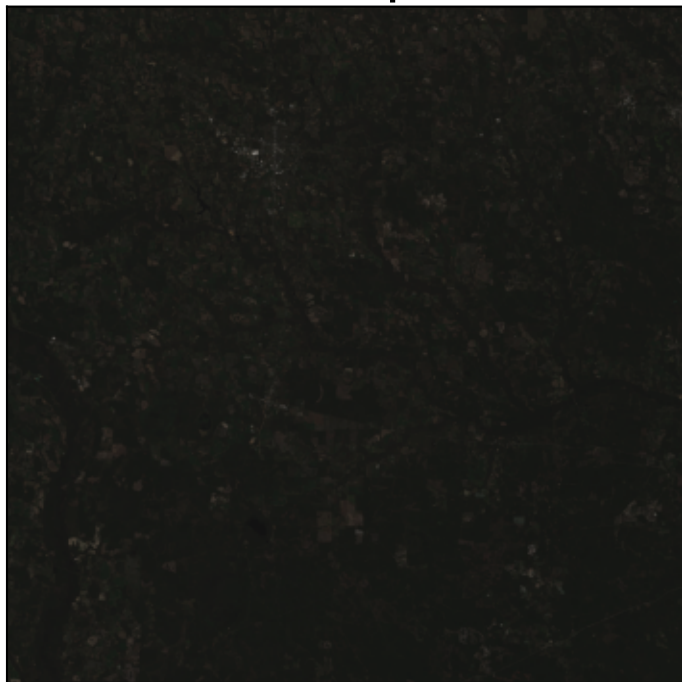


True channel representation



RGB representation

