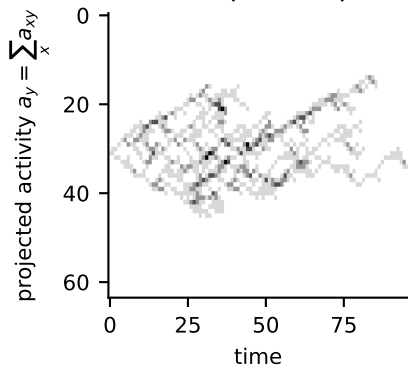
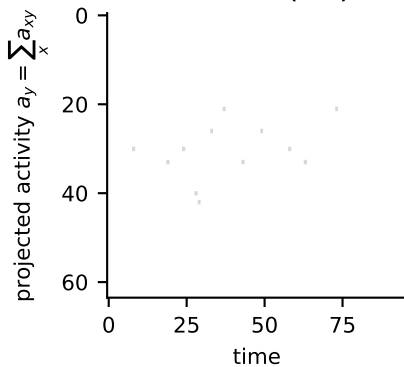


full (64x64)



random(64)



window(8x8)

