

Input



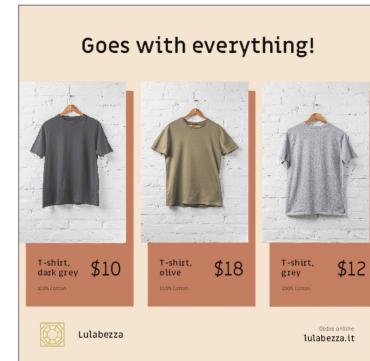
LayerD

Output: Layers



Application

Recolor



Change layout



Replace object



Add effect

