

Acquisition 1



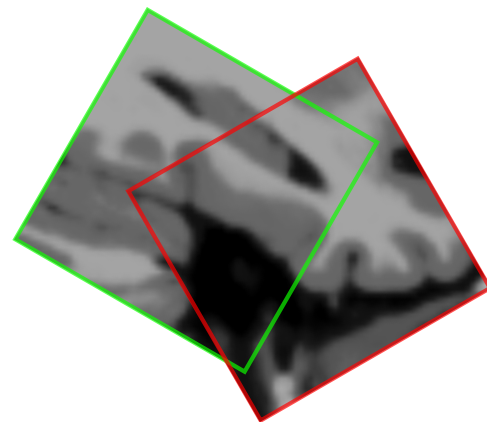
Acquisition 2



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3D matrix



3D matrix + orientation