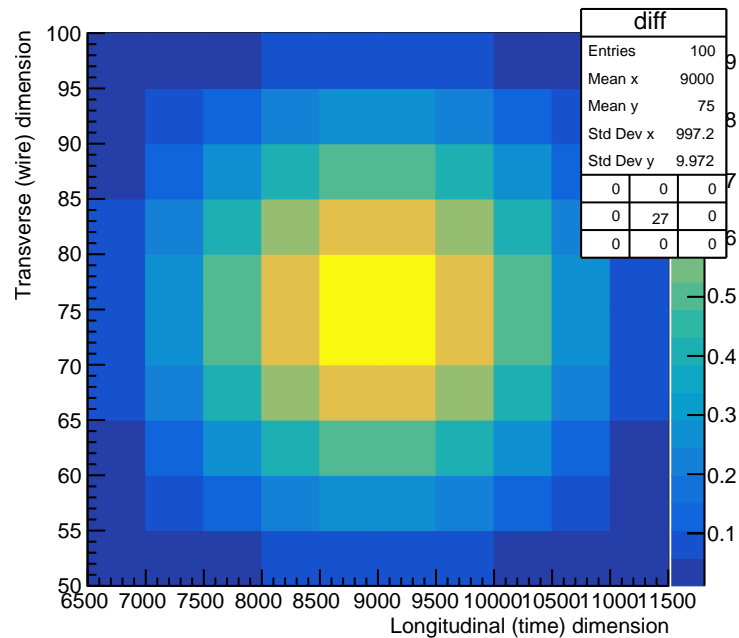


Diffusion Patch



PlaneSlices vs Time

