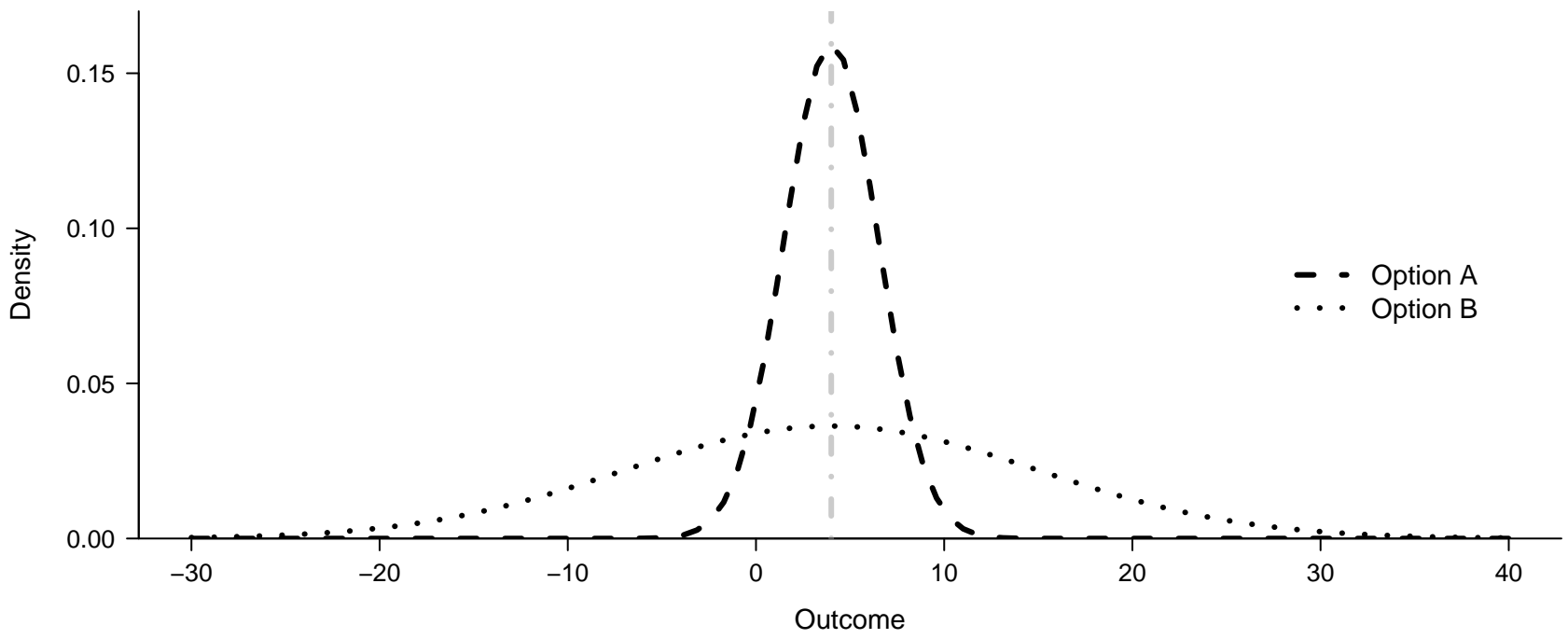
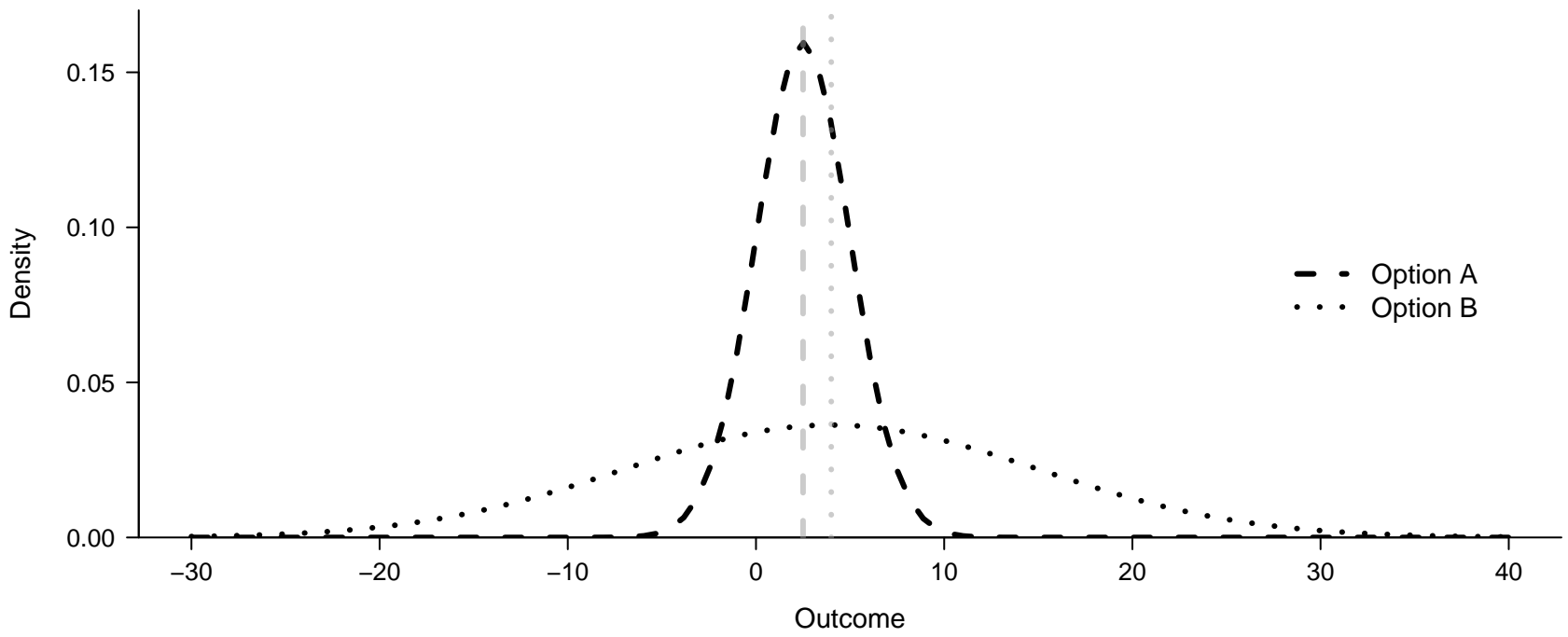


Equal Environment



High Environment



Low Environment

