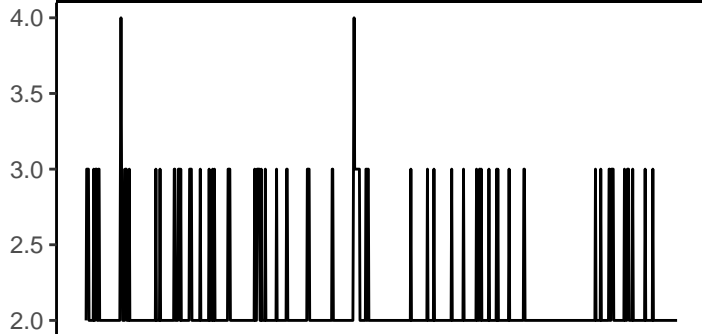
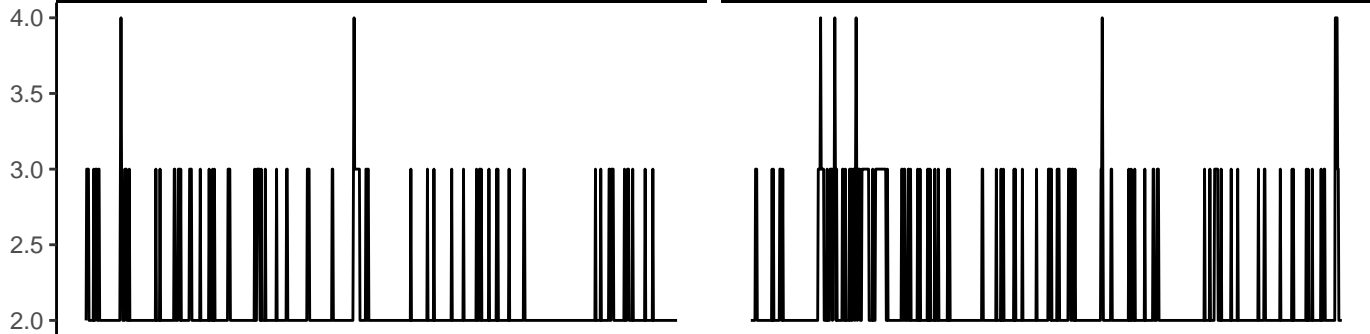


Depth

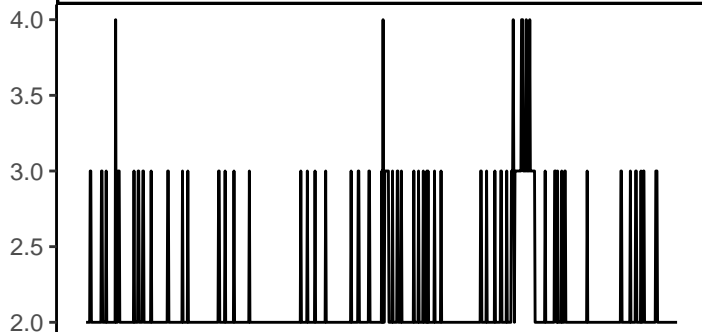
LB – default – half



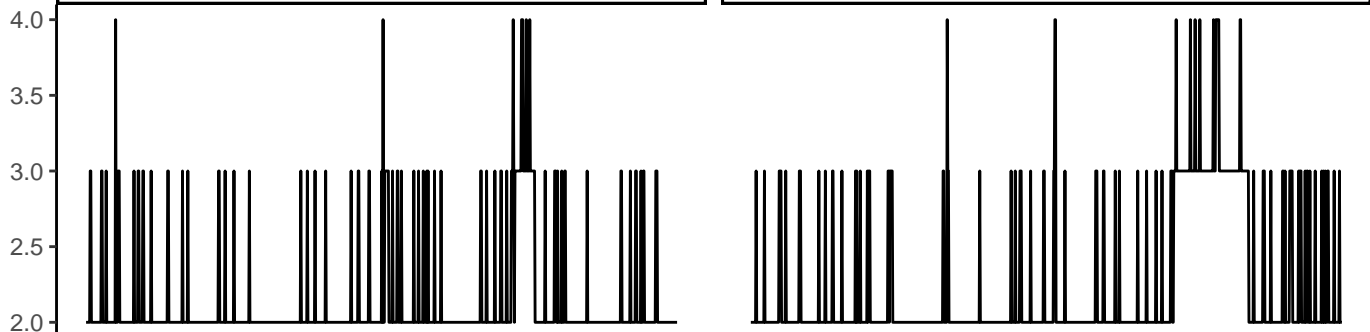
LB – default – jeff



LB – default – two



LB – default – unif



Iteration