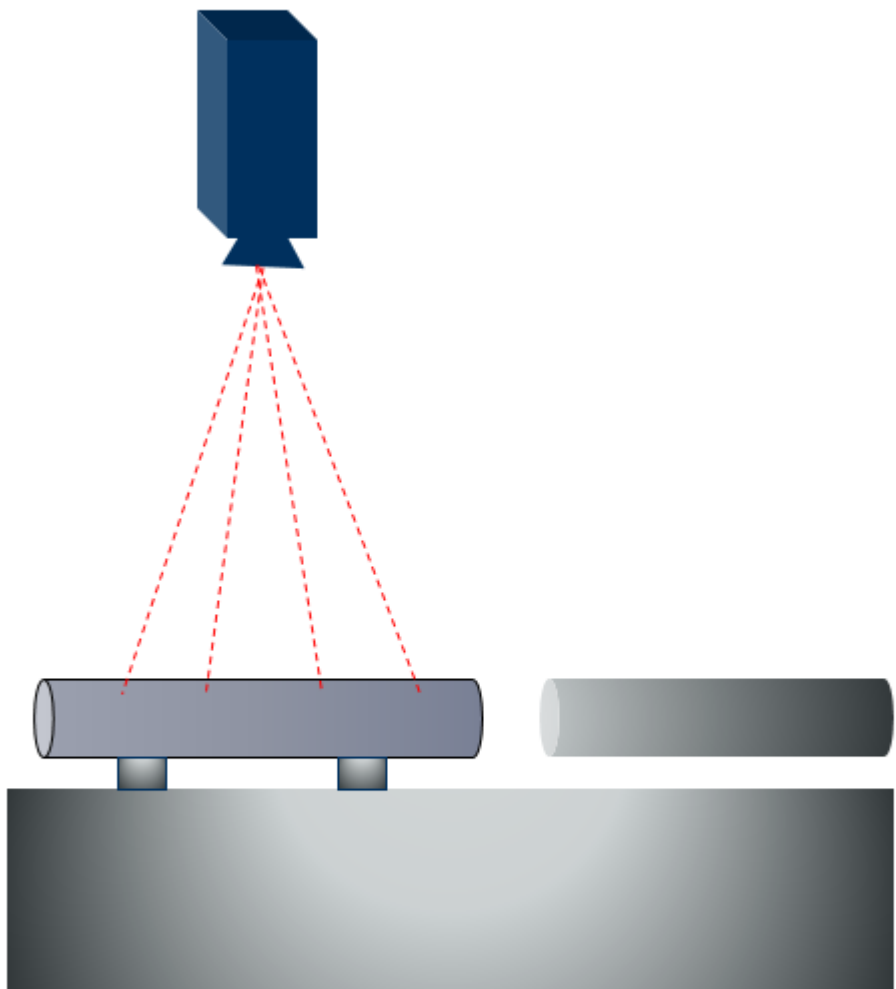
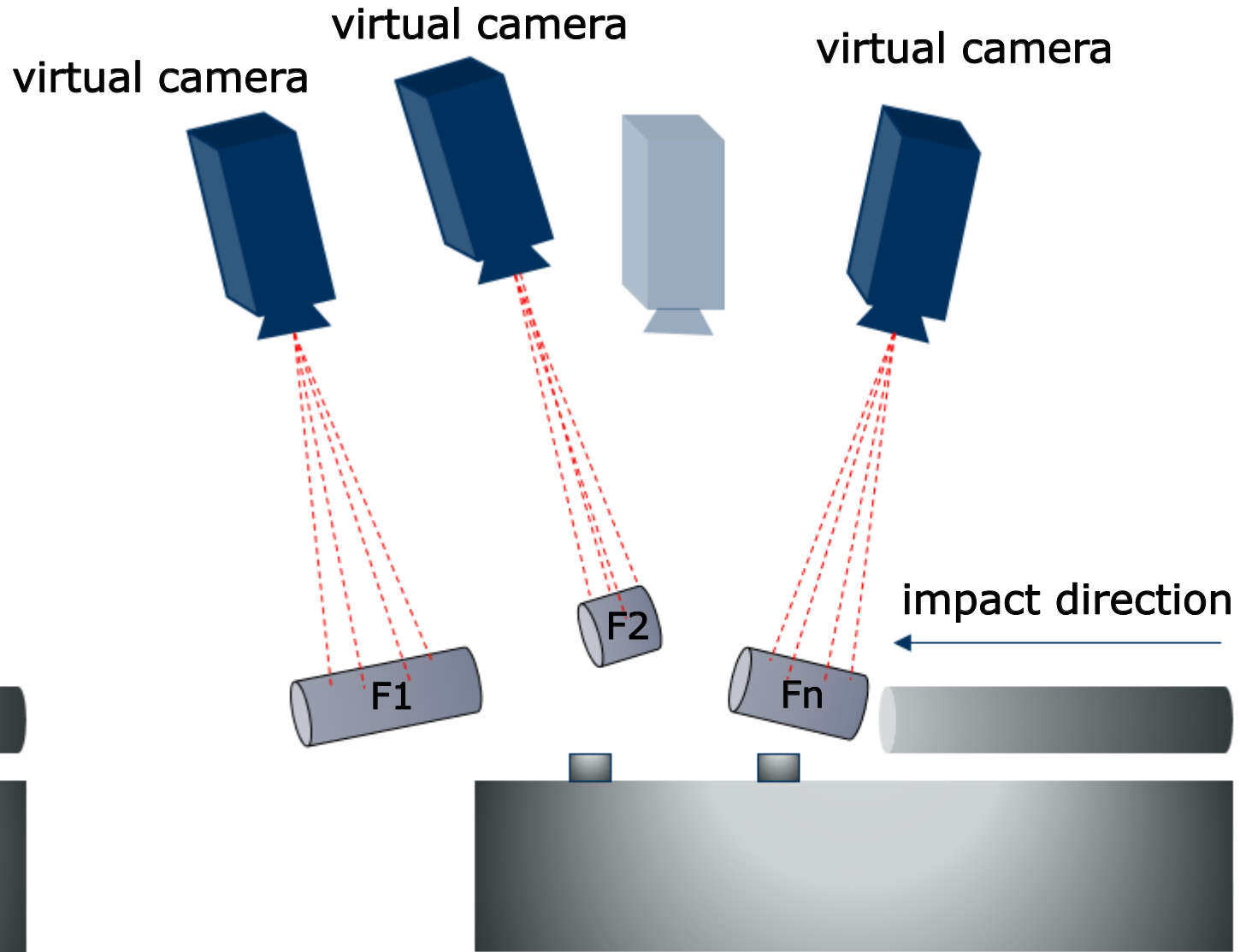


camera 1.frame



(a)



(b)