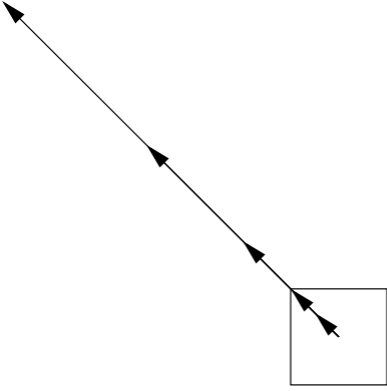
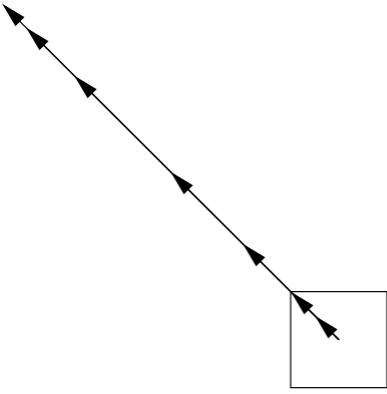


uniform



slow-in/fast-out



slow-in/slow-out