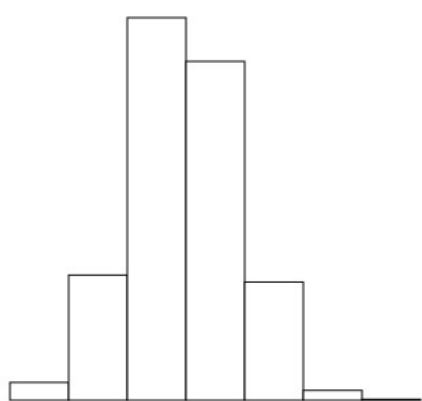
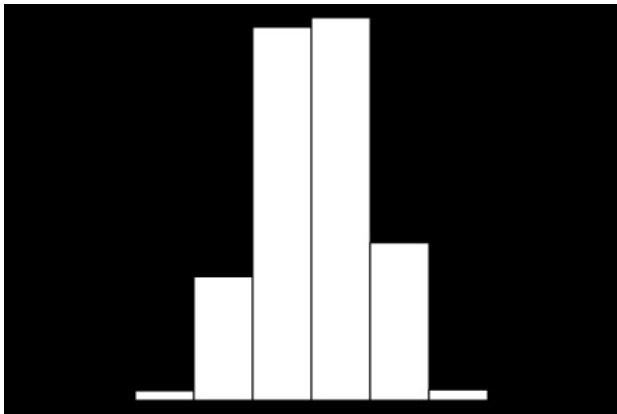


# Color

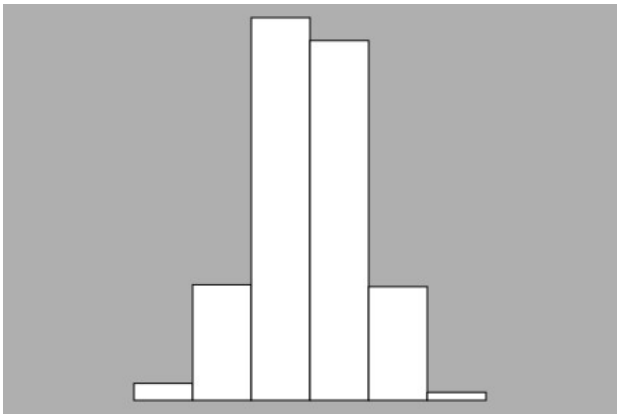
White



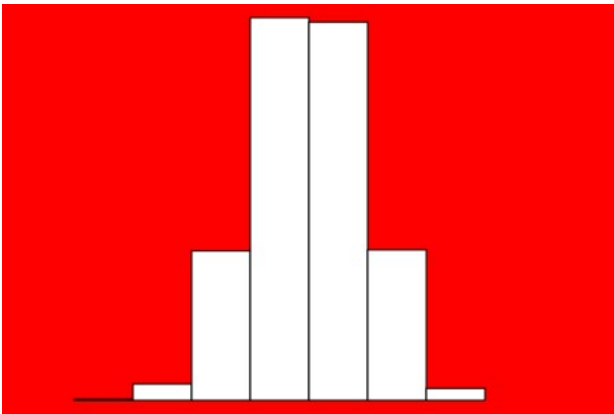
Black



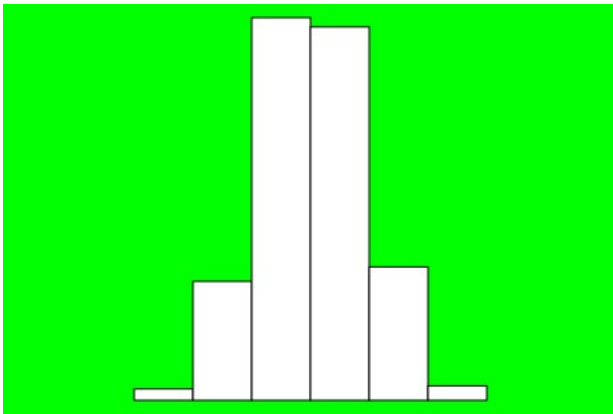
