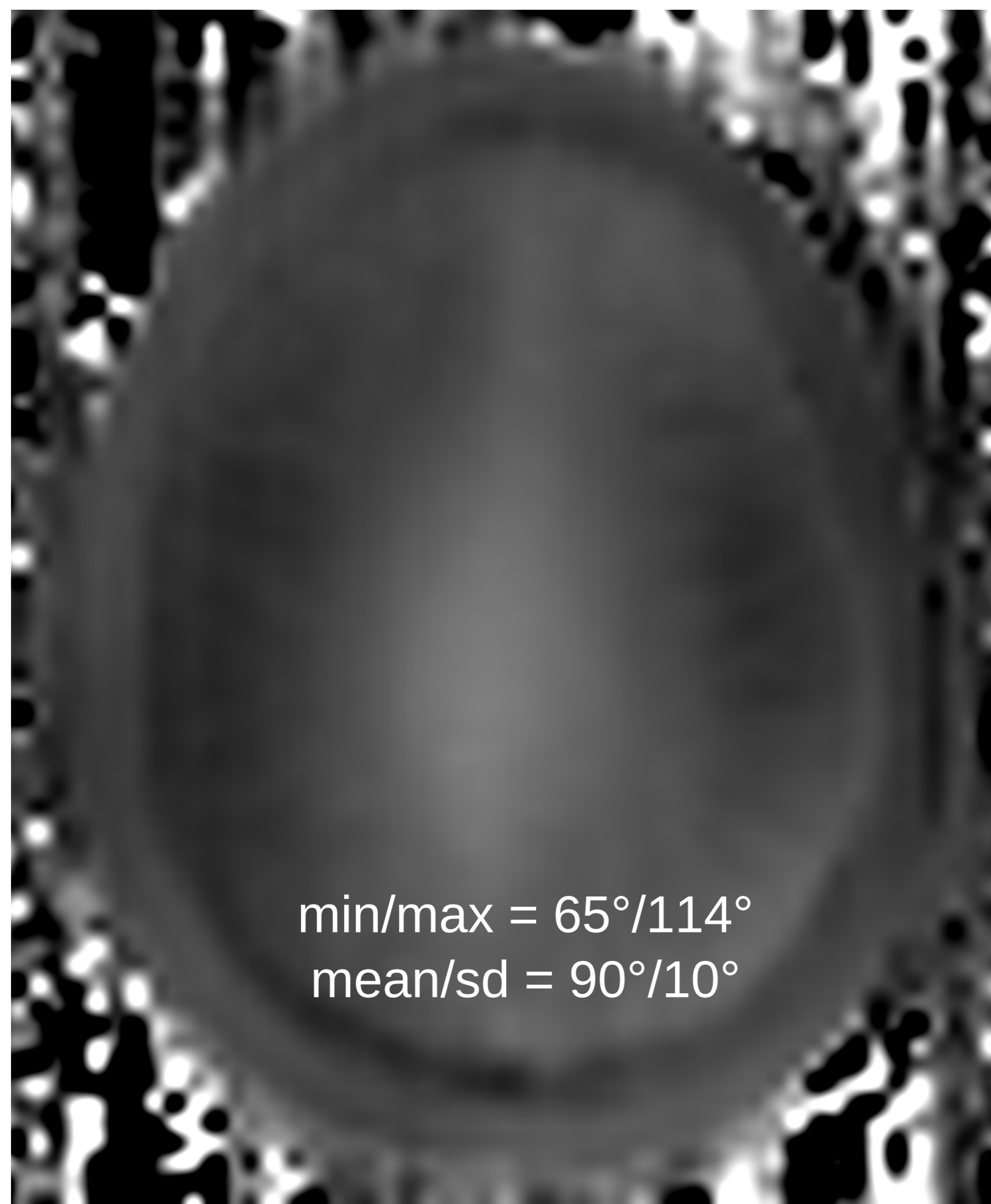


B_1^+ (flip angle) map



B_0 map

