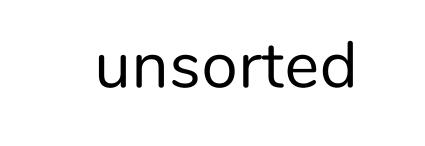


uniform



universal







visible

weighted