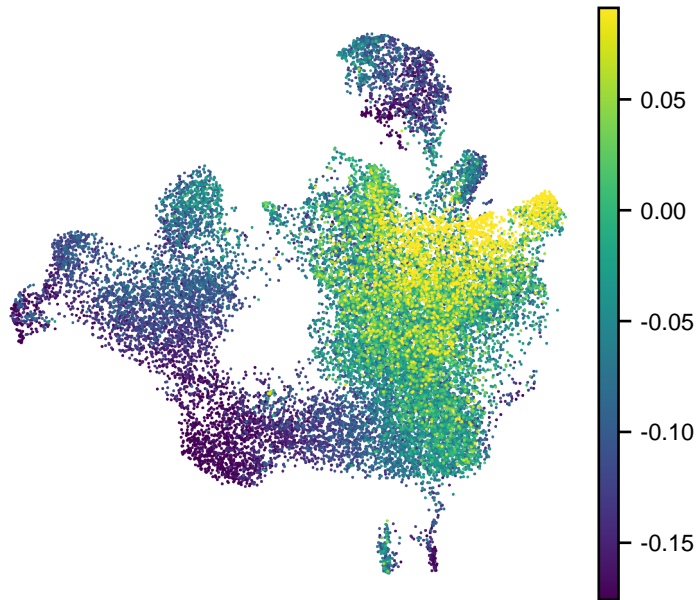


Fezf2\_induced



Fezf2\_repressed

