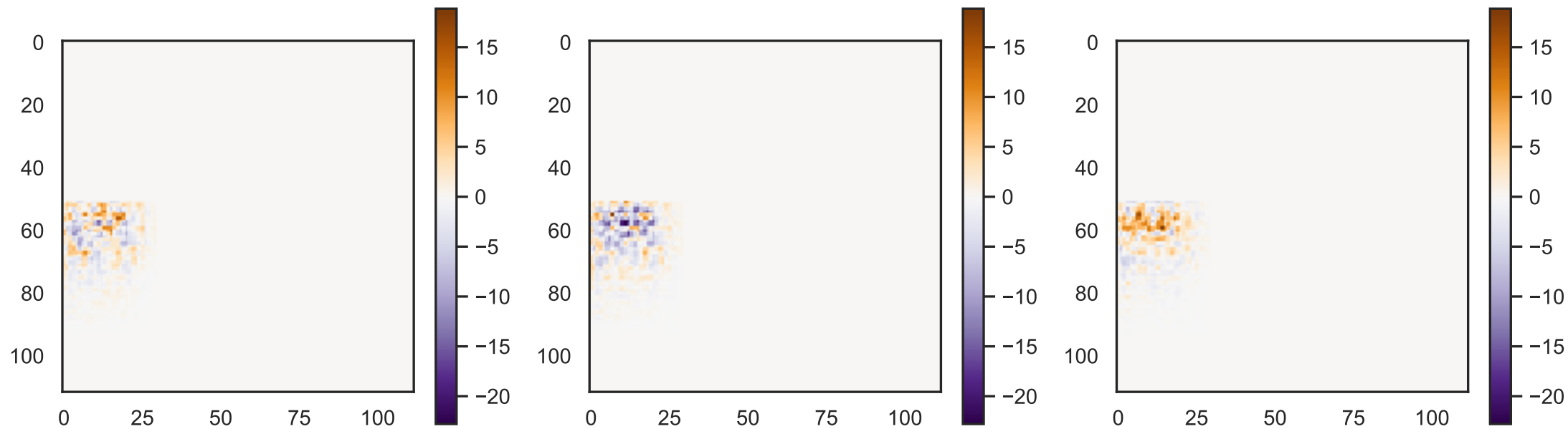
Full Gradient | Layer: (0, 2, 0) | Voxel = 11



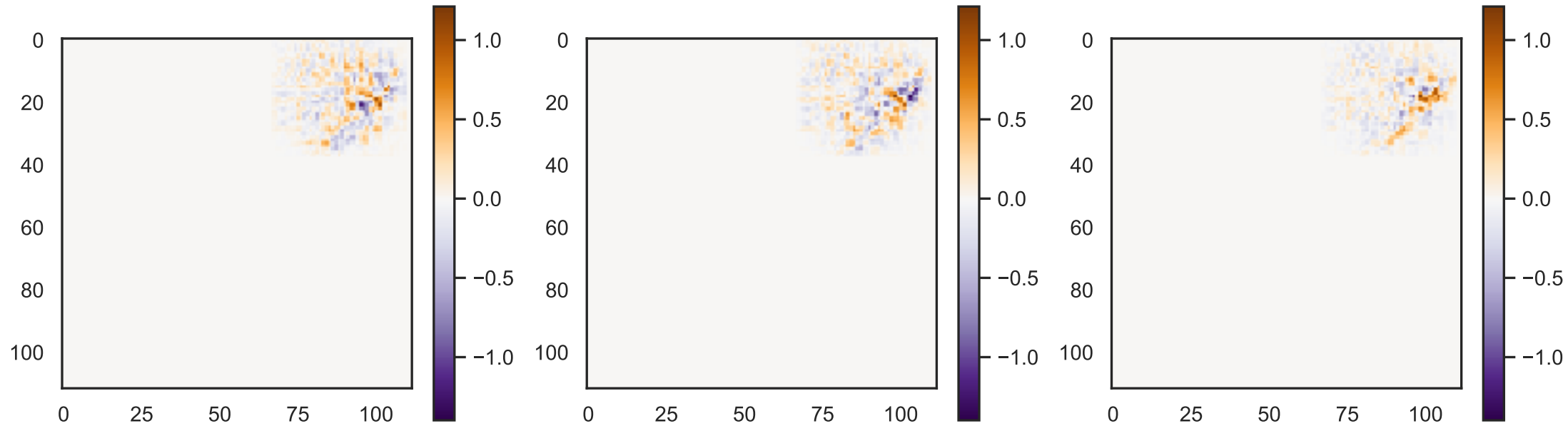
Full Gradient | Layer: (0, 2, 0) | Voxel = 12



