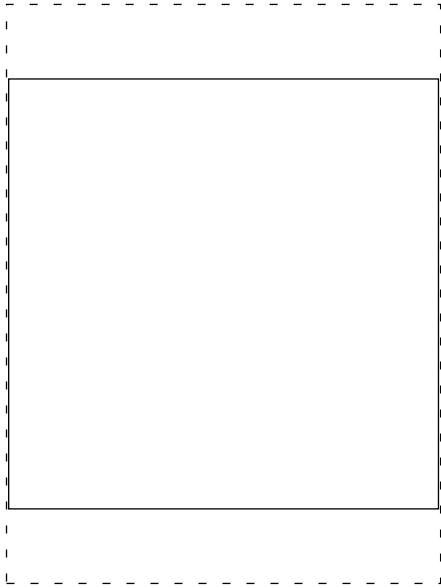
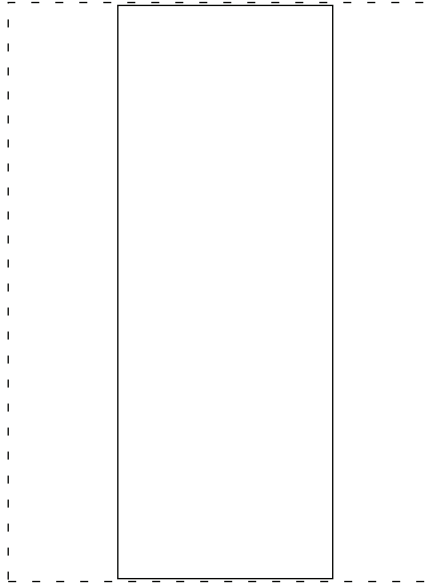


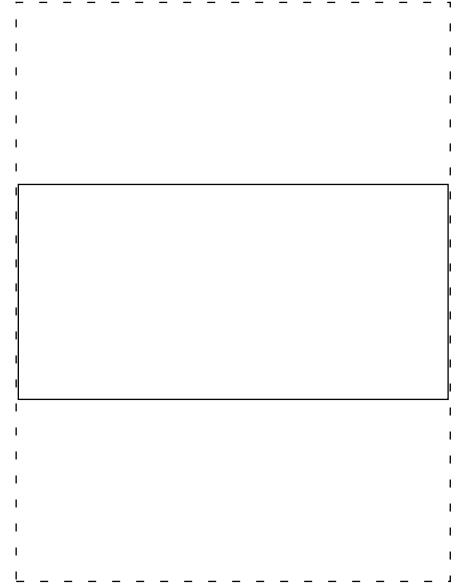
## EVAS\_ASPECT\_CONTROL\_BOTH



$$w = h$$



$$w = h/2$$



$$w = 2h$$

 container  object