Grey 175



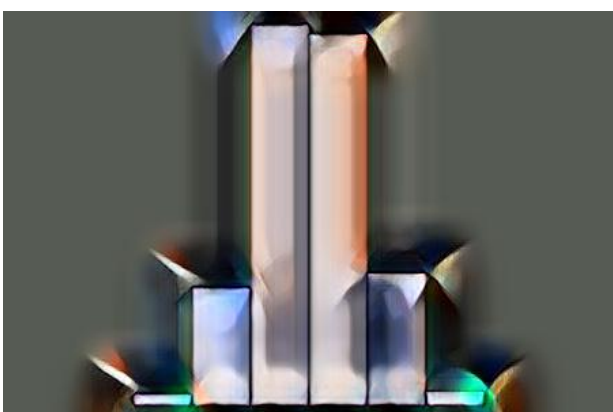
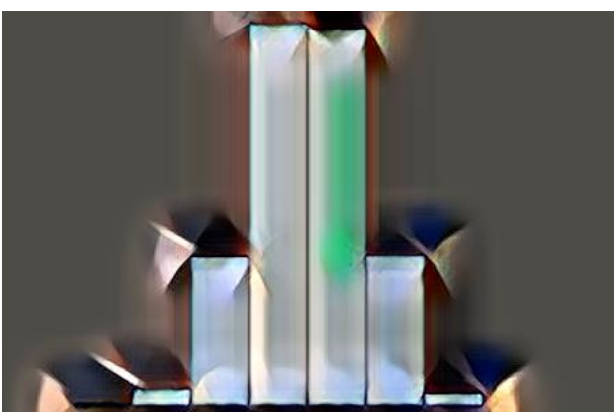
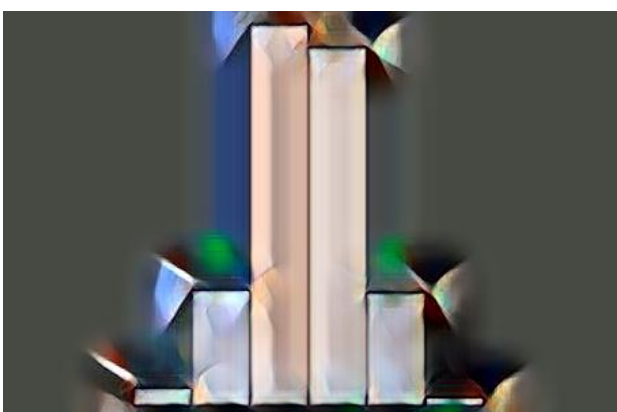
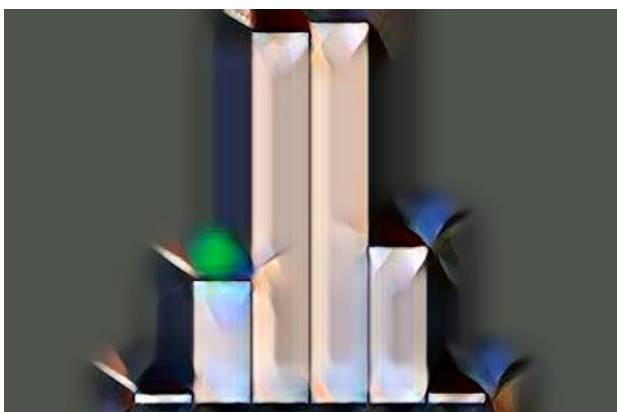
