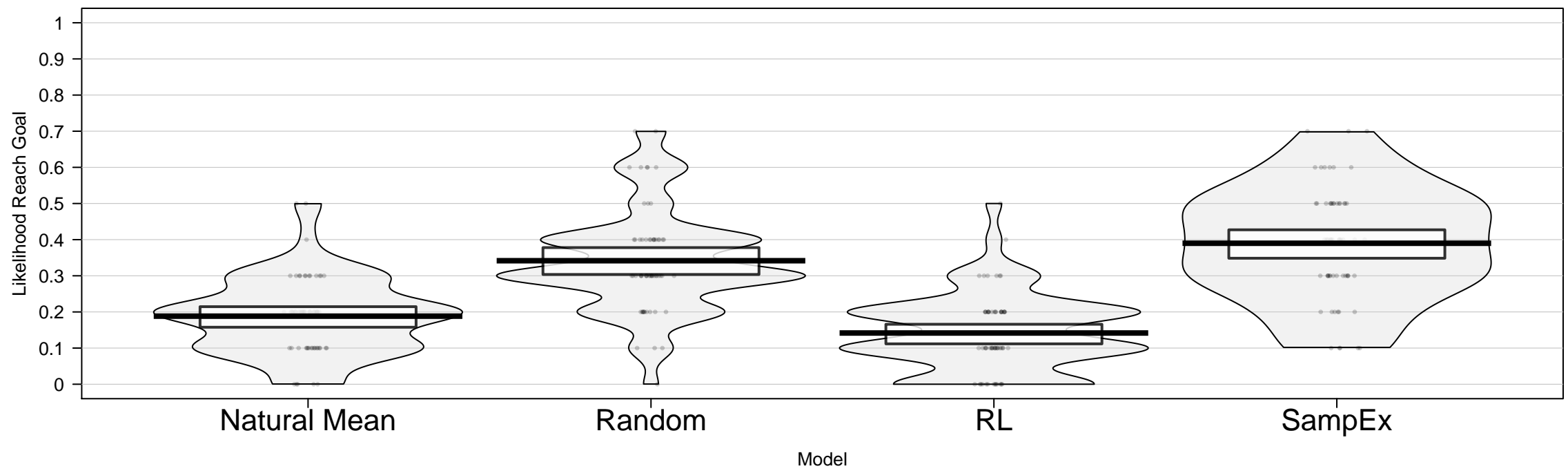
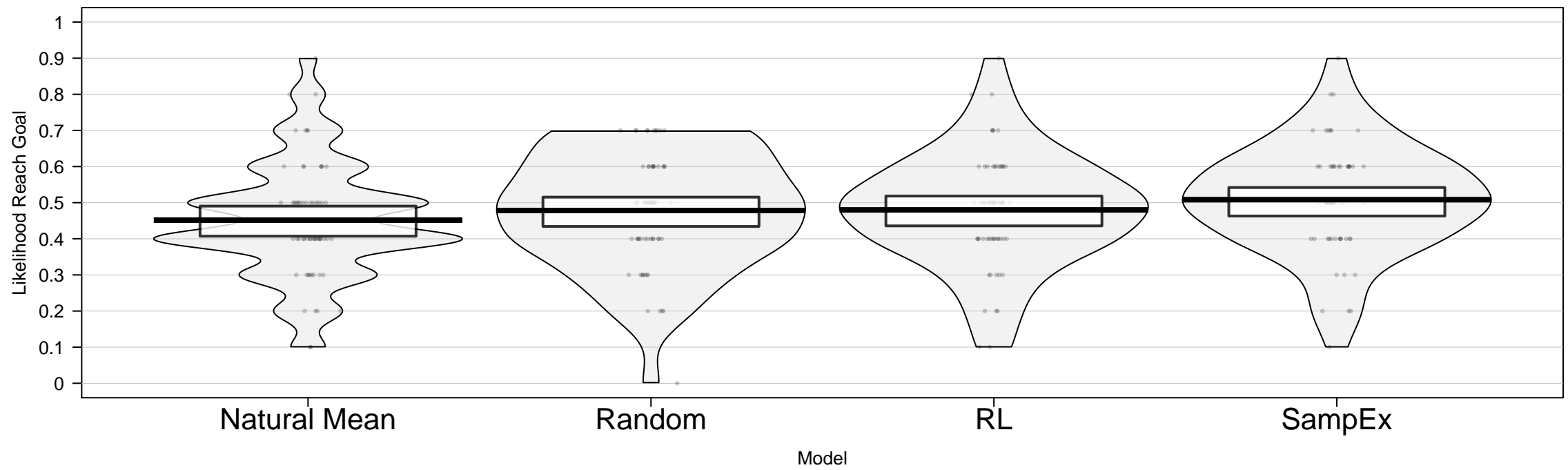


High Environment



Equal Environment



Low Environment

