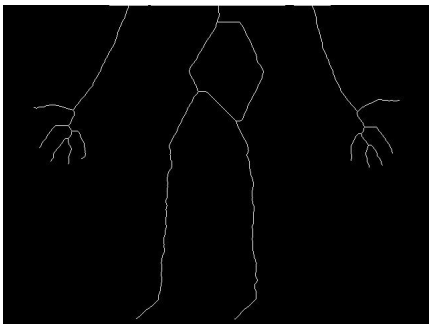
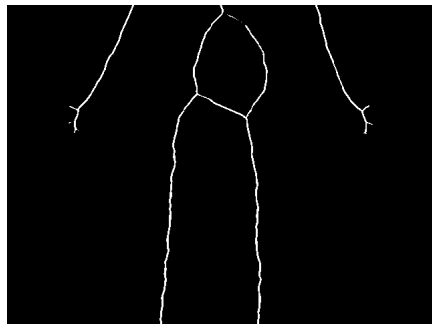




Spieler (segmentiert)



Thinning



Distanztransformation