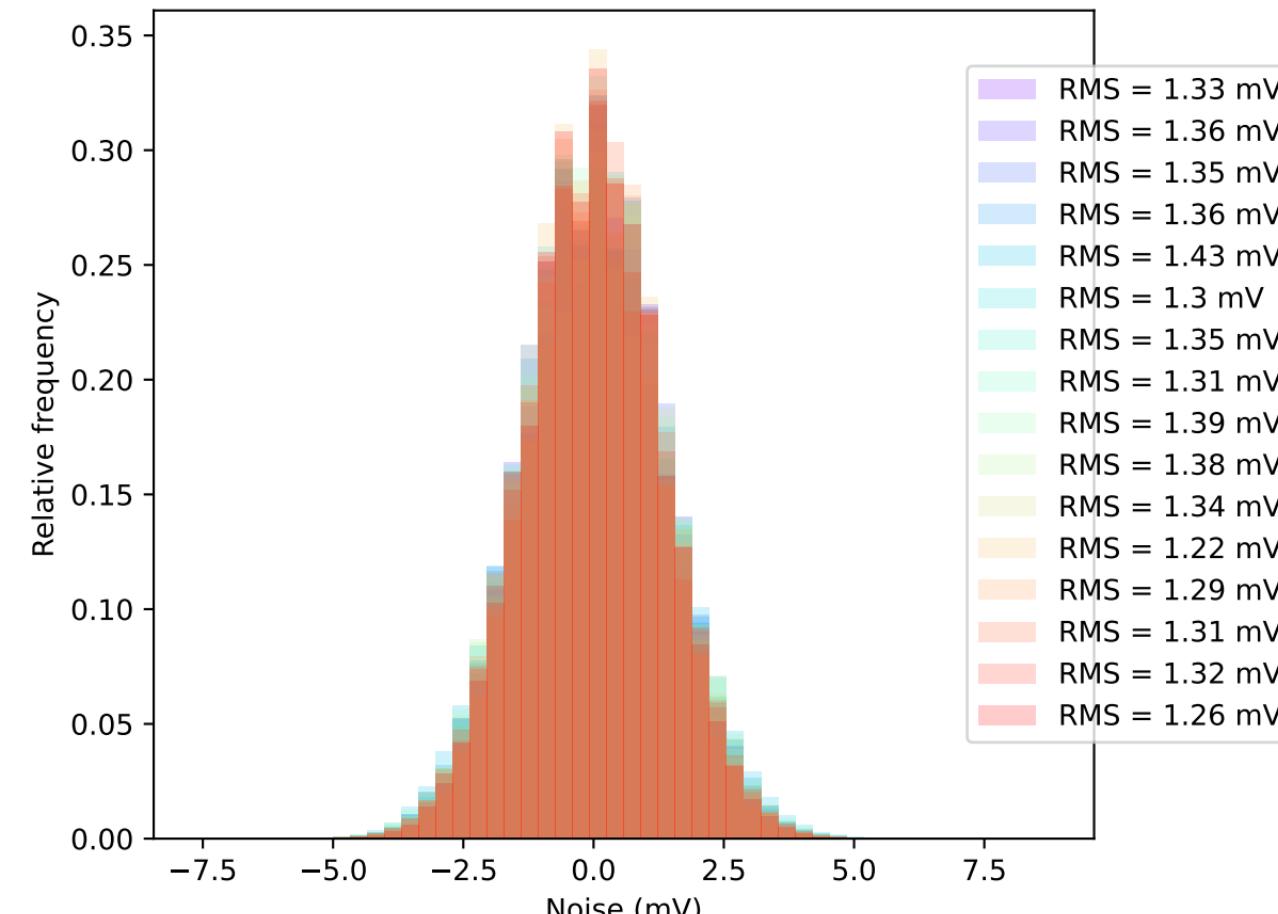


Noise



baseline

