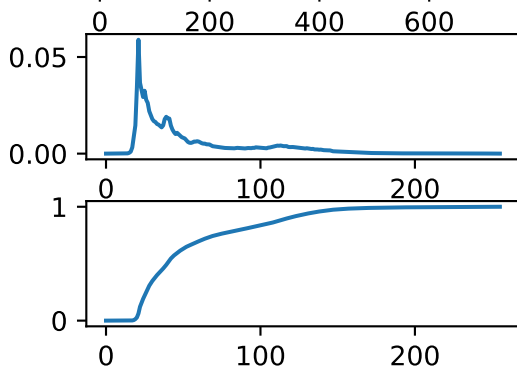
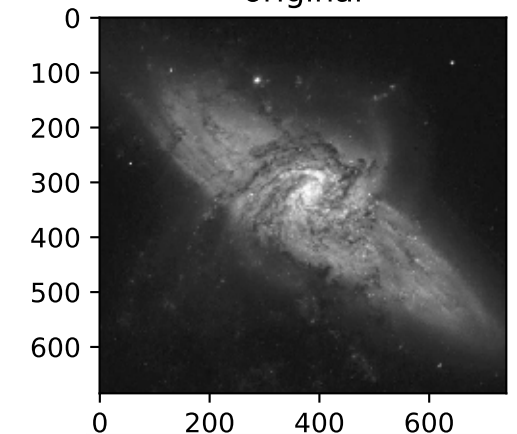


original



normal equalization

