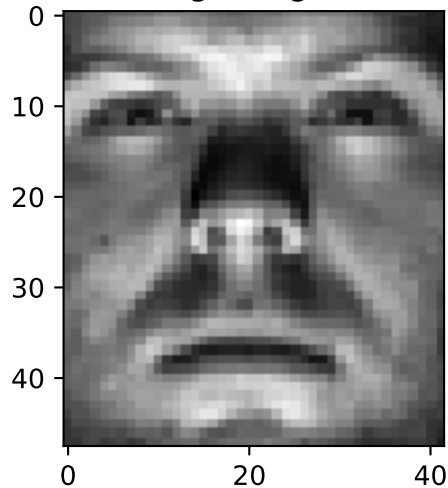
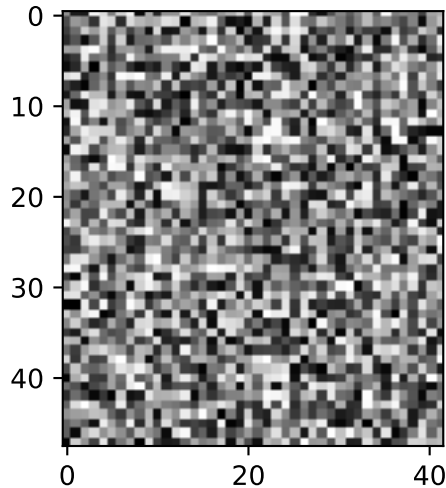


Image(Original)



Noise



Image(Noise)

