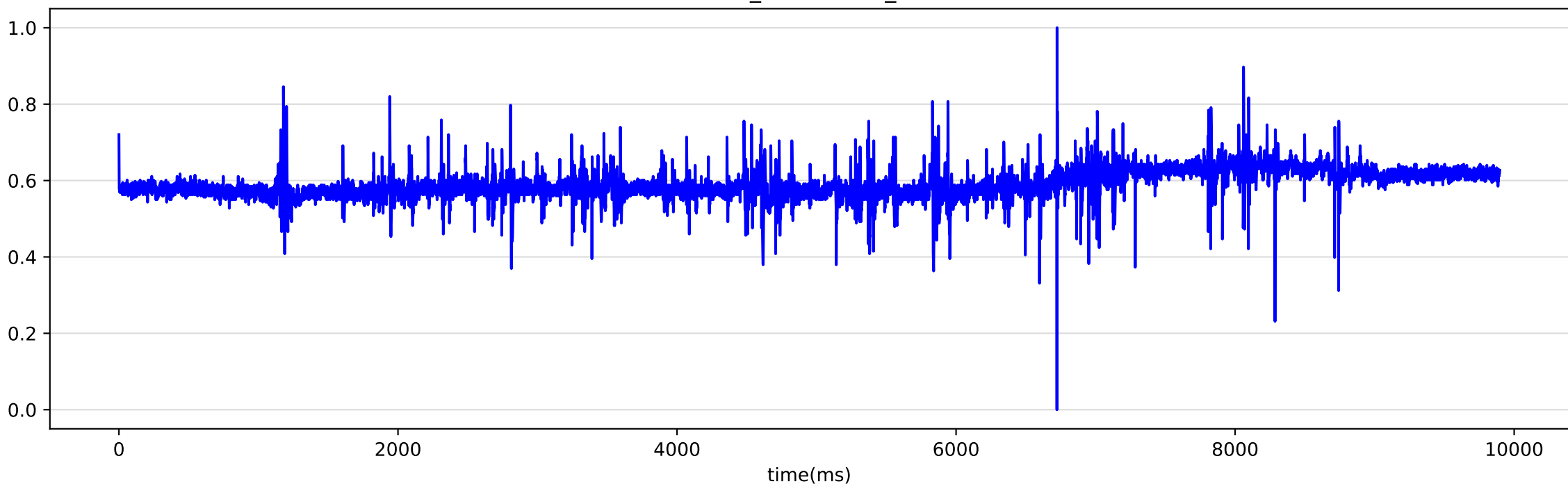
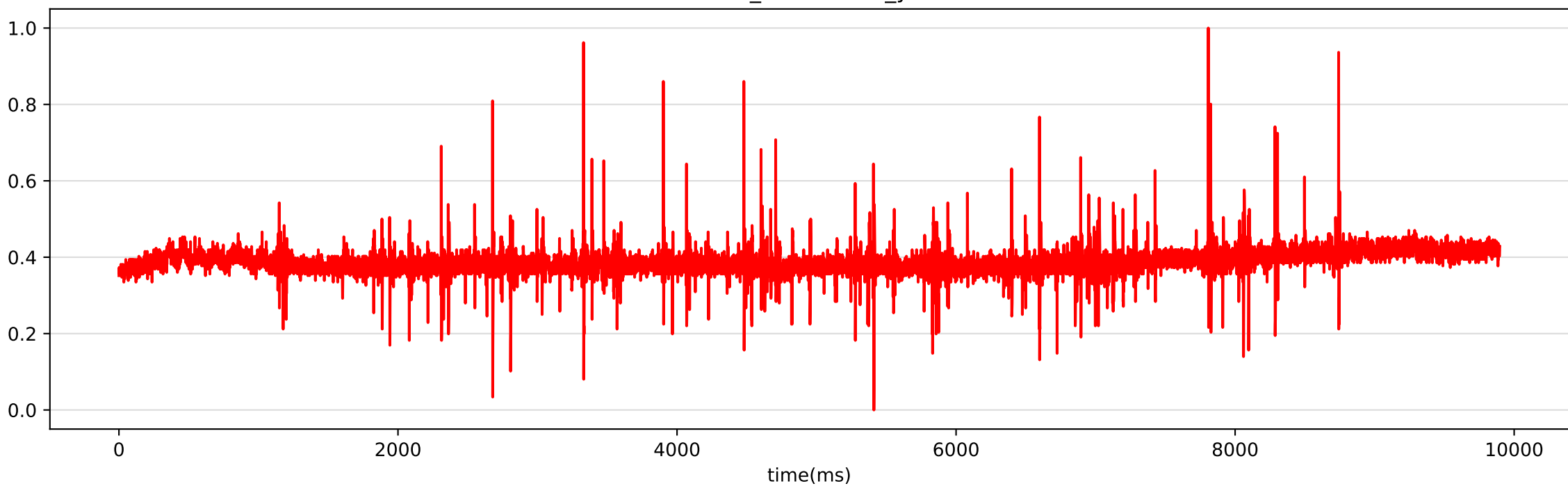


3ch\_normalized\_x



3ch\_normalized\_y



3ch\_normalized\_z

