

# Imagens RGB e Imagem Original

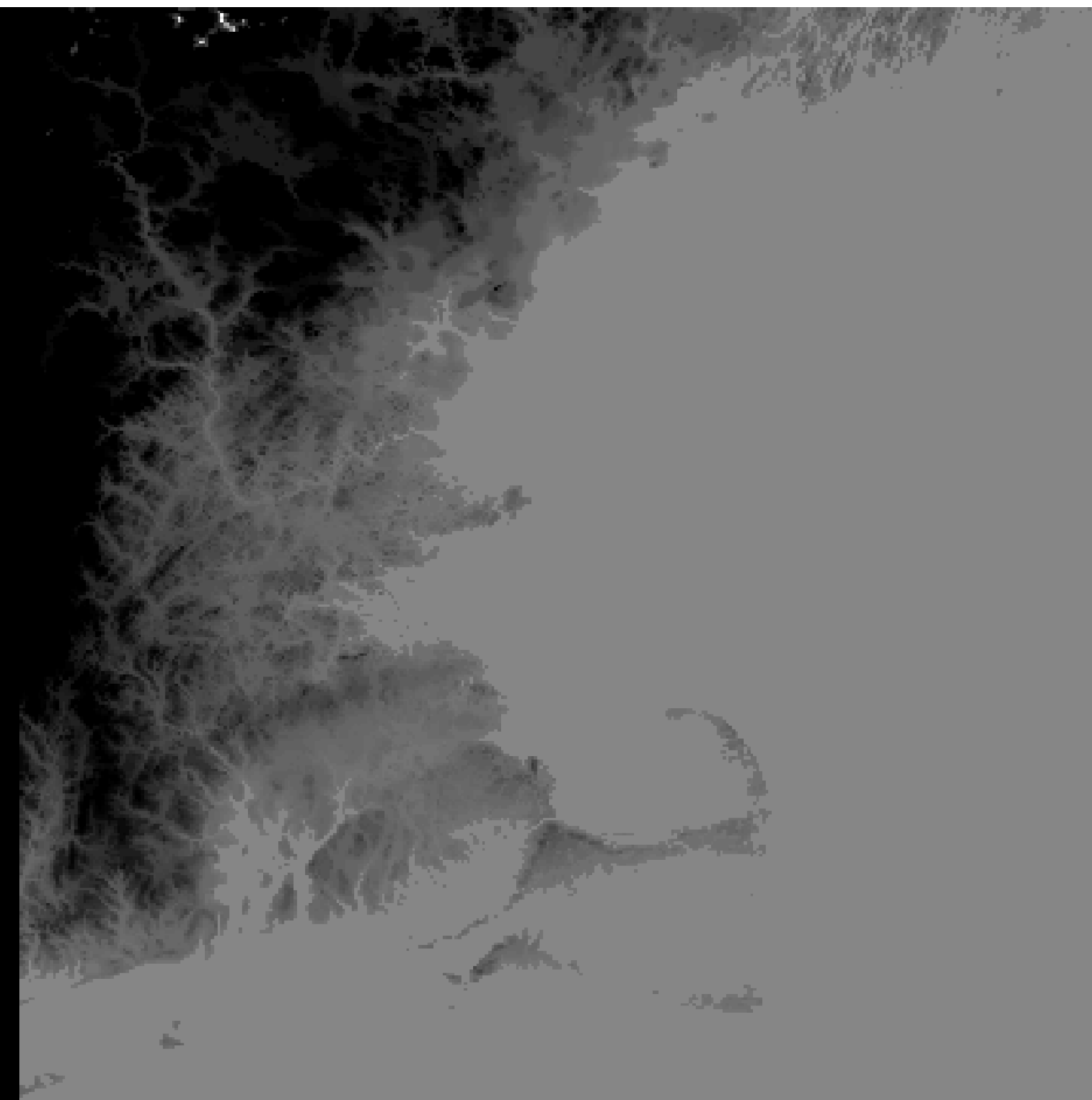
R



G



B



Original

