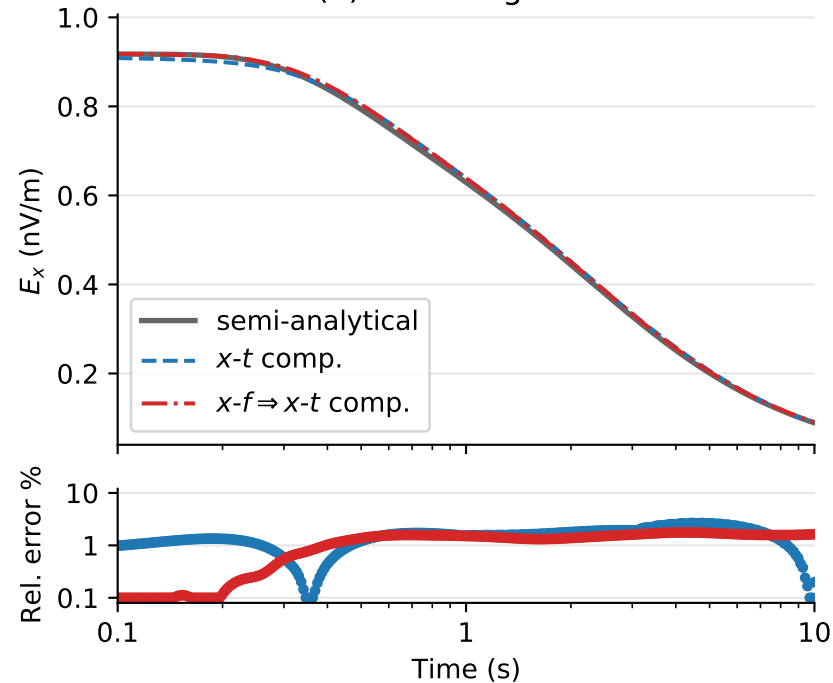


(a) 1D background



(b) including block target