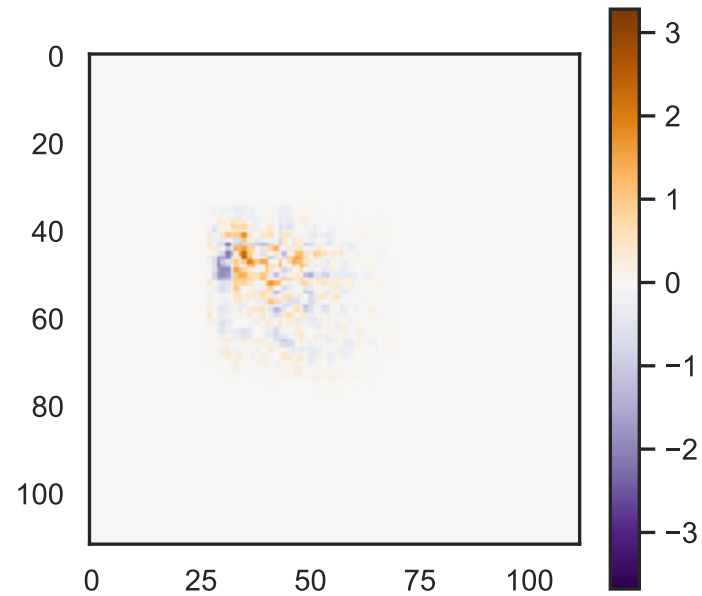
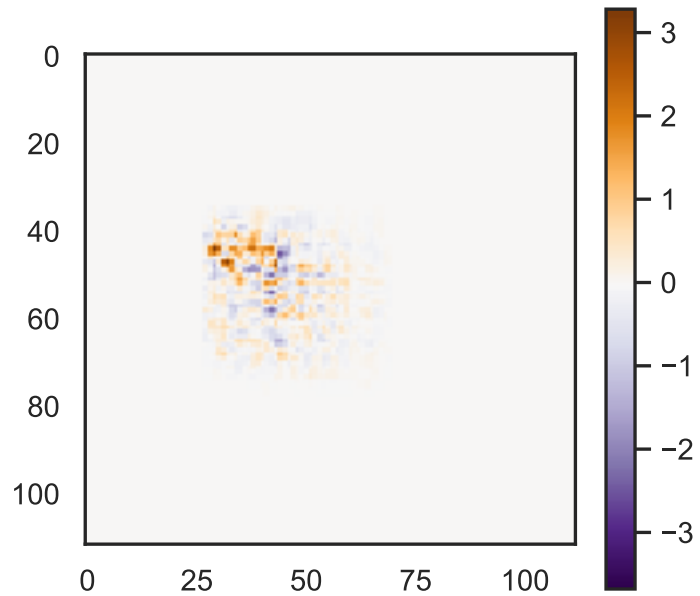
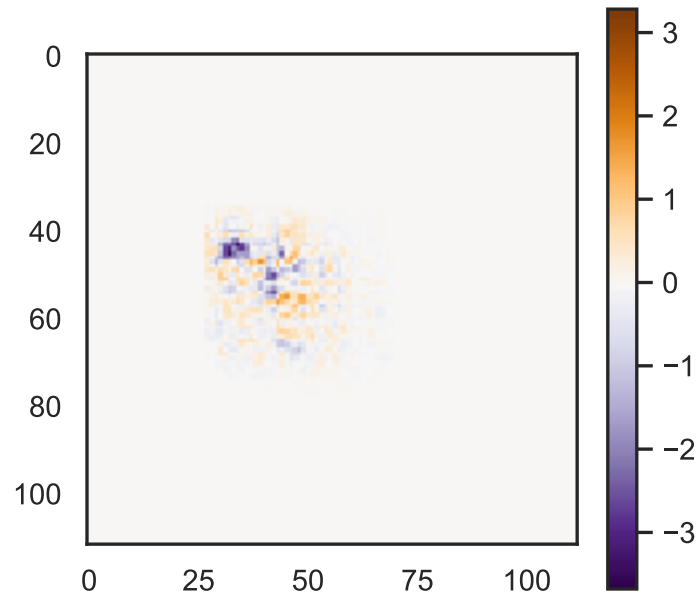
Full Gradient | Layer: (0, 2, 0) | Voxel = 13



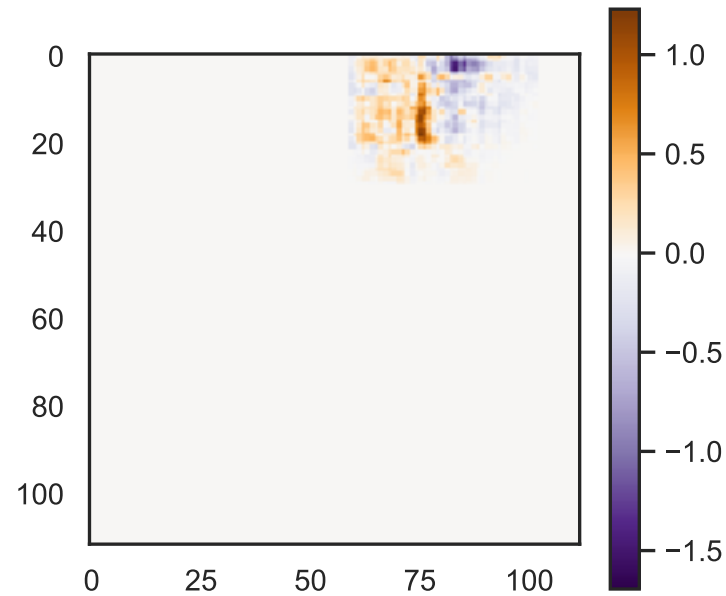
