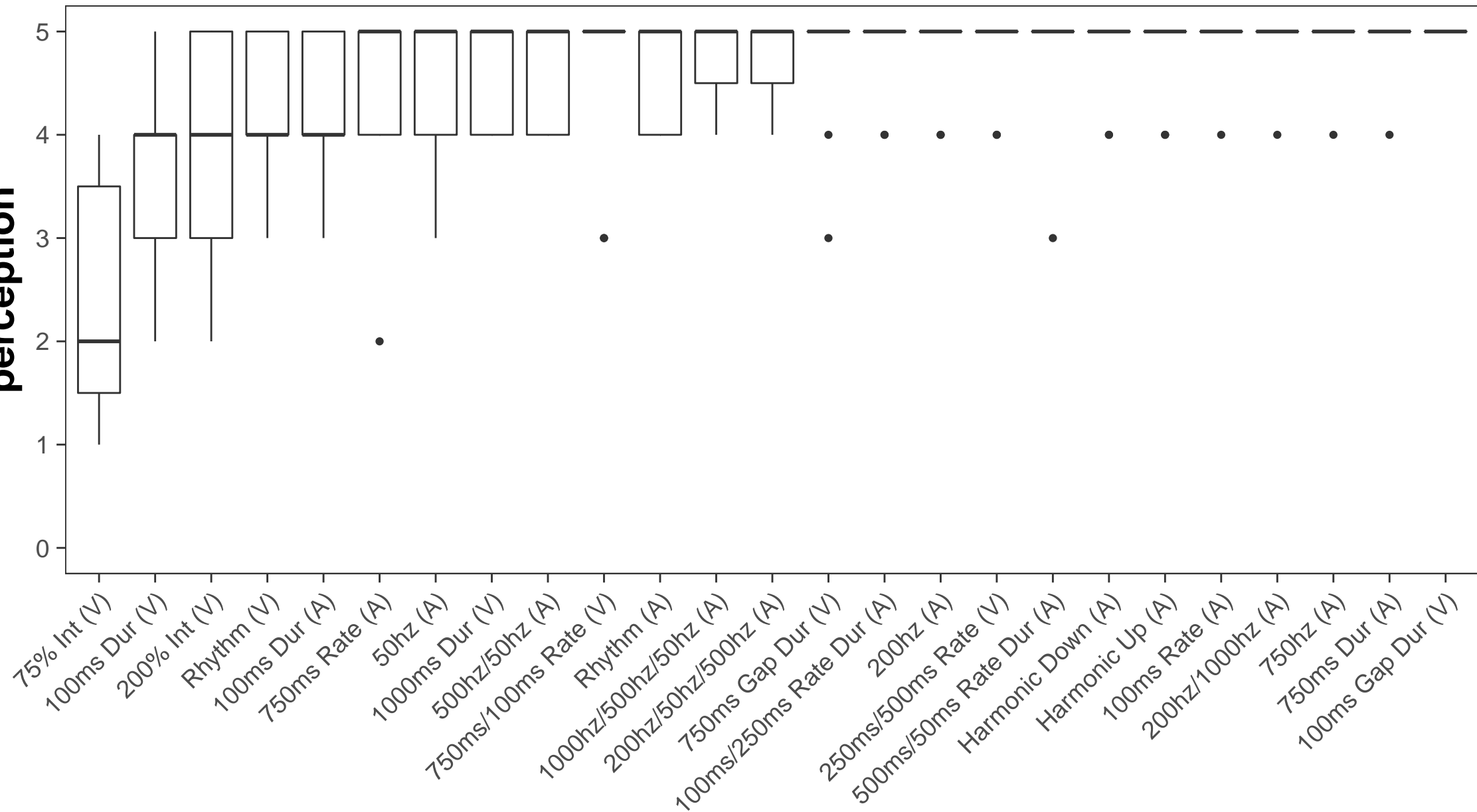


perception



Cue