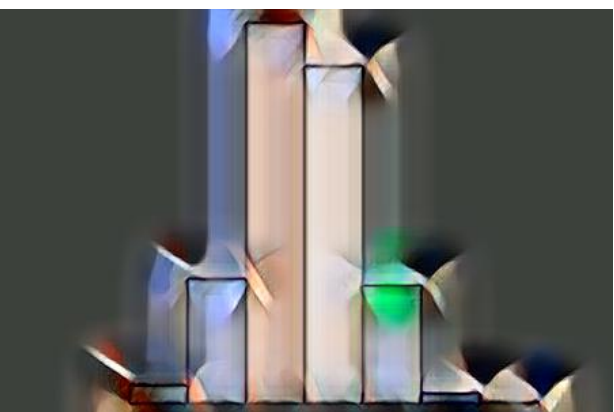
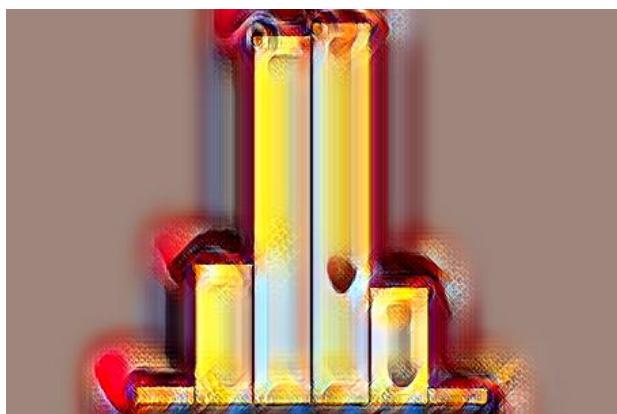
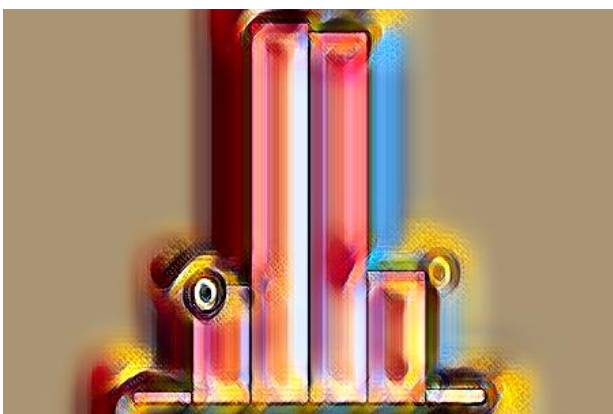
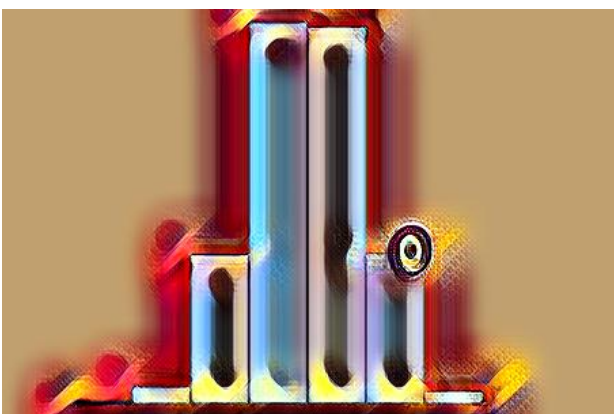
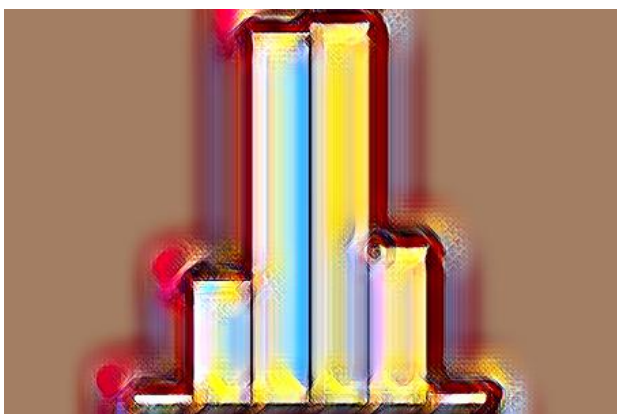
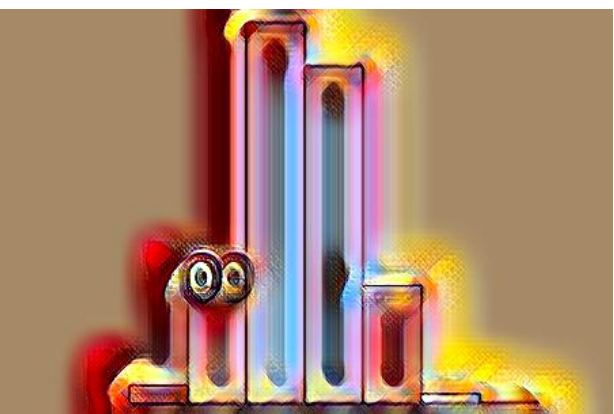
