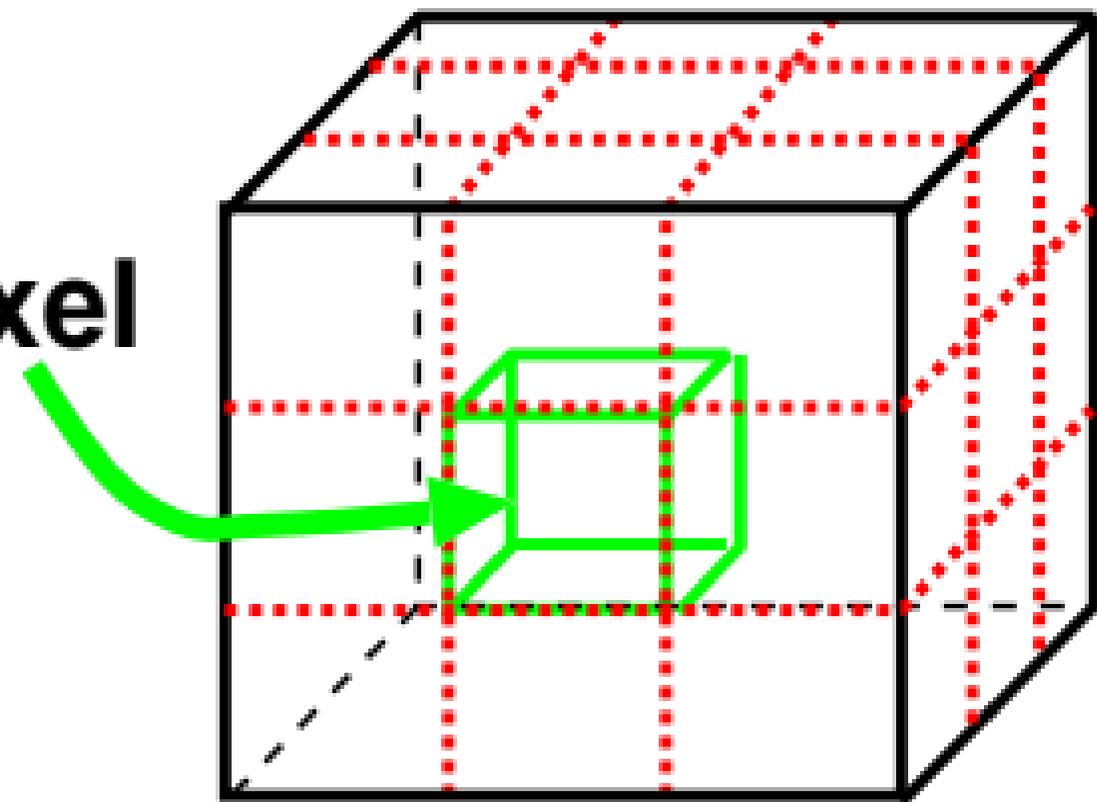
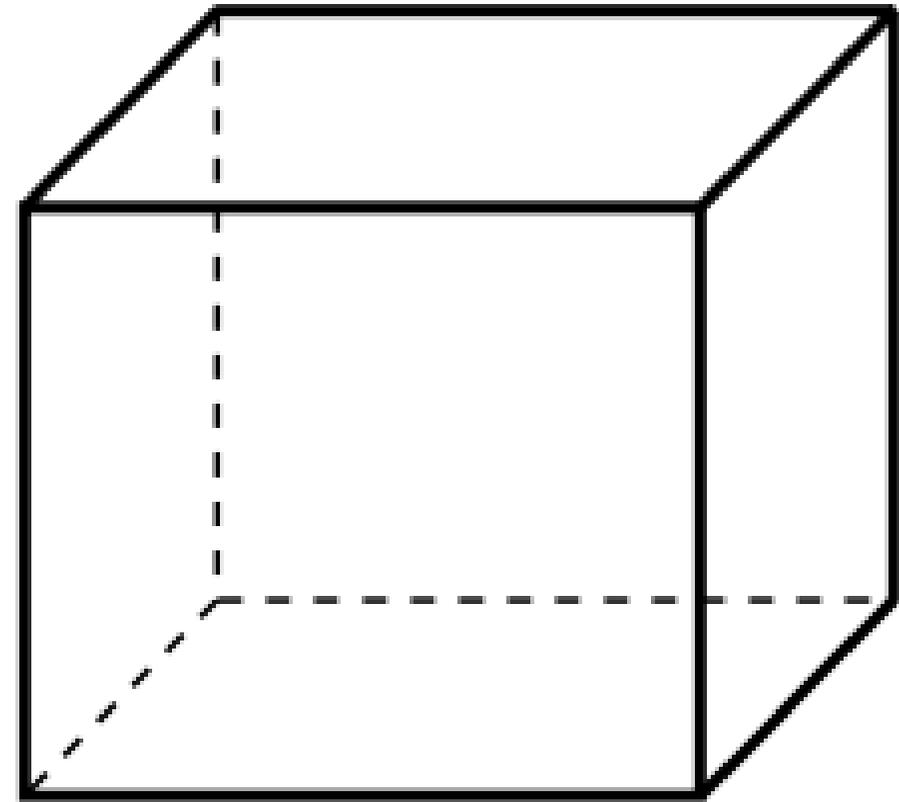