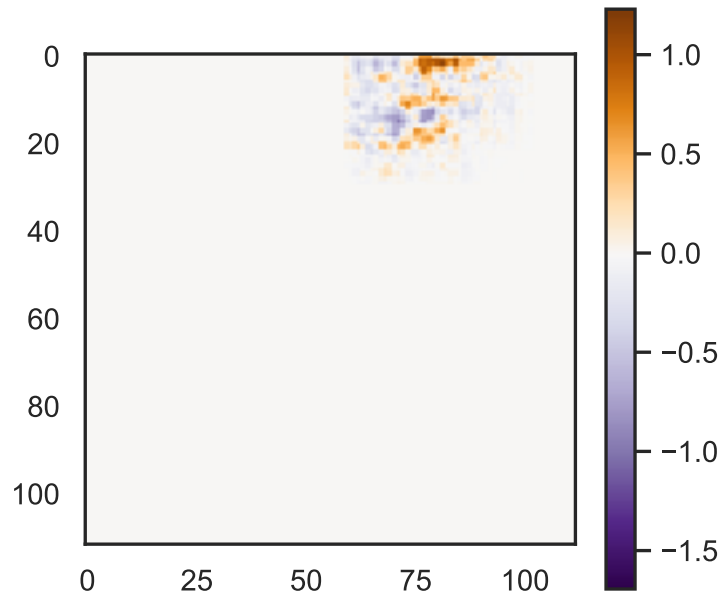
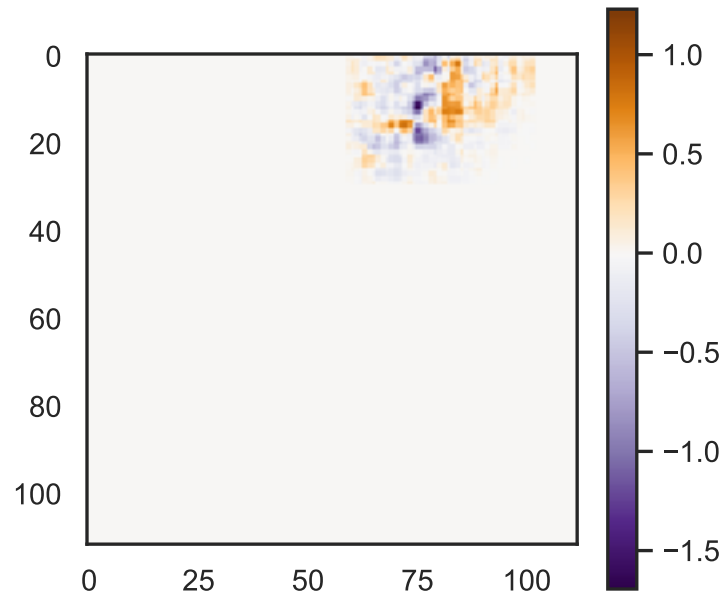
Full Gradient | Layer: (0, 2, 0) | Voxel = 14



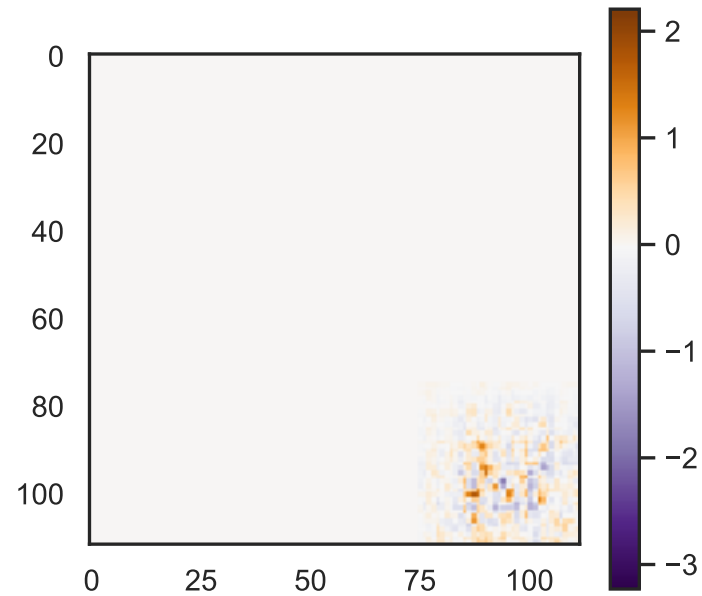
