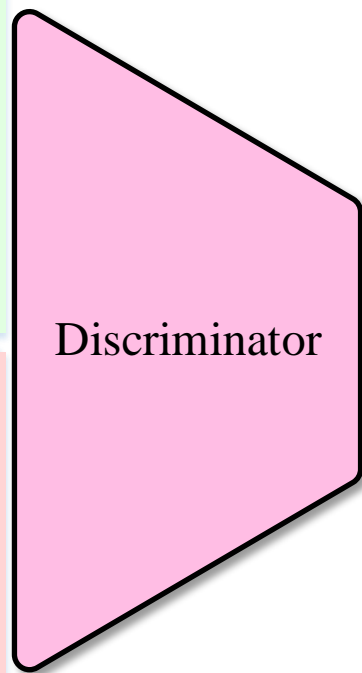
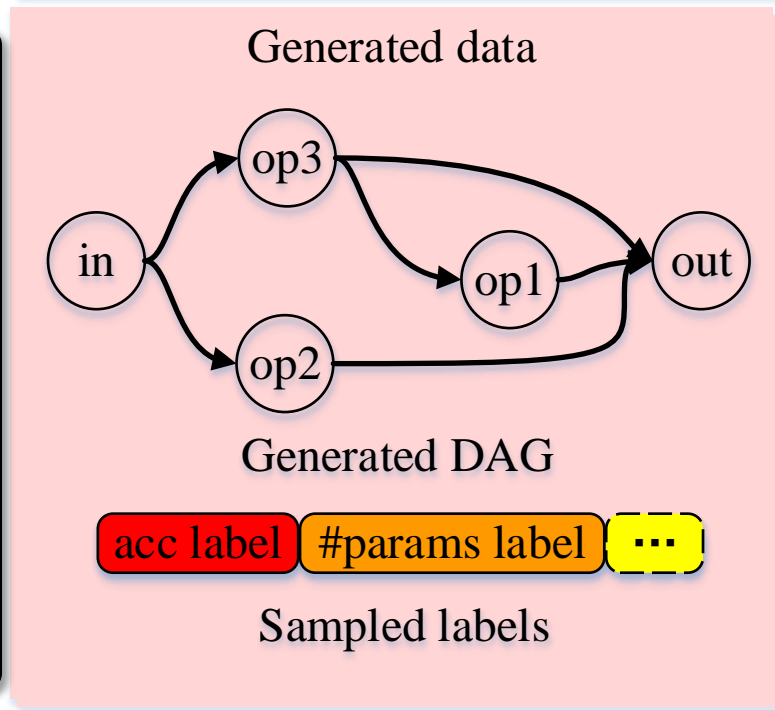
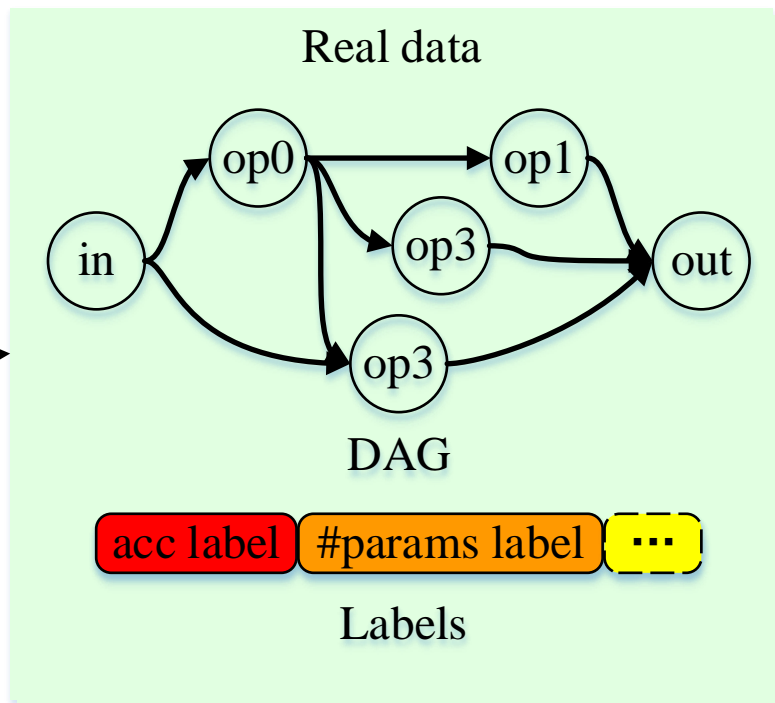
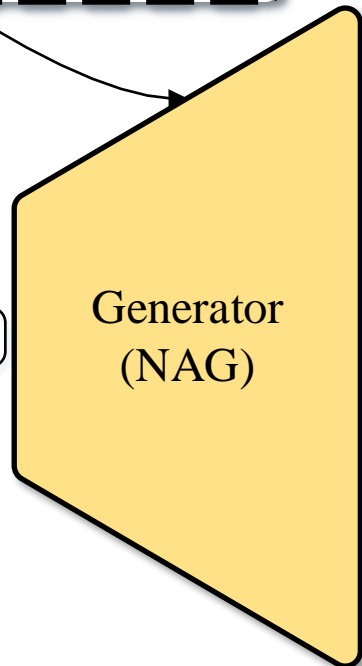


noise z



Real

Fake