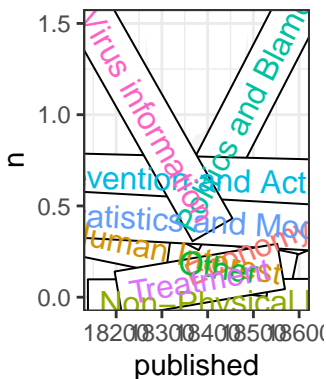
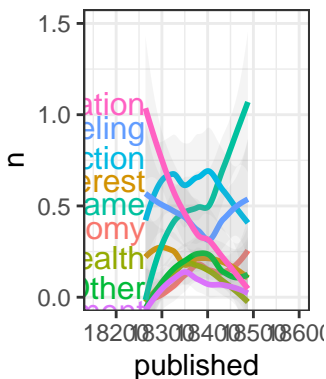


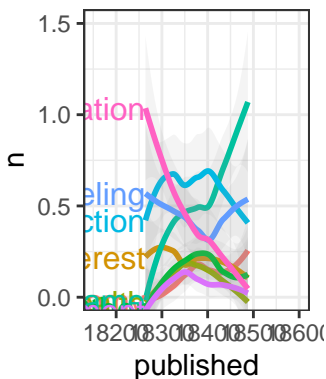
angled.bboxes



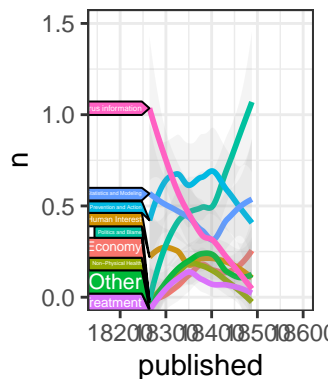
first.bumpup



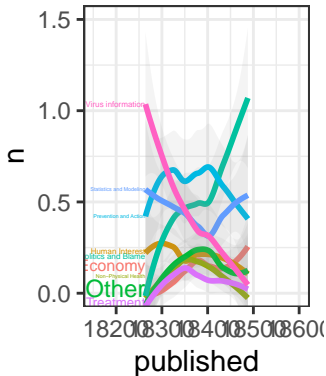
first.points



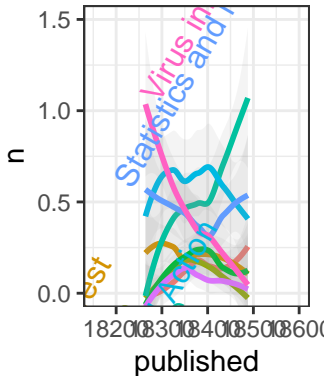
first.polygons



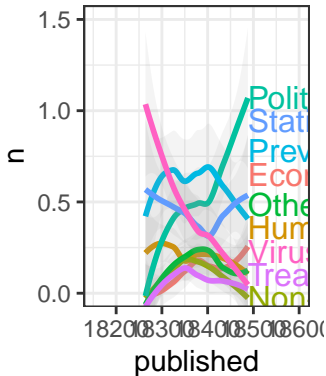
first.qp



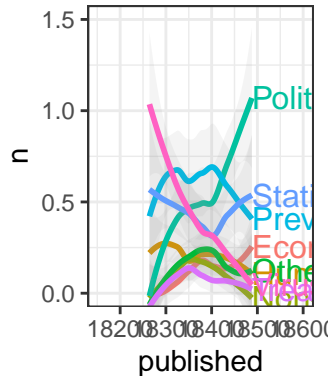
lasso.labels



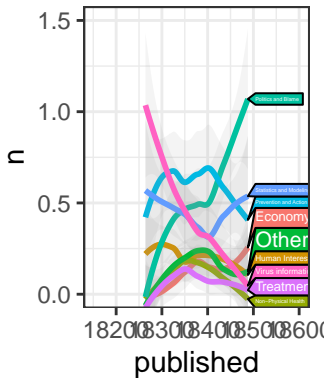
last.bumpup



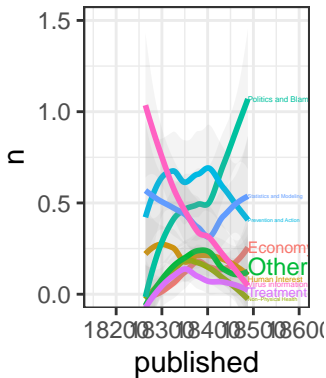
last.points



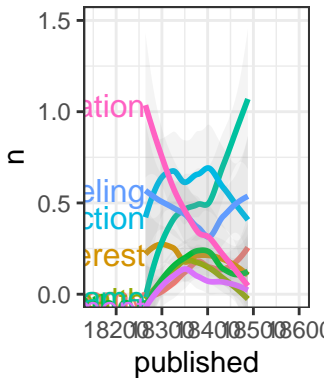
last.polygons



last.qp



maxvar.points



maxvar.qp

