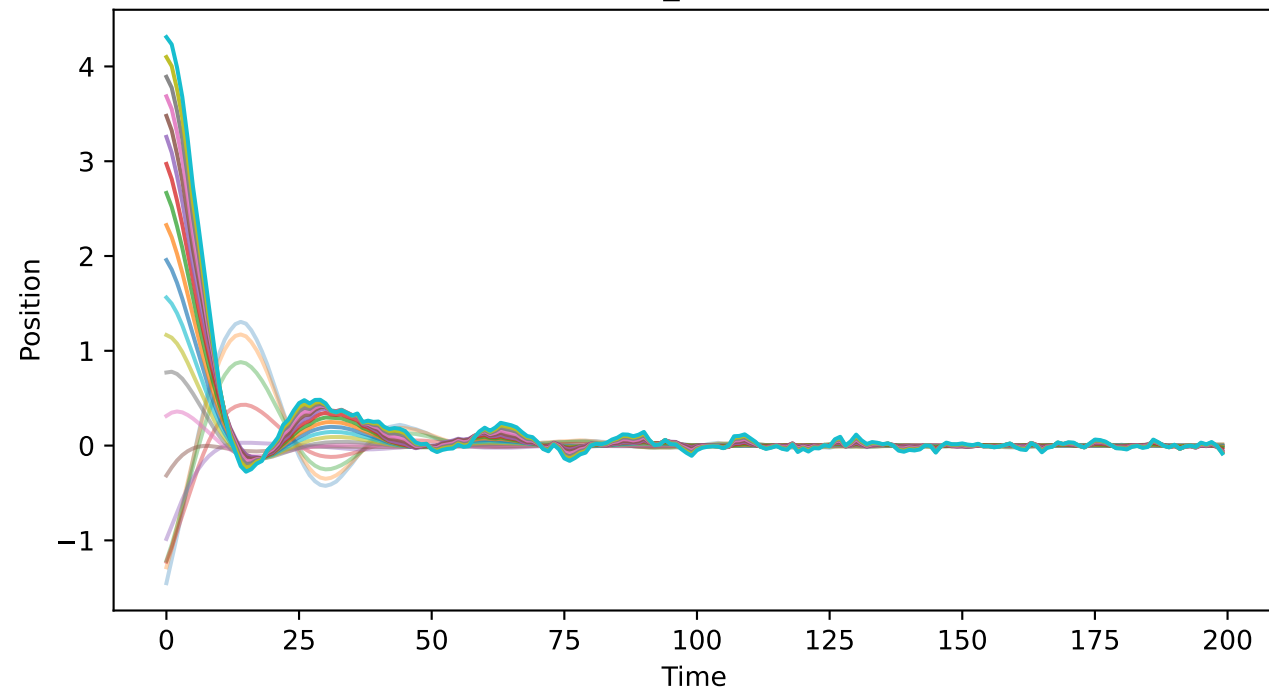
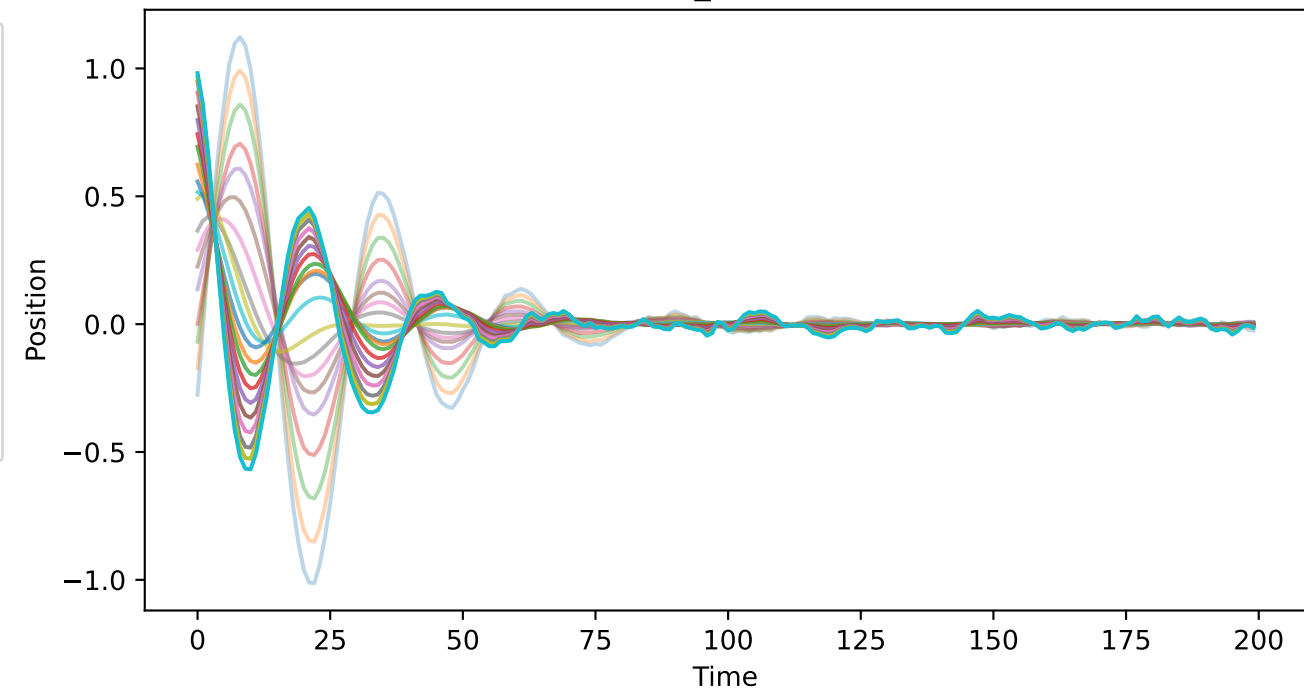
