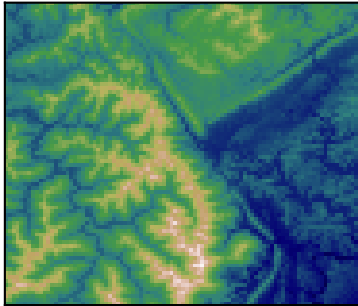
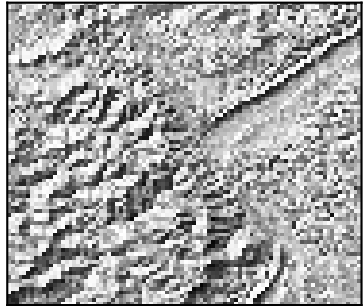


# Overlay Blending Looks Best with Rough Surfaces



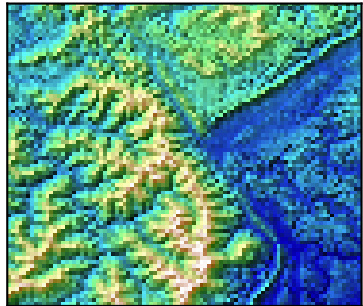
Colormapped Data



Illumination Intensity



Blend Mode: "hsv" (default)



Blend Mode: "overlay"