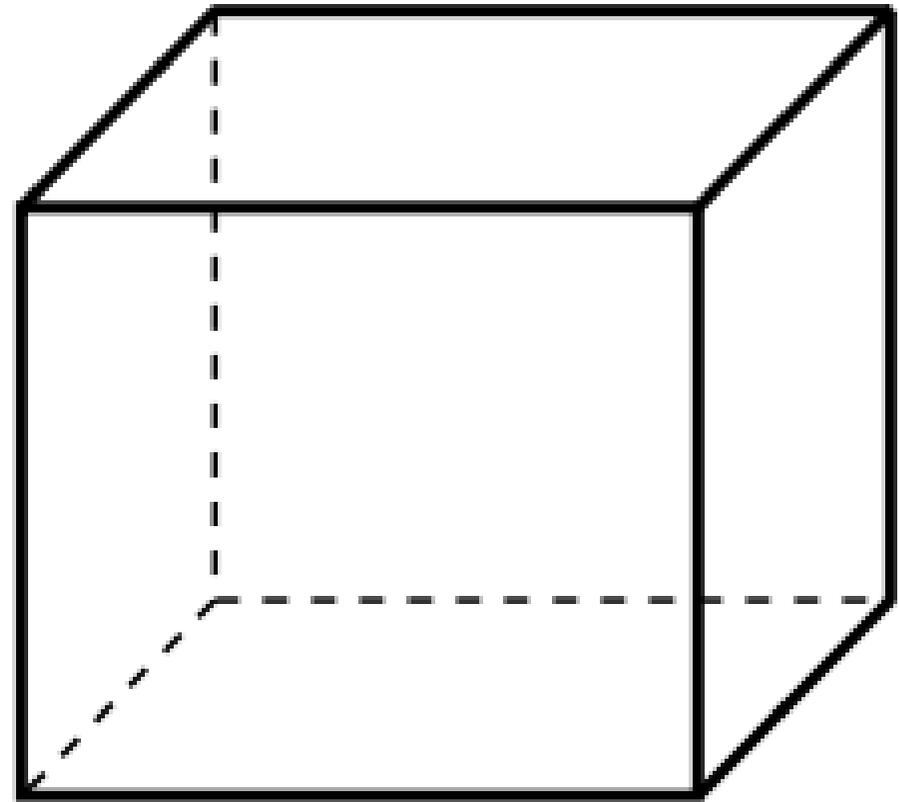
one voxel



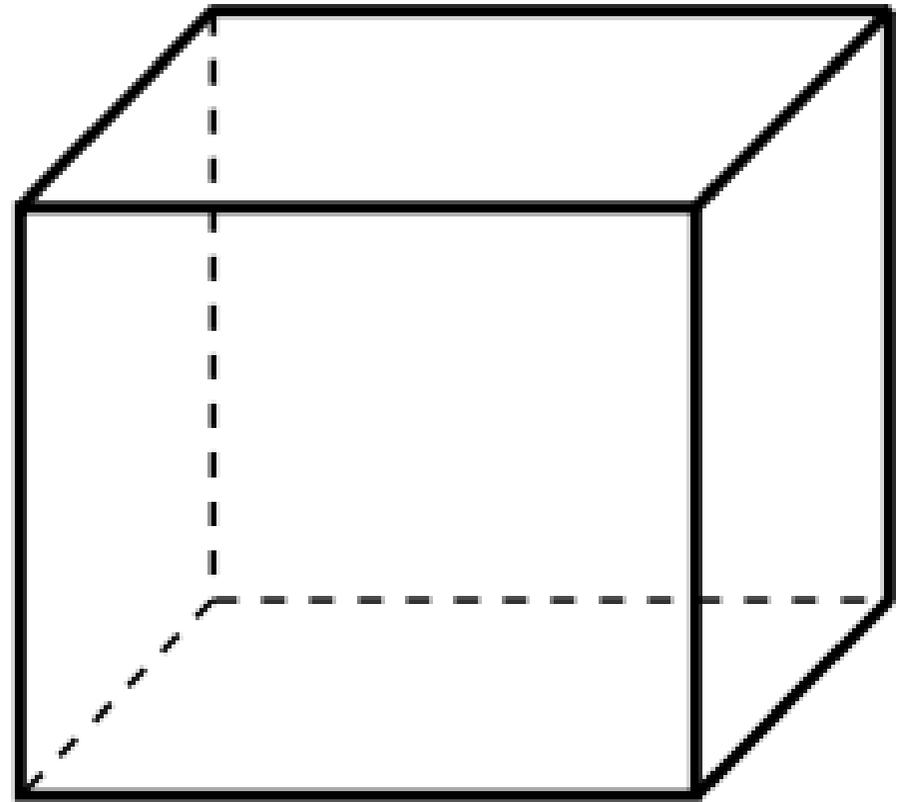
Sub-brick 0



Sub-brick 1



Sub-brick 2



Sub-brick 3