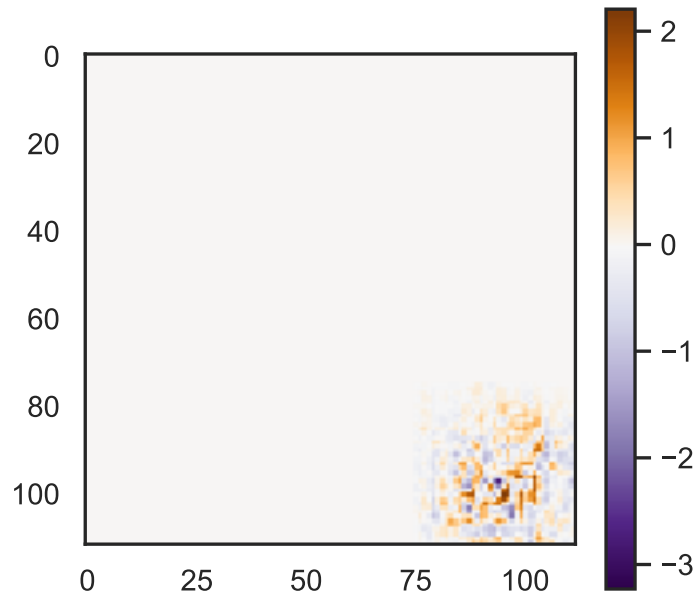
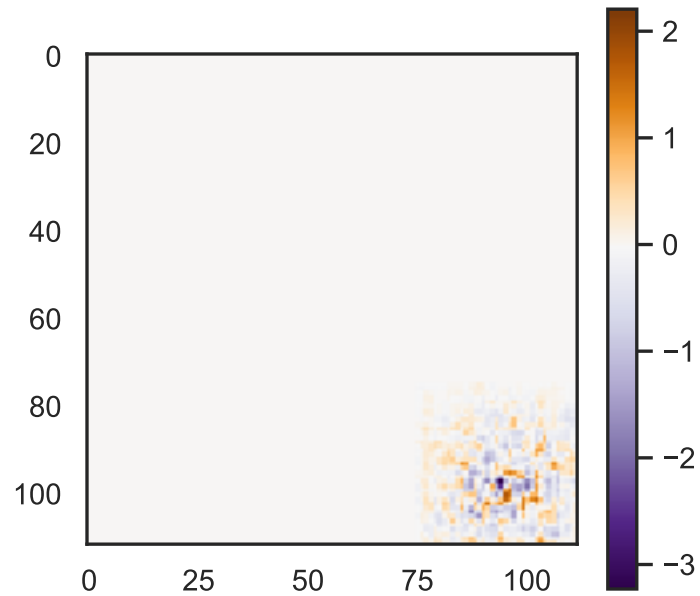
Full Gradient | Layer: (0, 2, 0) | Voxel = 15



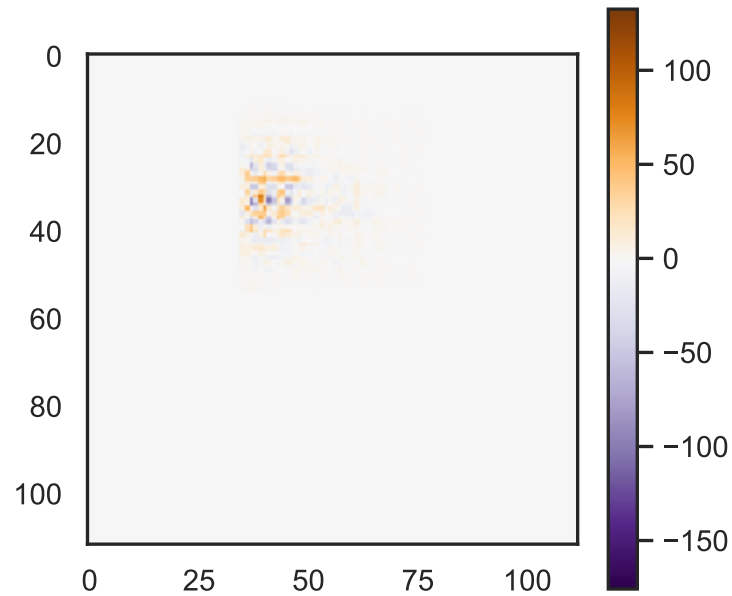
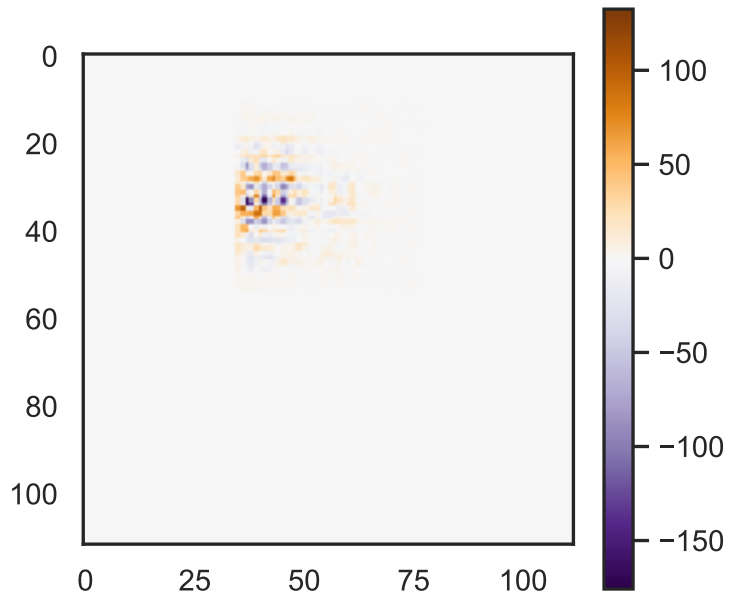
