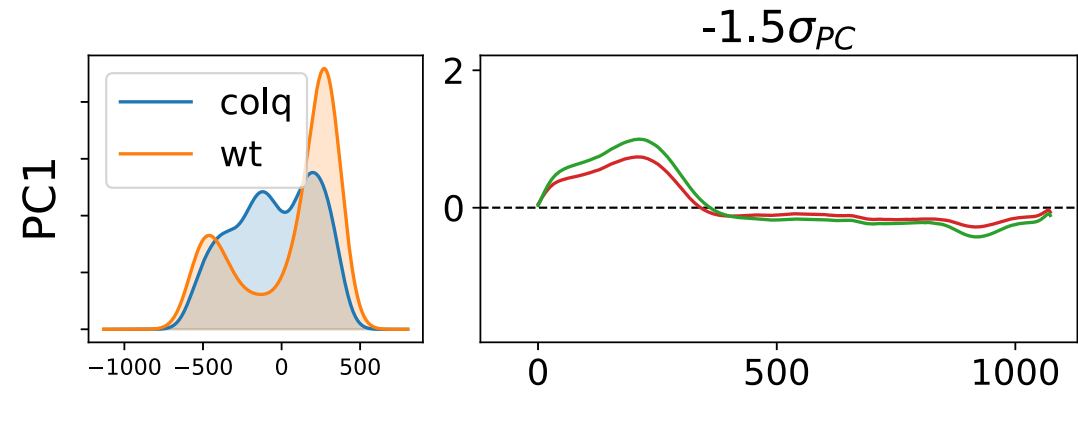
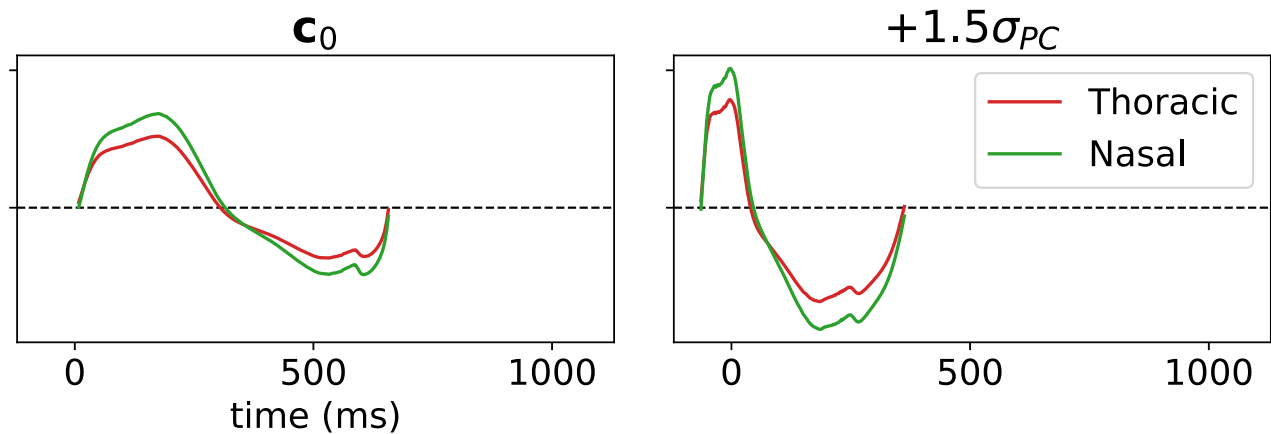


(a) PC1 densities



(b) TS-LDDMM PC1 shooting



(c) Scatter PC1 vs PC3

