

4 images, float32

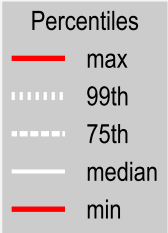


Image 1/4

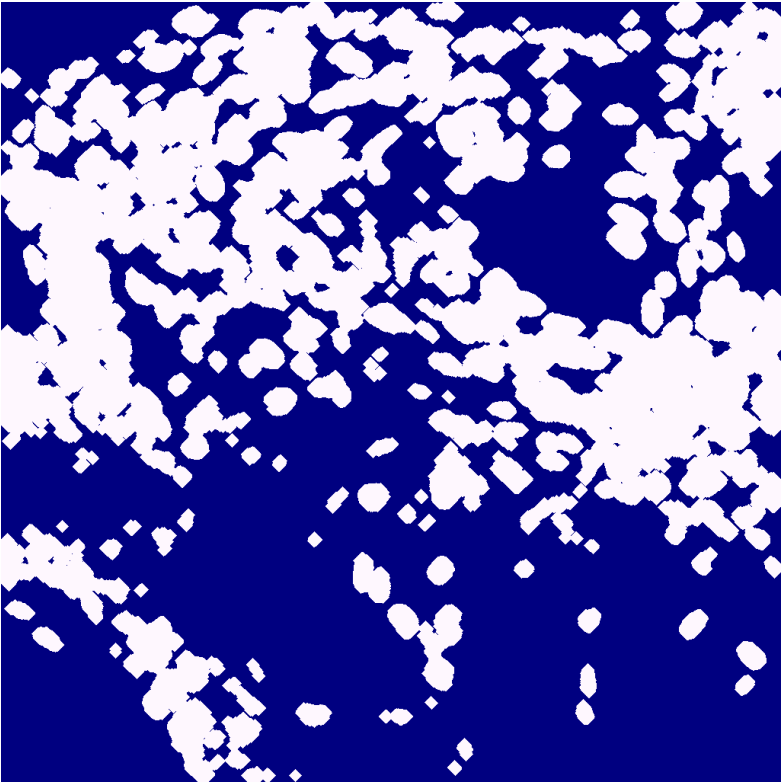


Image 2/4

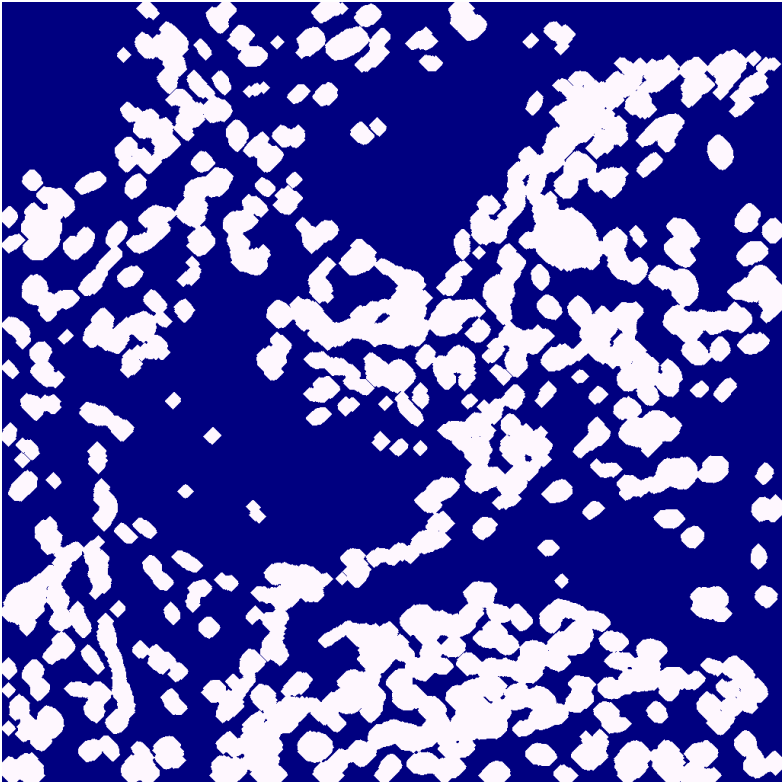


Image 3/4

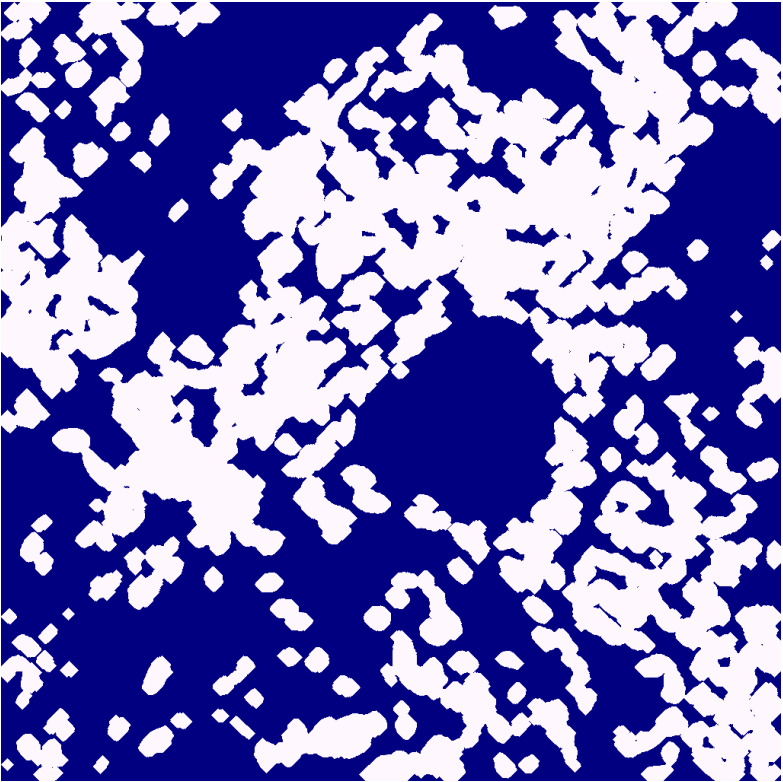


Image 4/4