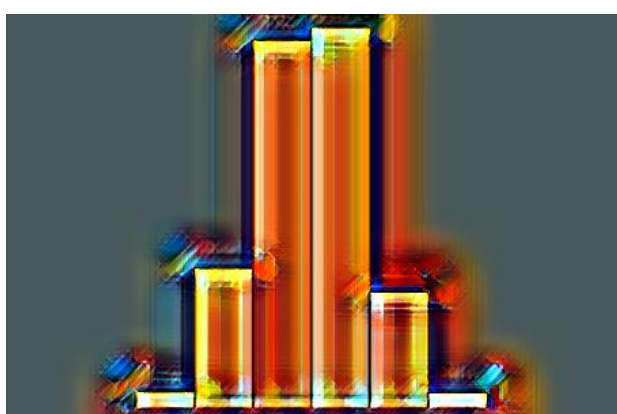
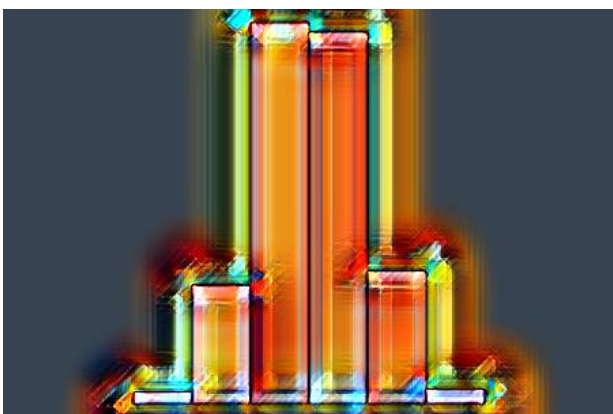
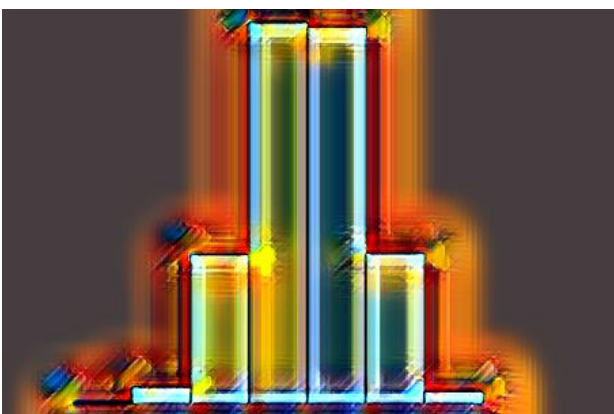
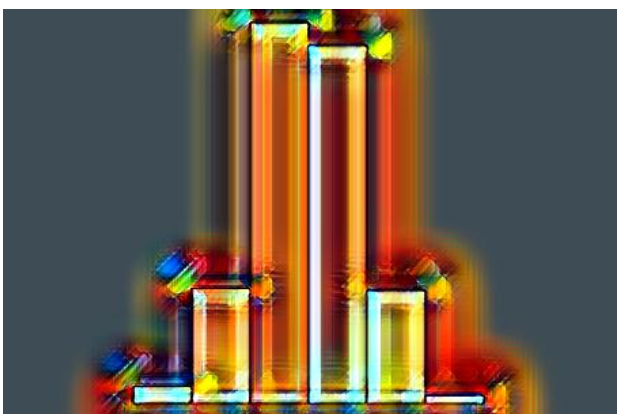
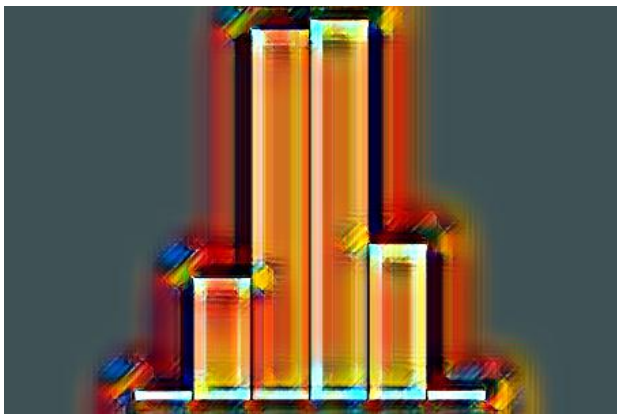
