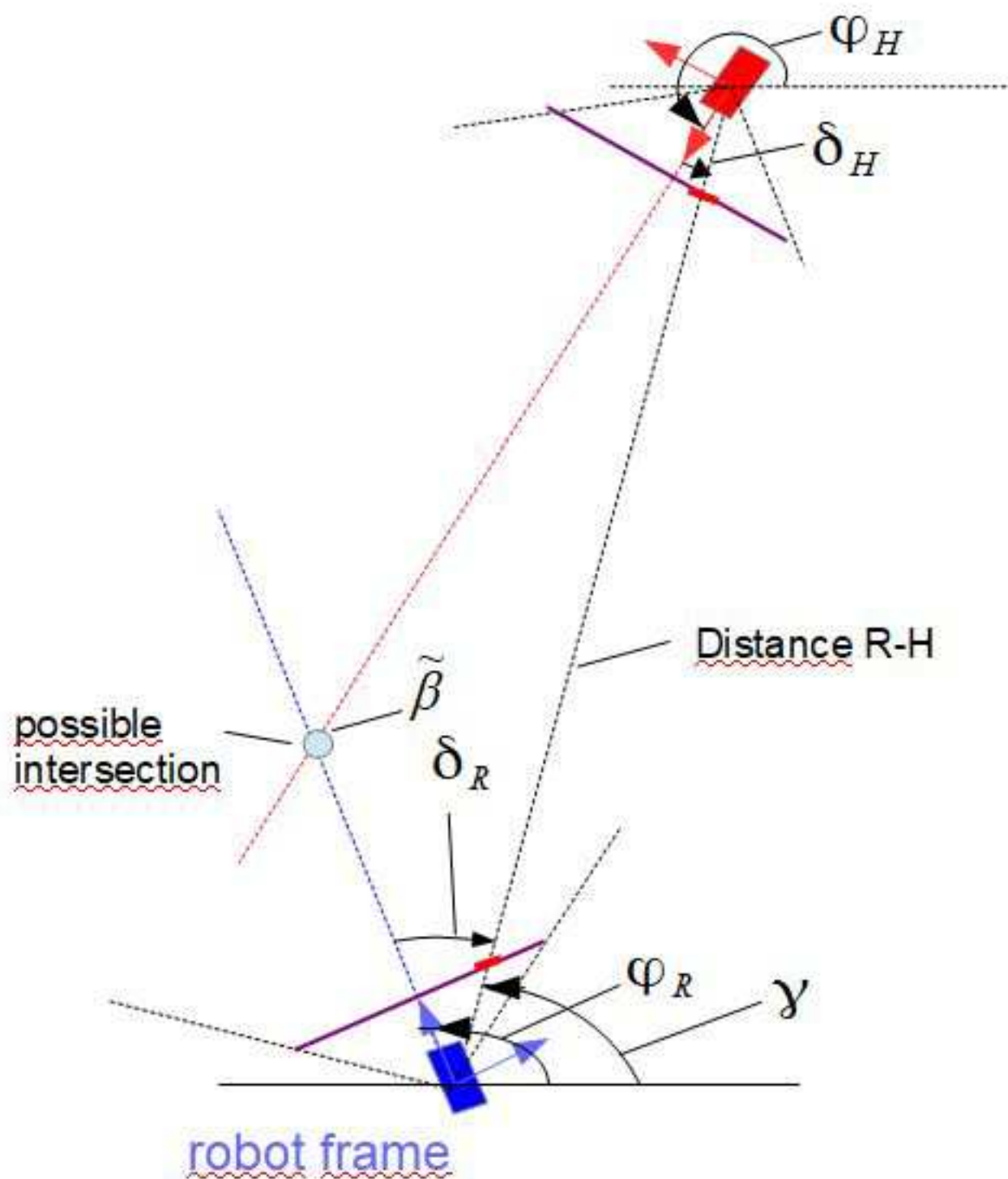


human frame



base frame