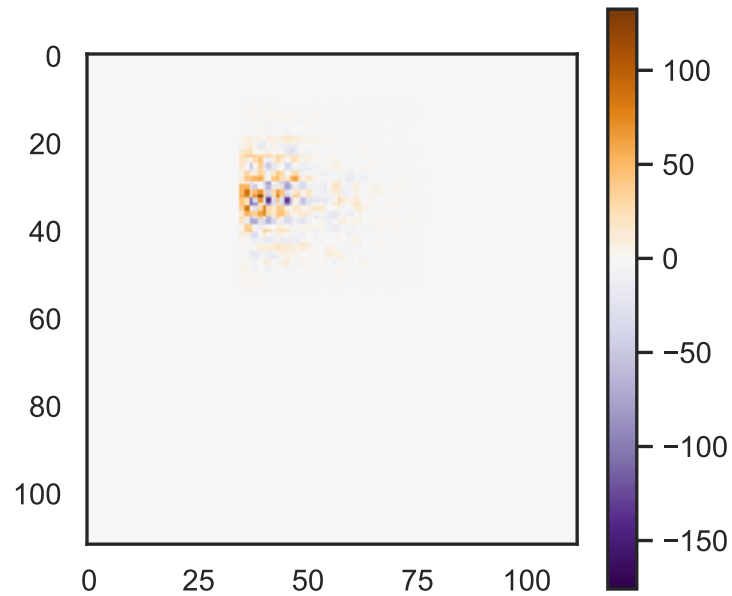
Full Gradient | Layer: (0, 2, 0) | Voxel = 16



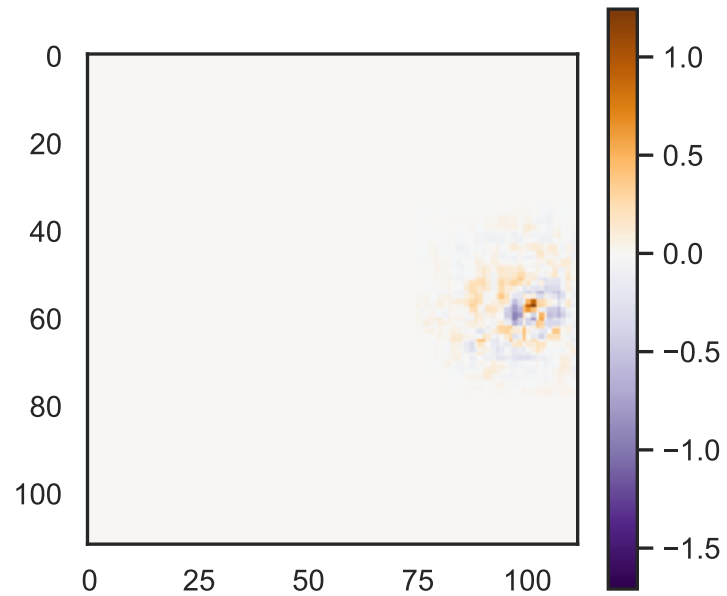
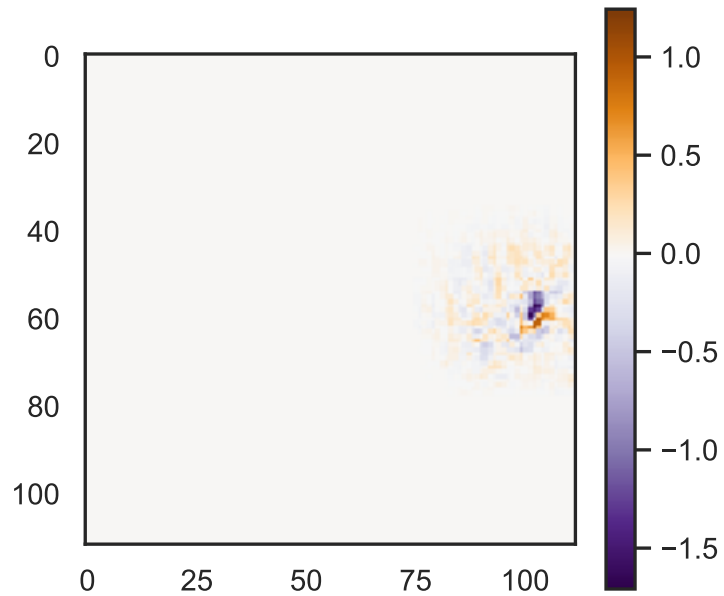
