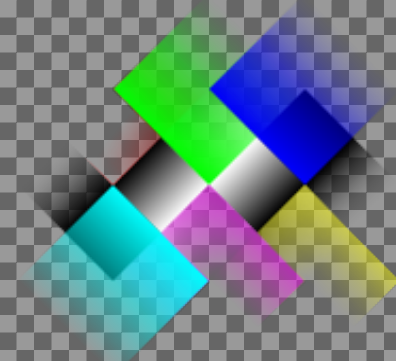


Blend...



Channel Transparency...



Fill Background



Flatten Transparency