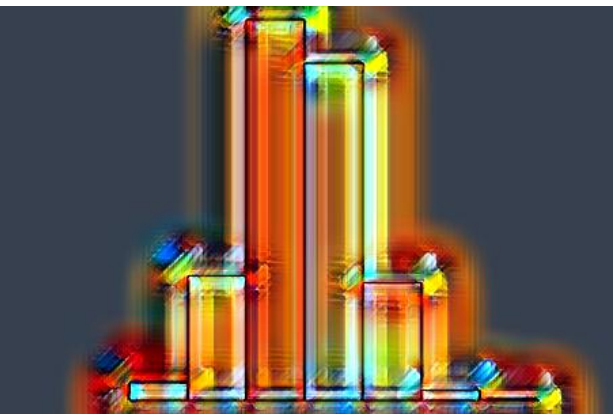
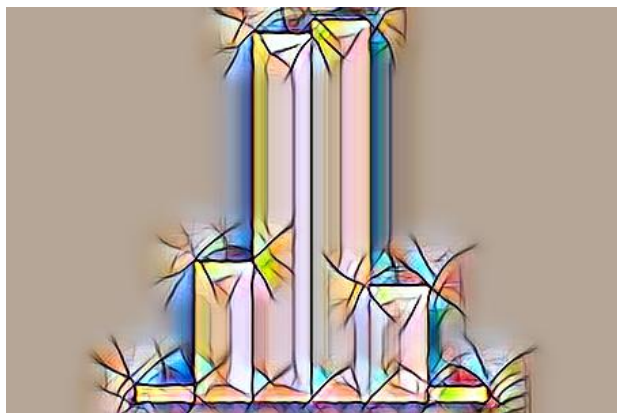
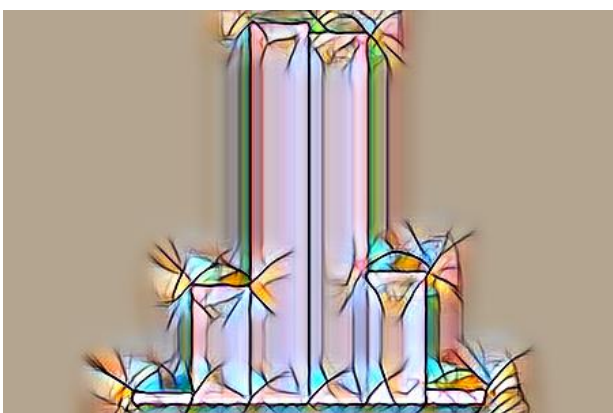
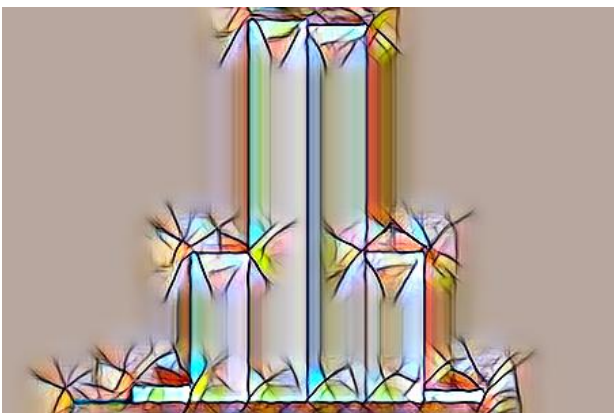
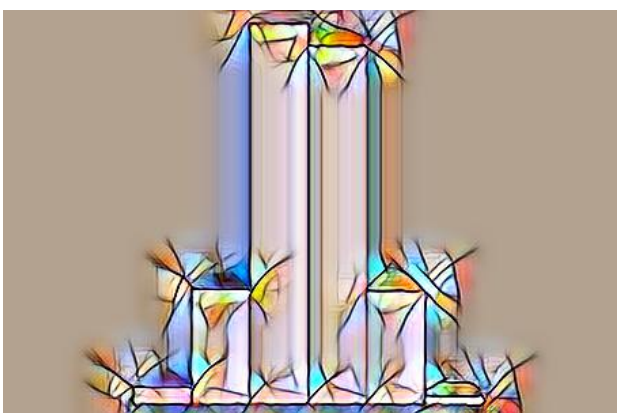