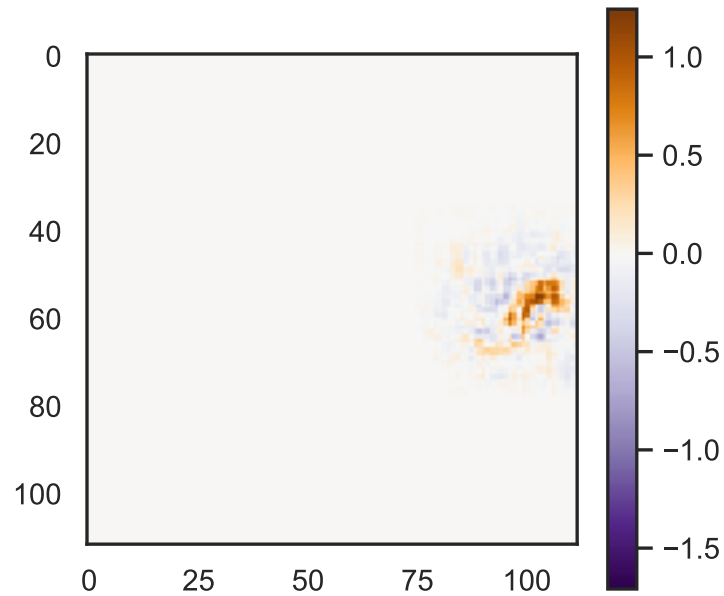
Full Gradient | Layer: (0, 2, 0) | Voxel = 17



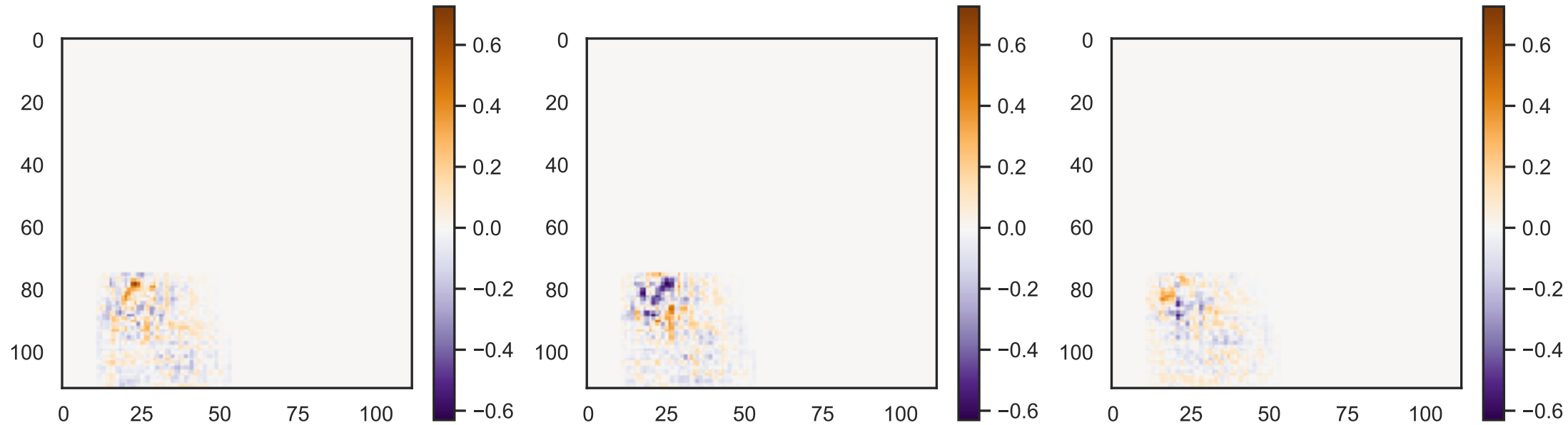
Full Gradient | Layer: (0, 2, 0) | Voxel = 18



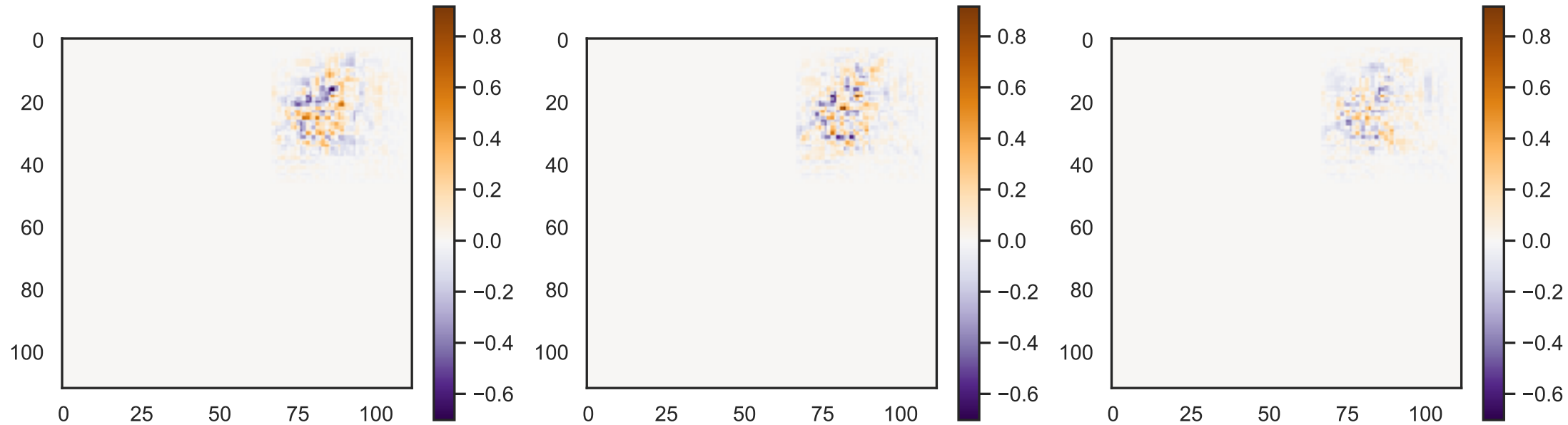
