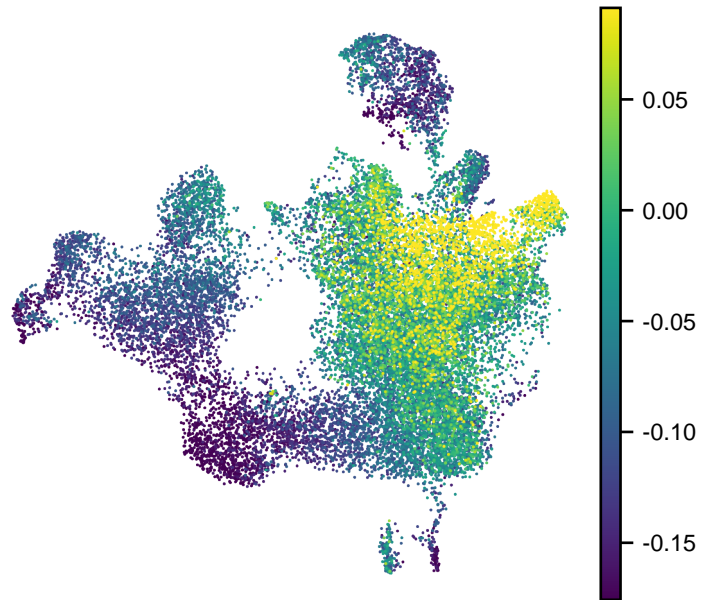


Fezf2_induced



Fezf2_repressed

