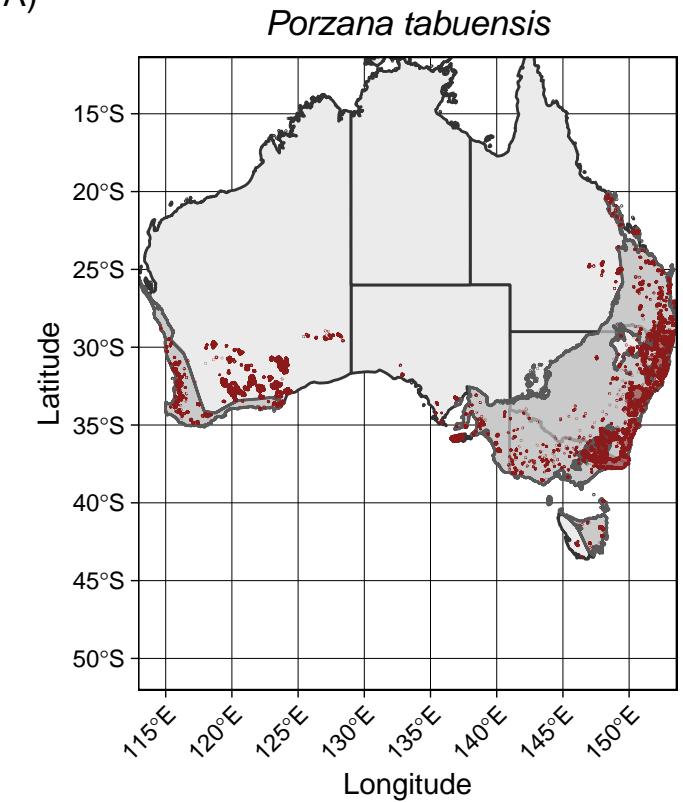
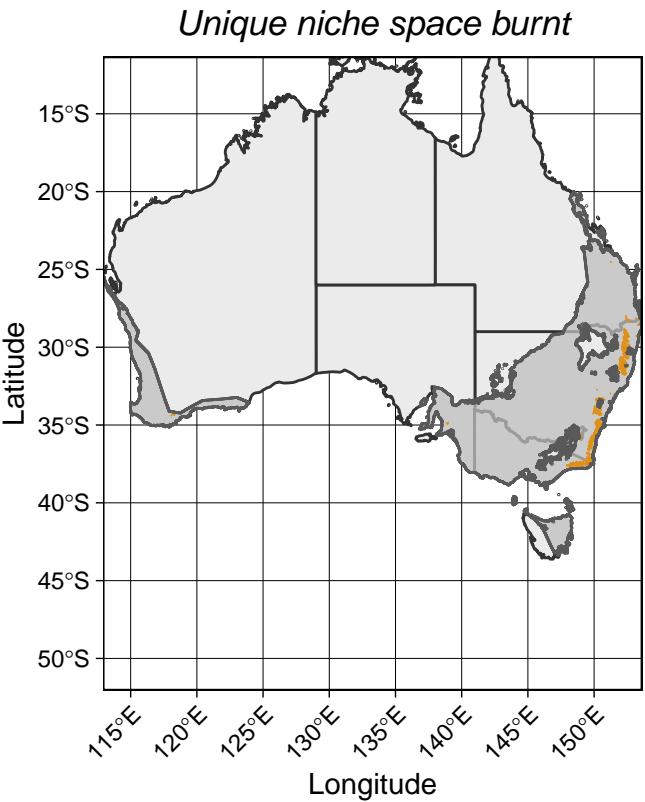


A)

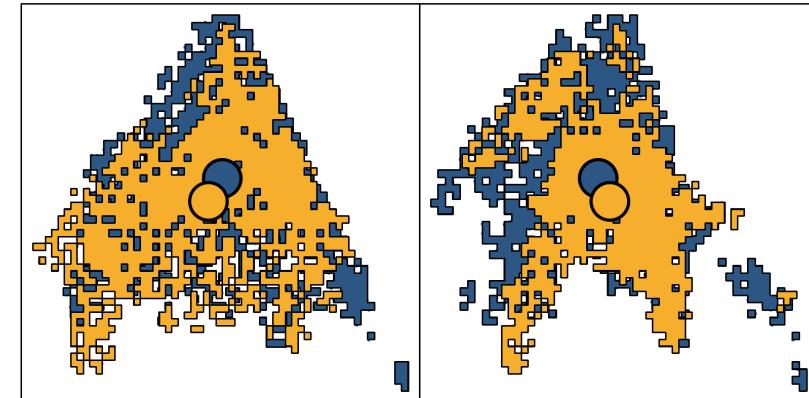


B)

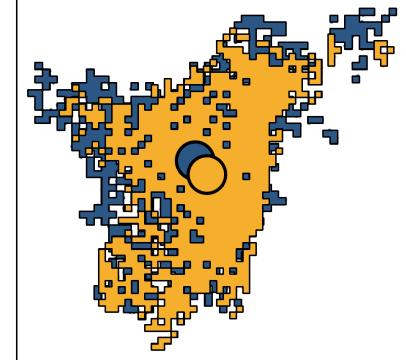


D)

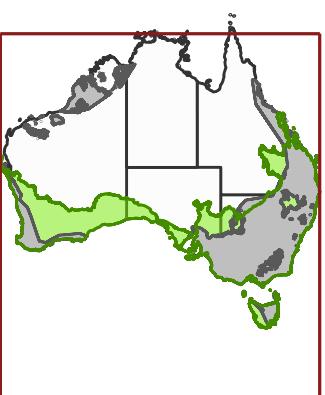
PC1



PC2



C)



Pre-fire hypervolume  
Burnt area hypervolume

PC3