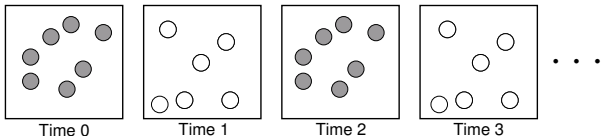


*(a)* Static representation



*(b)* Temporal coding