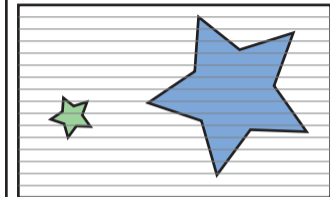


frame n

frame n+1

progressive



field 0 (top)

field 1 (bottom)

interlaced