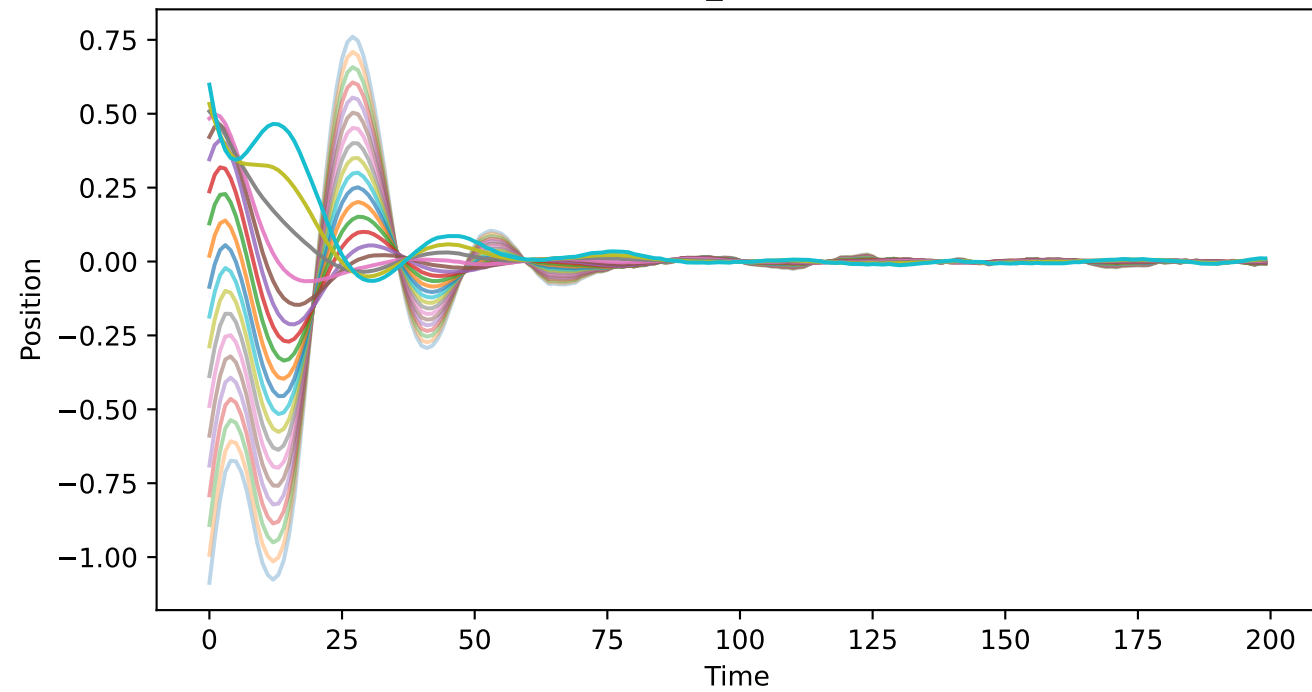


Latent z_0 TraversalLatent z_1 TraversalLatent z_2 TraversalLatent z_3 Traversal