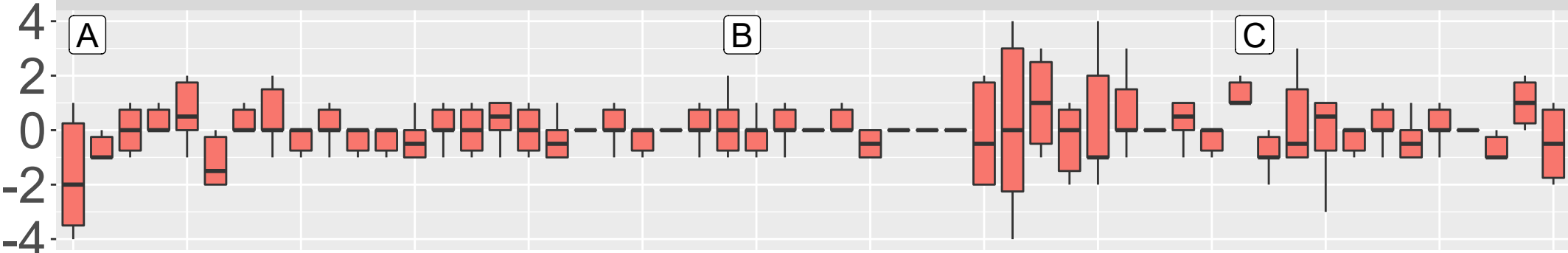


deviation (QTs)

baseline



shadowing

