## Normal Image



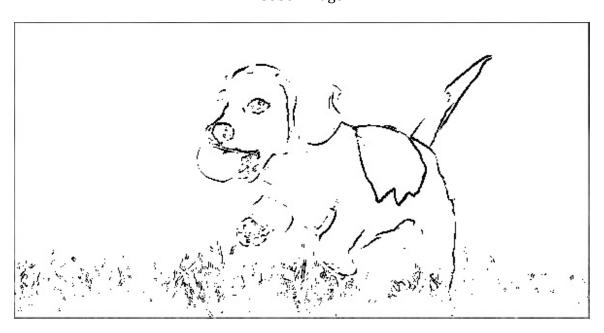
Gray Image



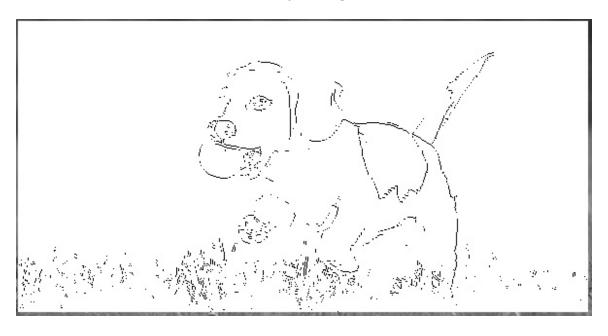
## Blurred Image



Sobel Image



Canny 1 Image



Canny 2 Image

