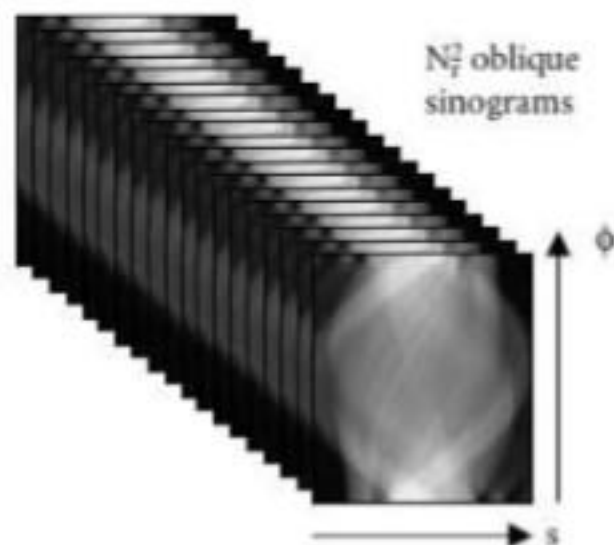
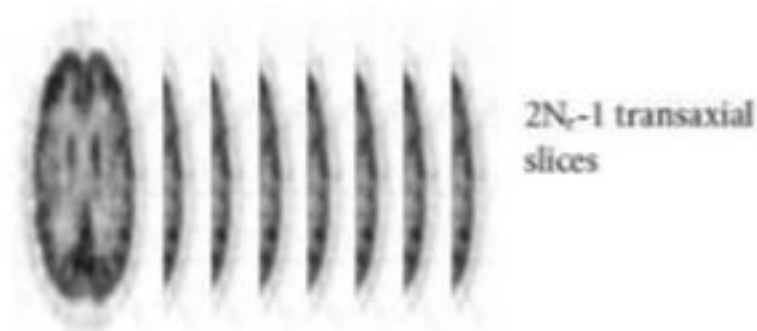
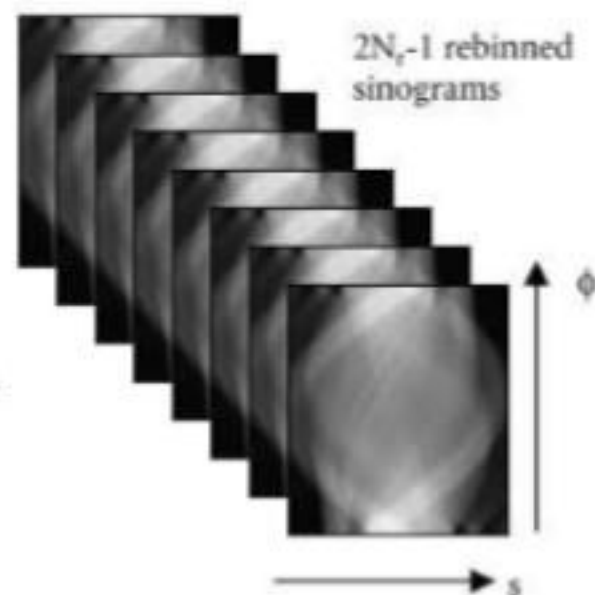


3D acquisition
+ corrections



Rebinning



slice by slice
2D reconstruction