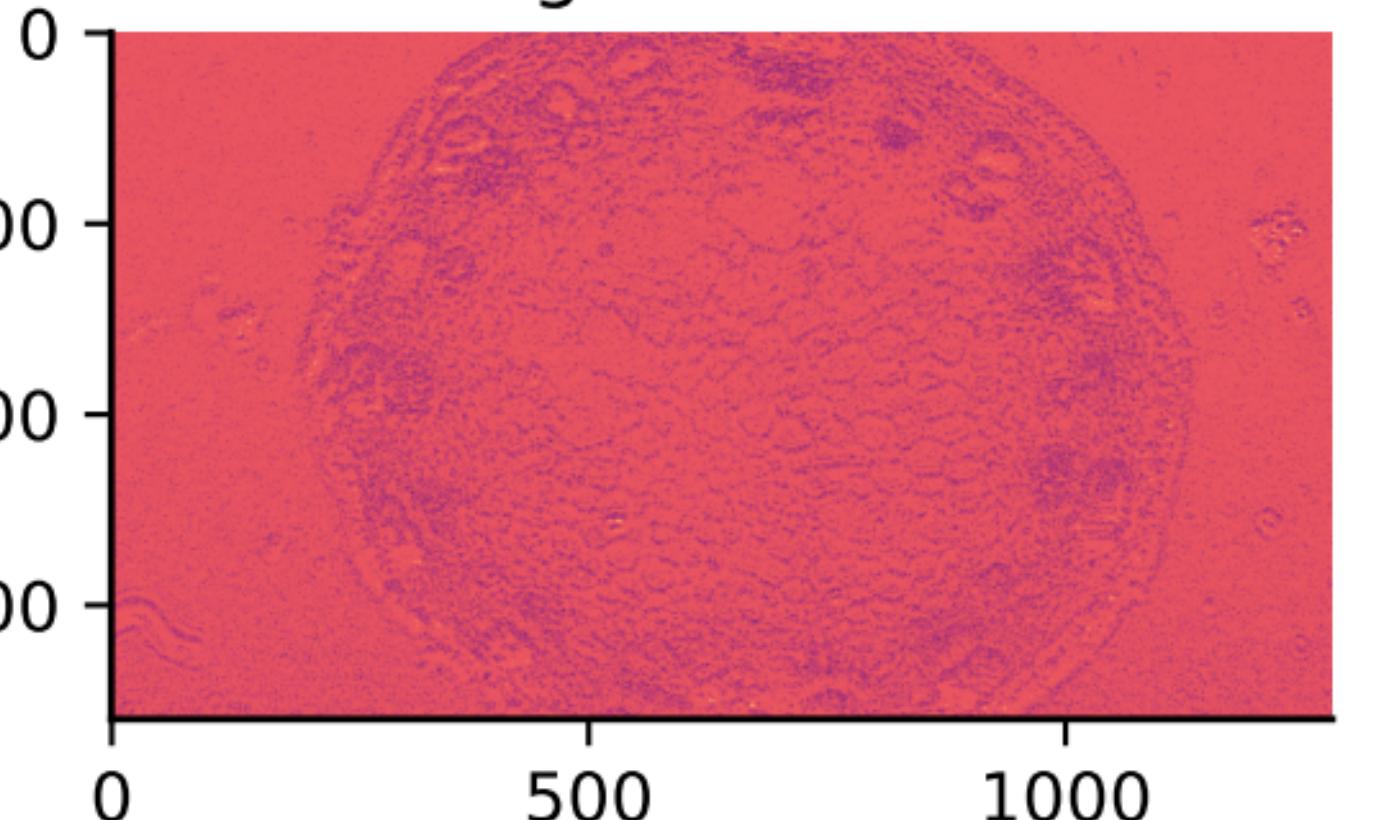


Original - Bin 4

Y (px)



Compensated - Bin 4

Y (px)

