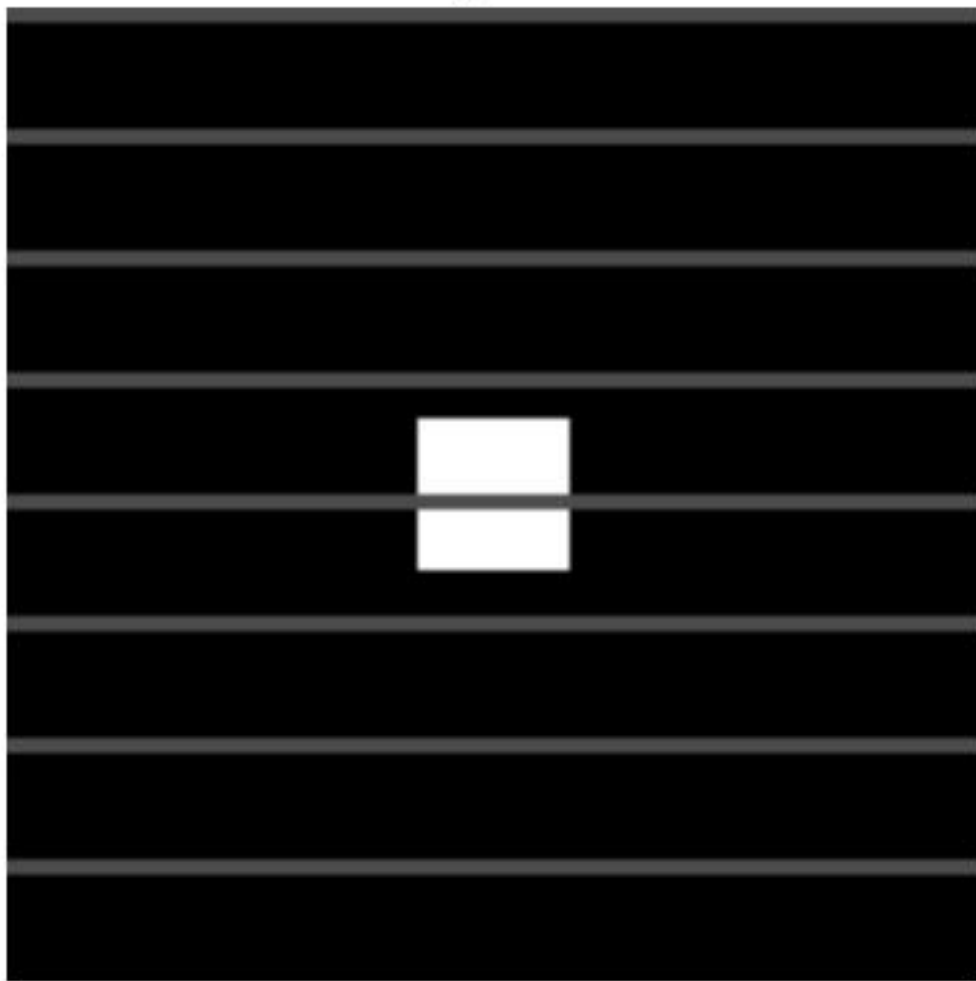
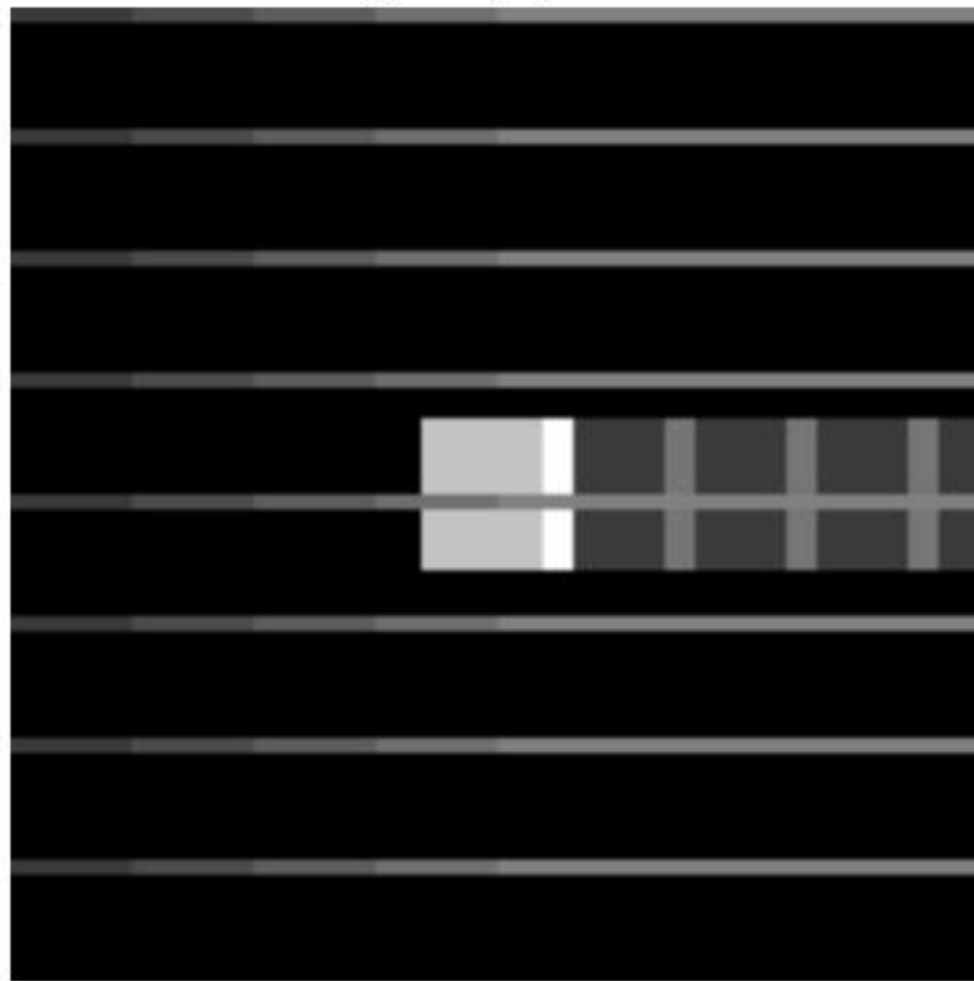


Immagine base



Ghosting da I/Q imbalance



Artefatto da movimento

