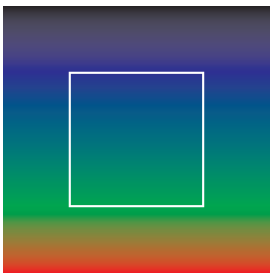
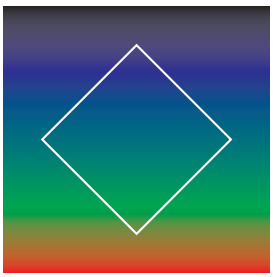
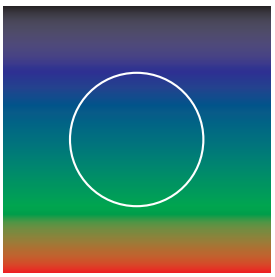
/DeviceCMYK shadings



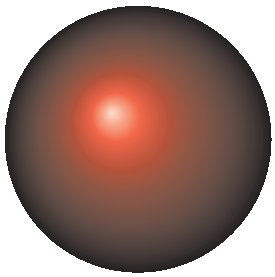
first two applications

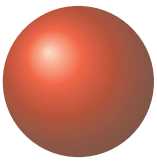


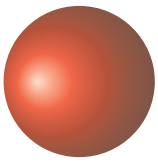
third application



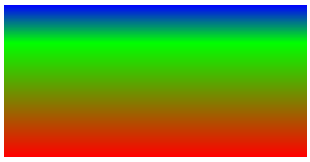
fourth application

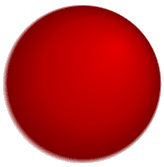


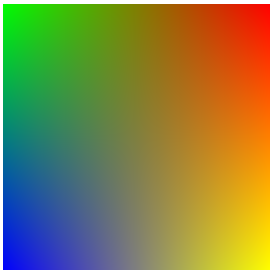


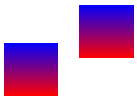


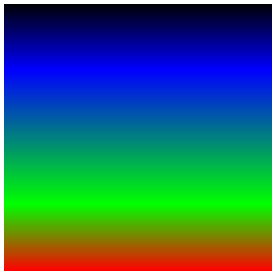
/DeviceRGB shadings

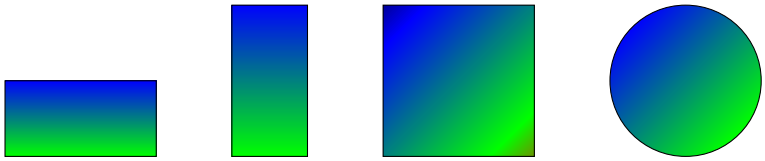


