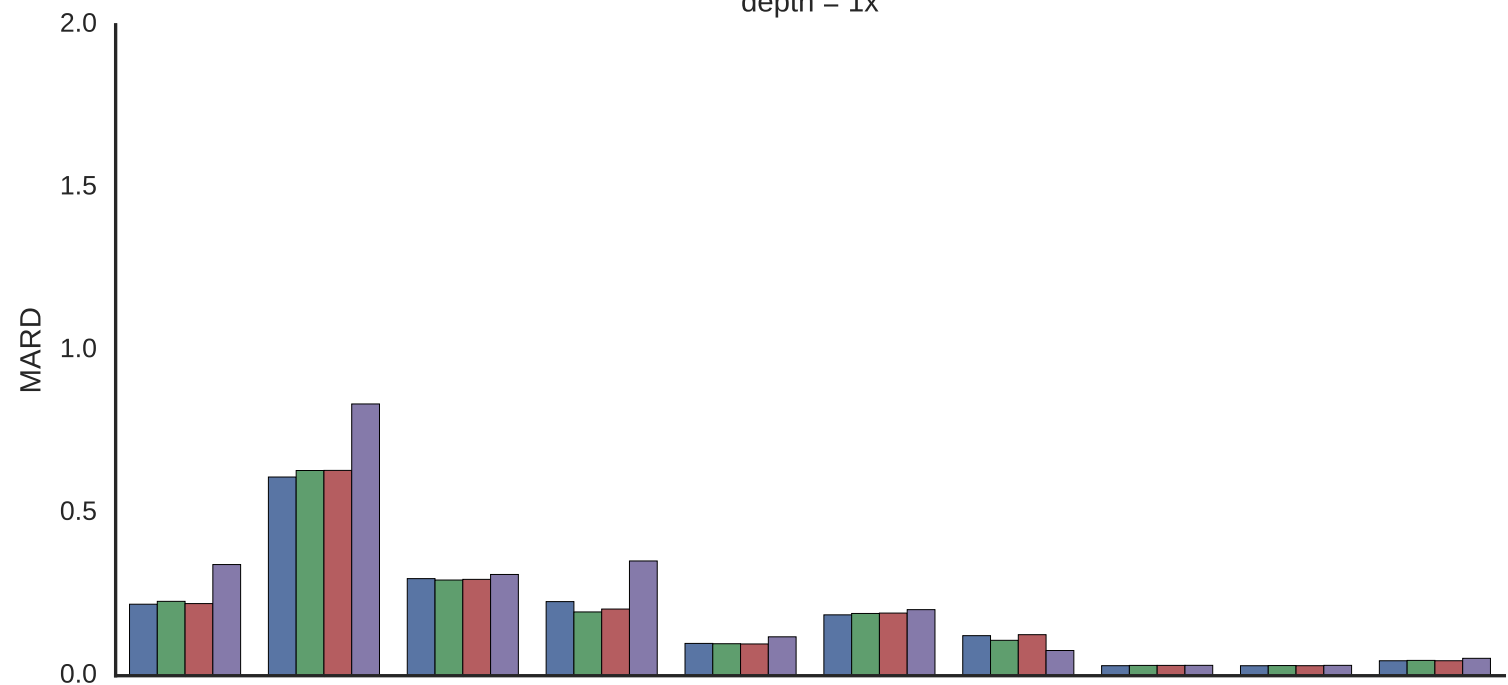
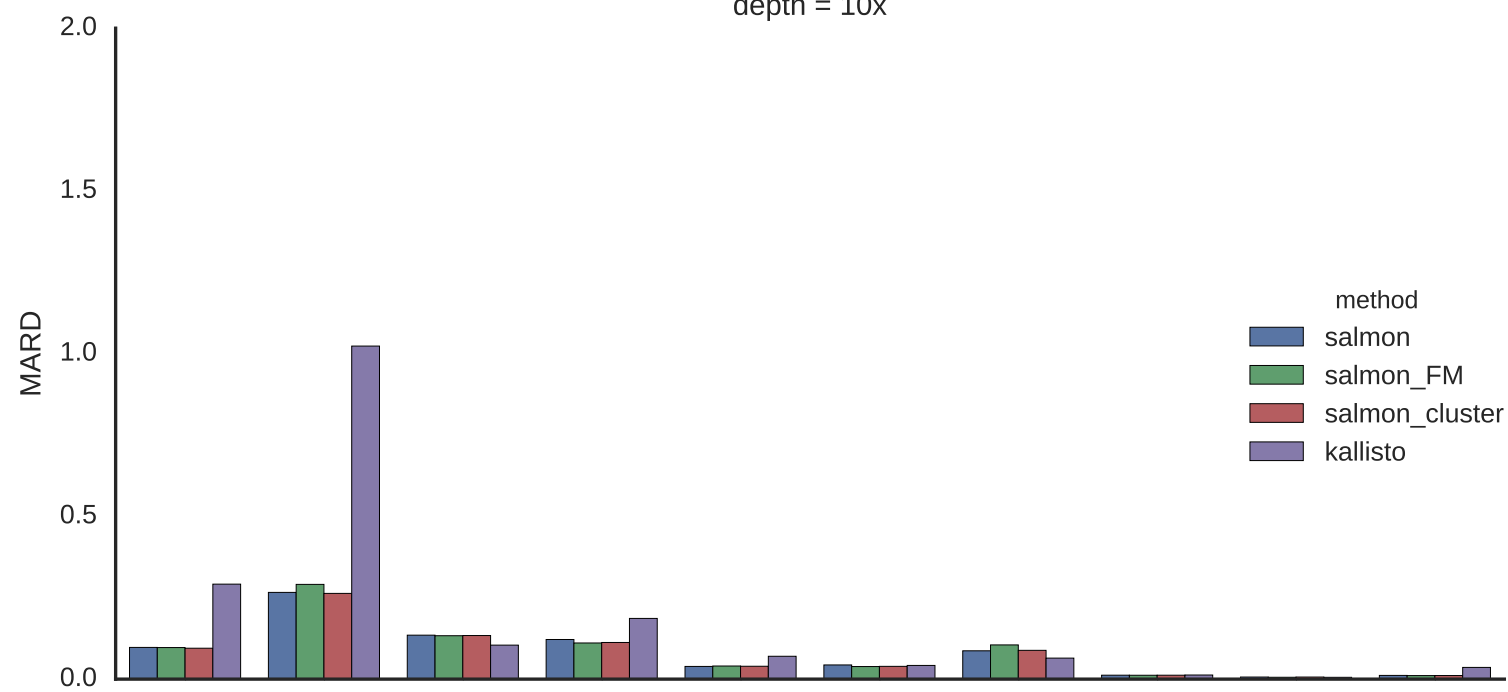


depth = 1x



depth = 10x



depth = 100x

