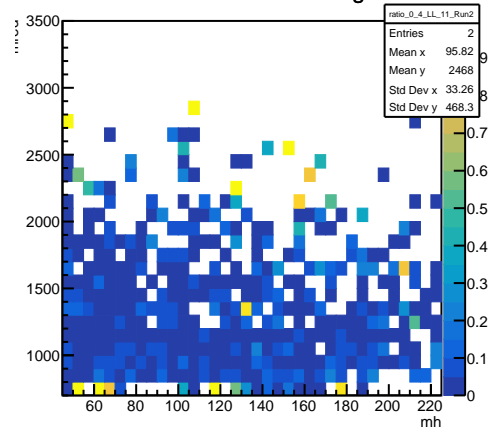
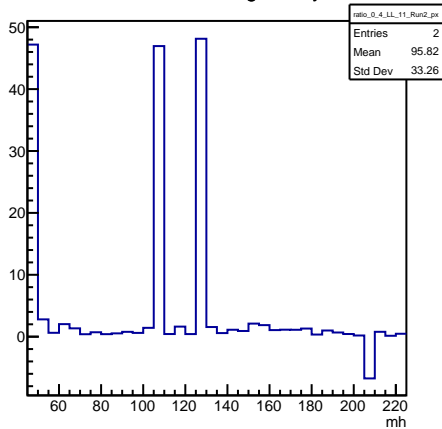


1+1 LL No Smoothing



1+1 LL No Smoothing X Projection



1+1 LL No Smoothing Y Projection