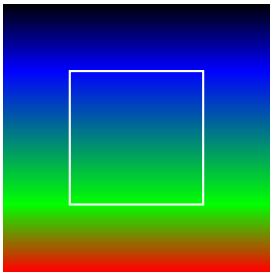




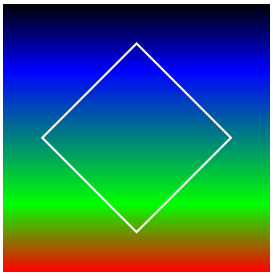




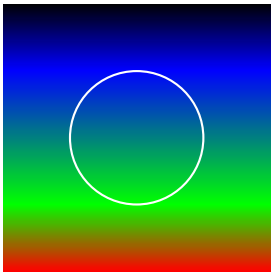




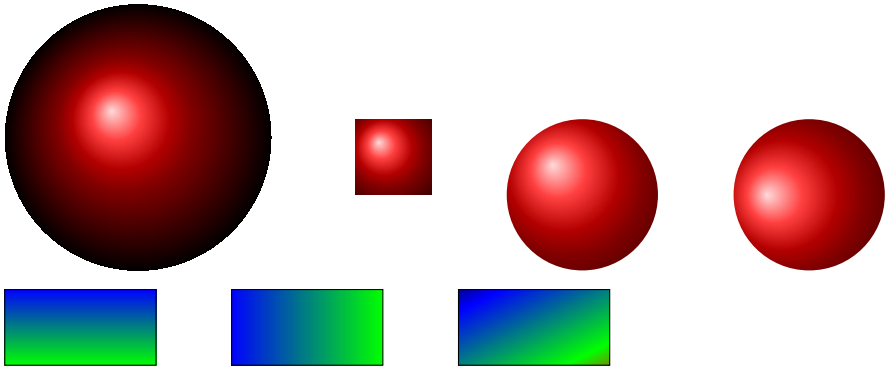
first two applications

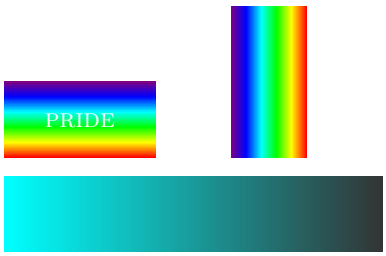


third application

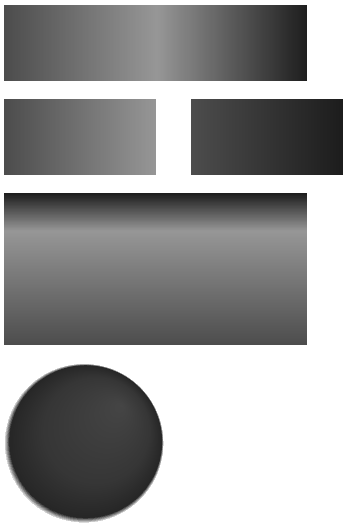


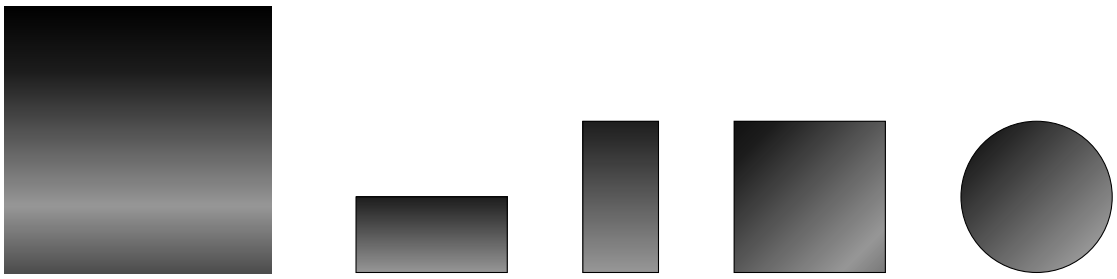
fourth application

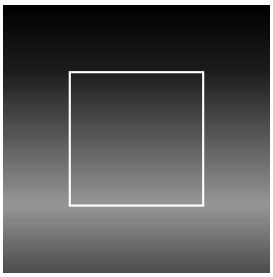




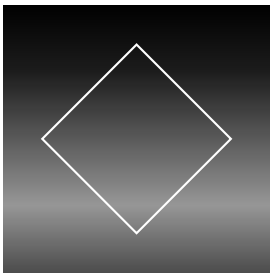
/DeviceGray shadings



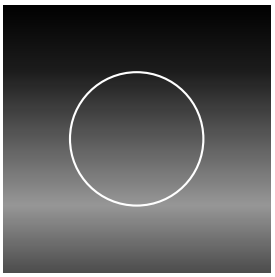
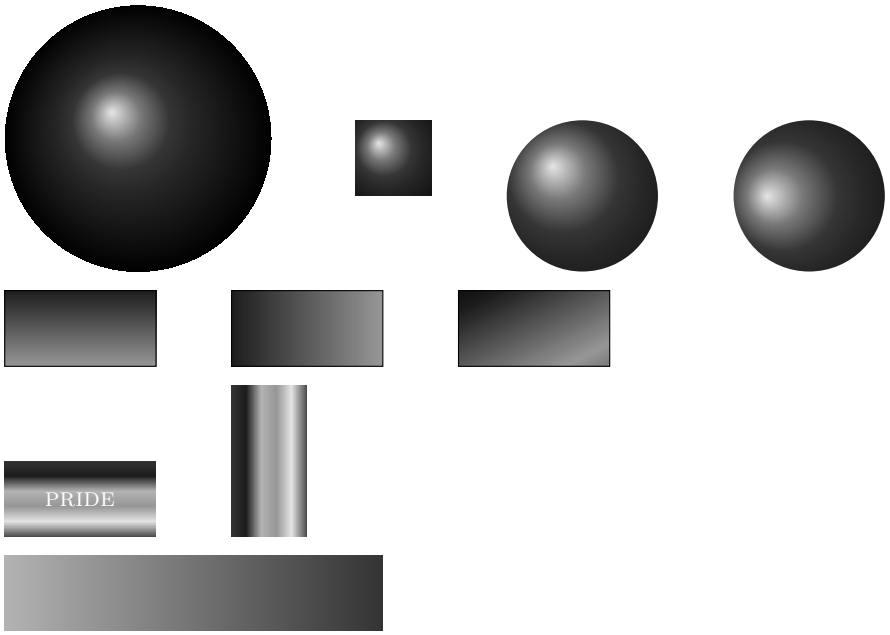




first two applications



third application



fourth application