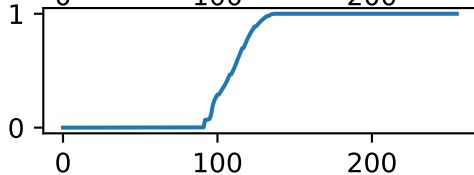
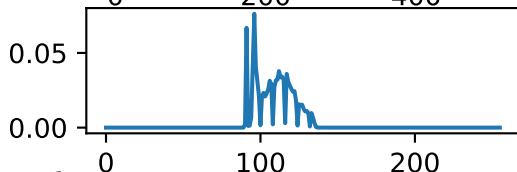
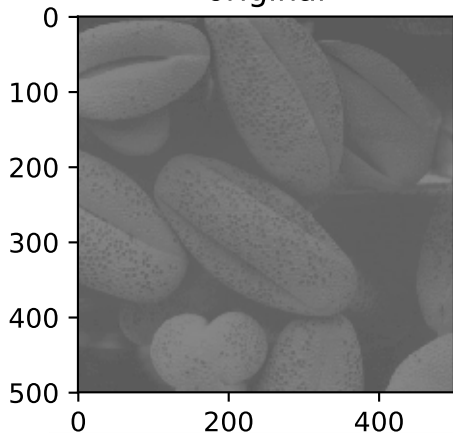


original



normal equalization

