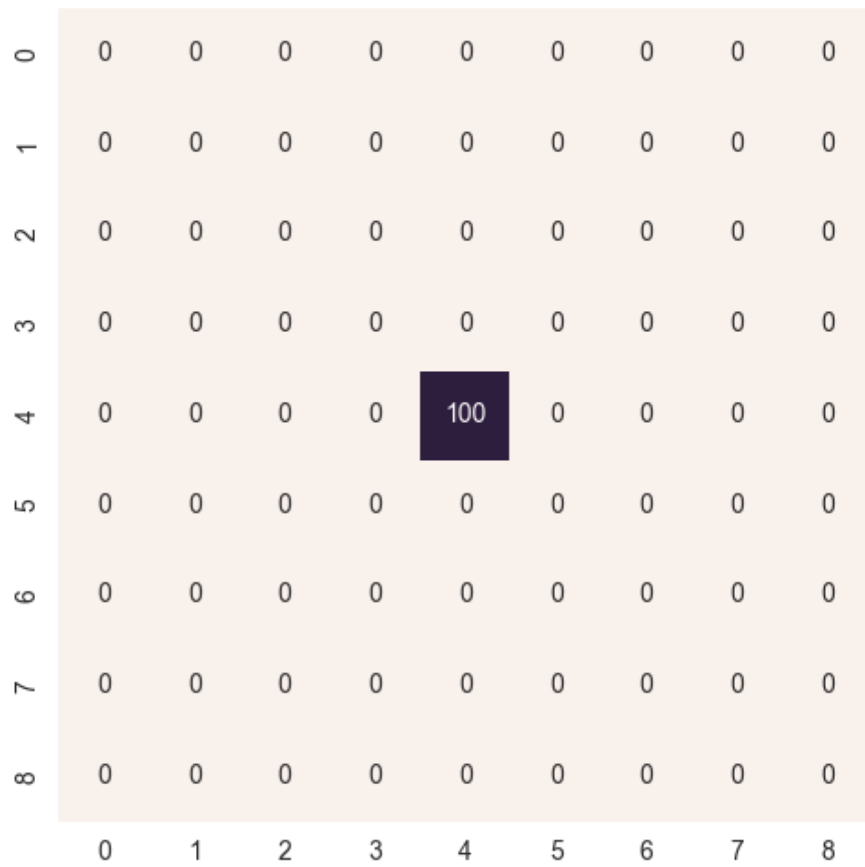
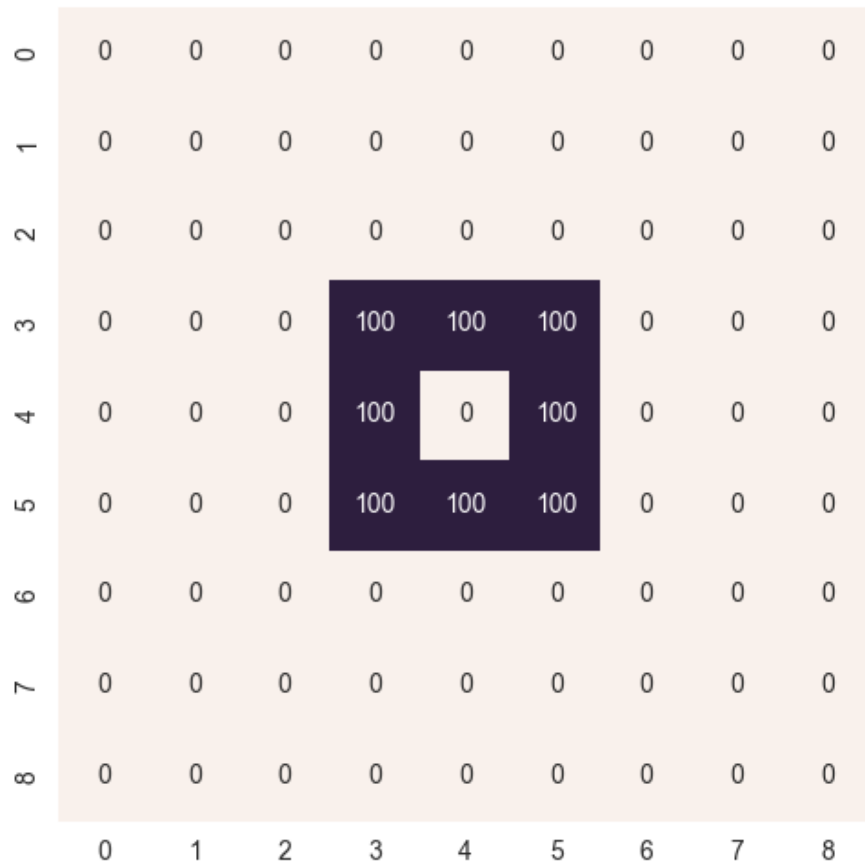
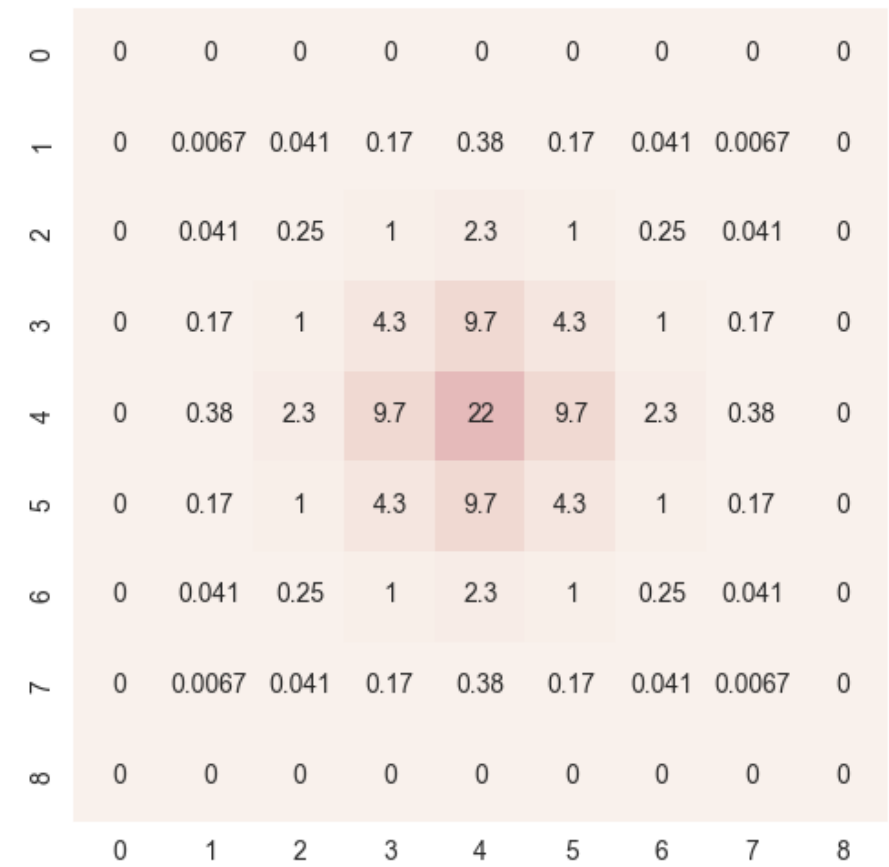


# Gauss smoothing example



2d gauss smoothing (radius=1)



2d gauss smoothing (radius=1)

