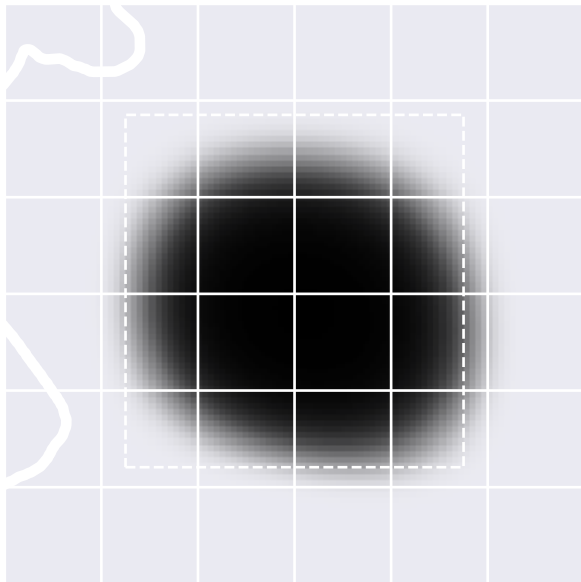
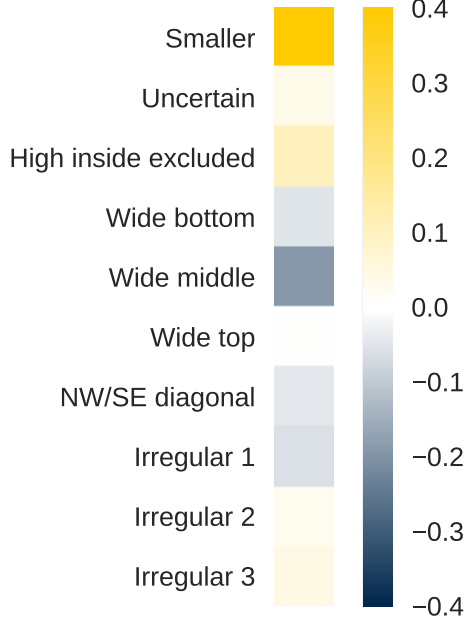


Original strike zone



Encoding



Reconstructed strike zone