Full Gradient | Layer: (0, 2, 0) | Voxel = 19



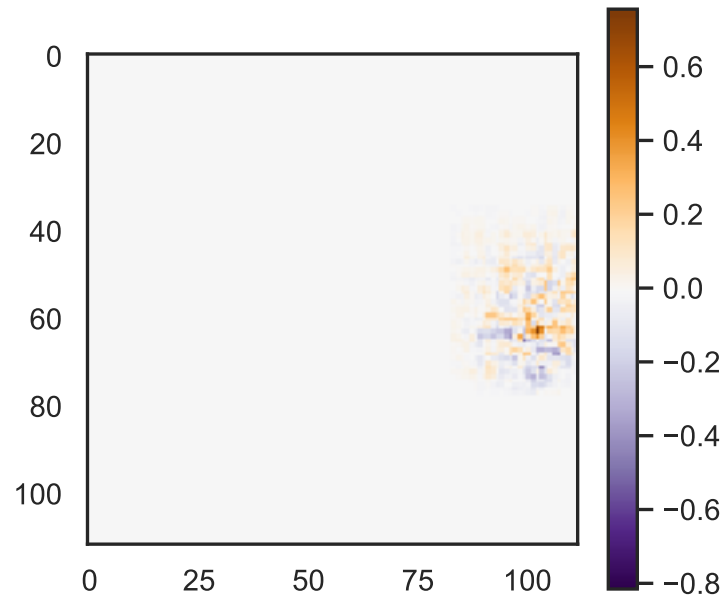
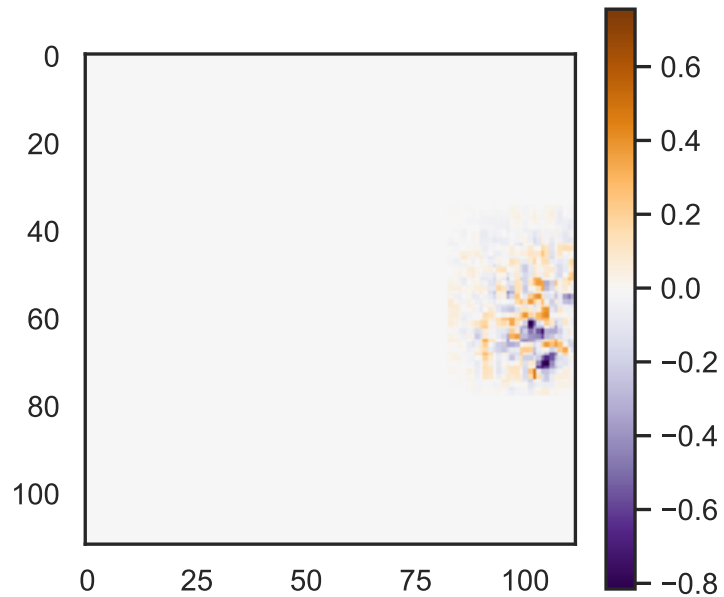
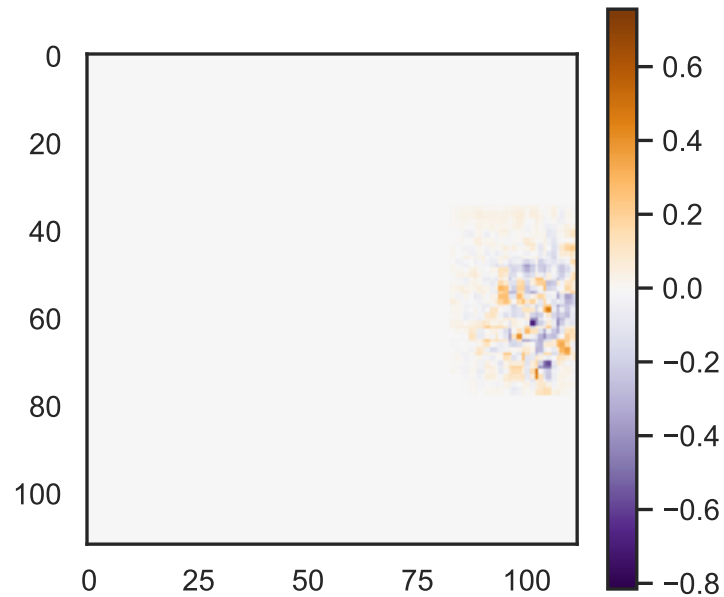
Full Gradient | Layer: (0, 2, 0) | Voxel = 20



Full Gradient | Layer: (0, 2, 0) | Voxel = 21



Full Gradient | Layer: (0, 2, 0) | Voxel = 22



Full Gradient | Layer: (0, 2, 0) | Voxel = 23

