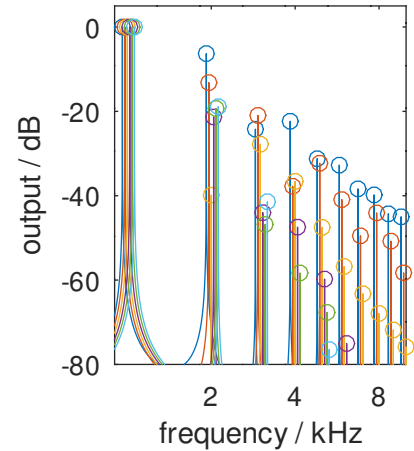
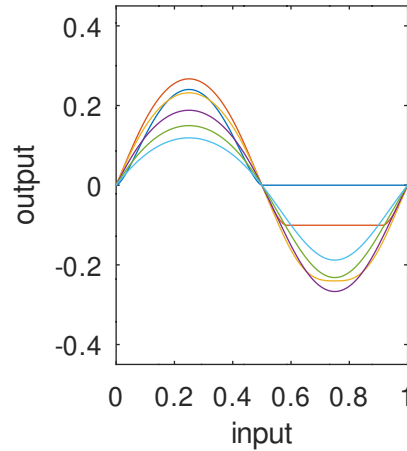
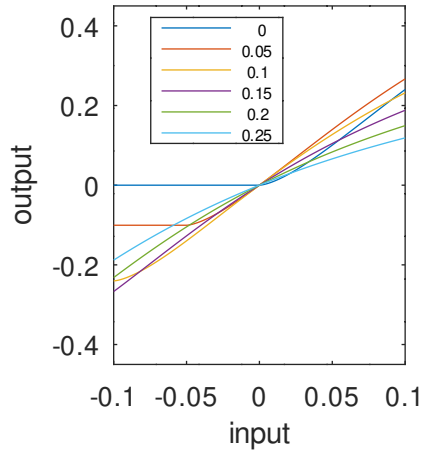


offset varied



saturation varied

