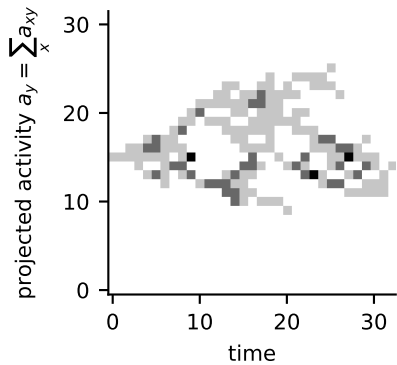
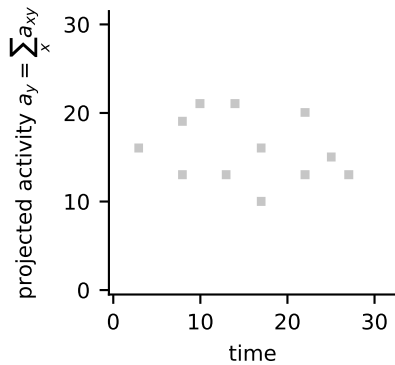


full (32x32)



random(64)



window(8x8)

