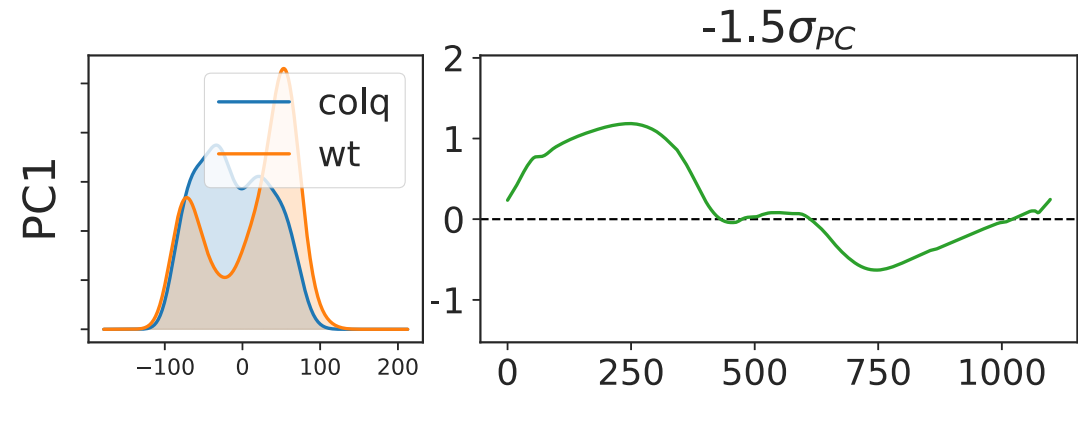
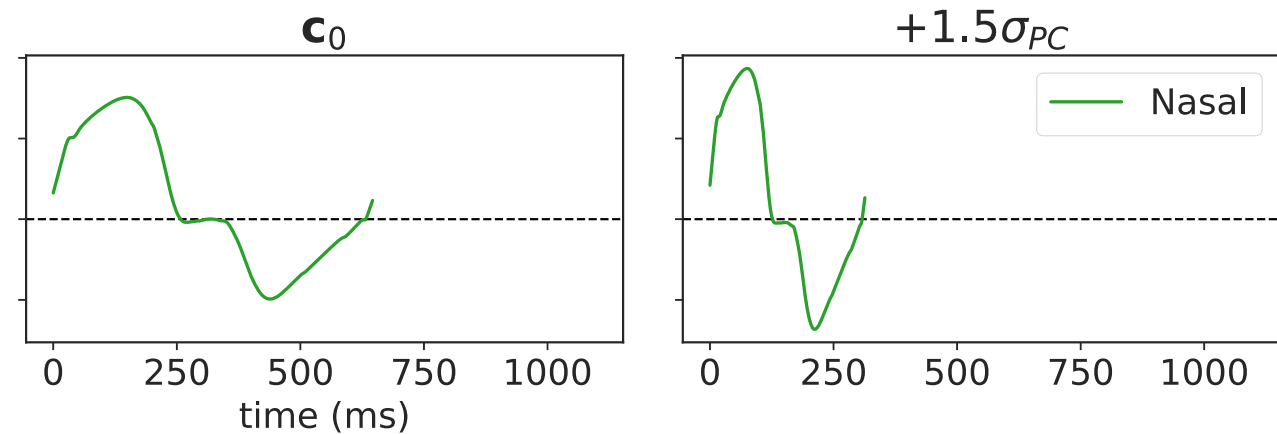


(a) PC1 densities



(b) Shape-FPCA PC1 shooting



(c) Scatter PC1 vs PC3