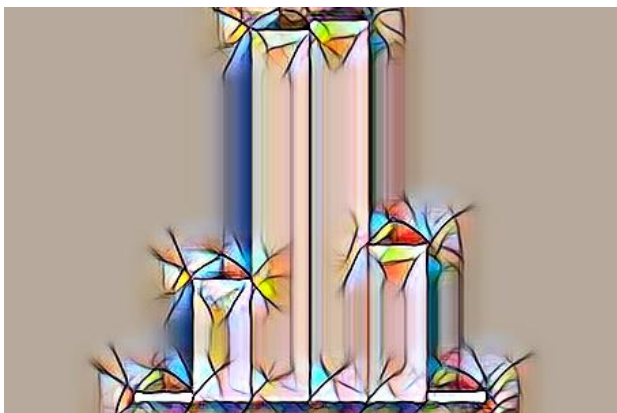
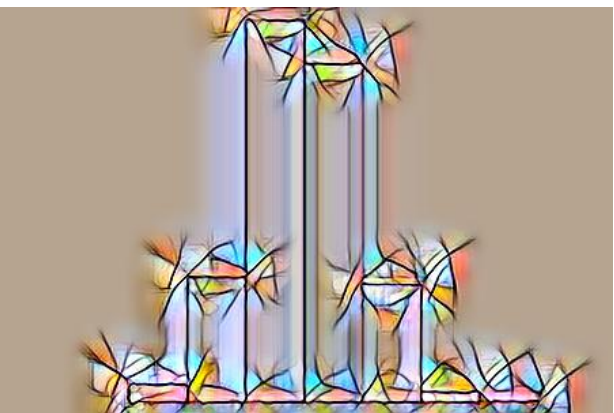
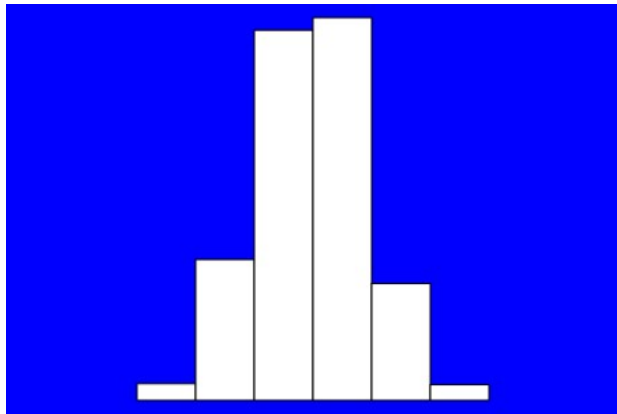
Red 255



Green 255



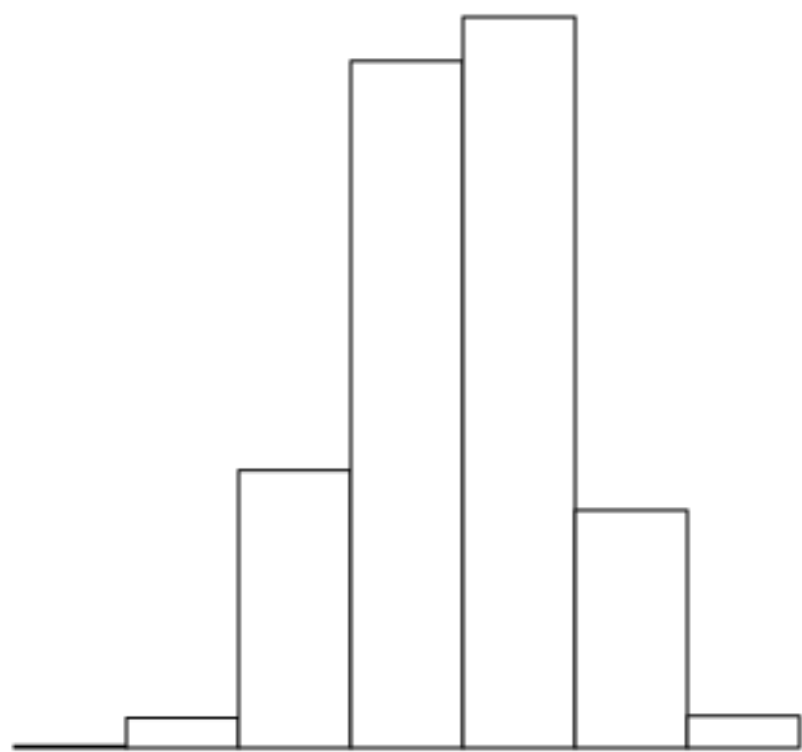
Blue 255





# Image Style

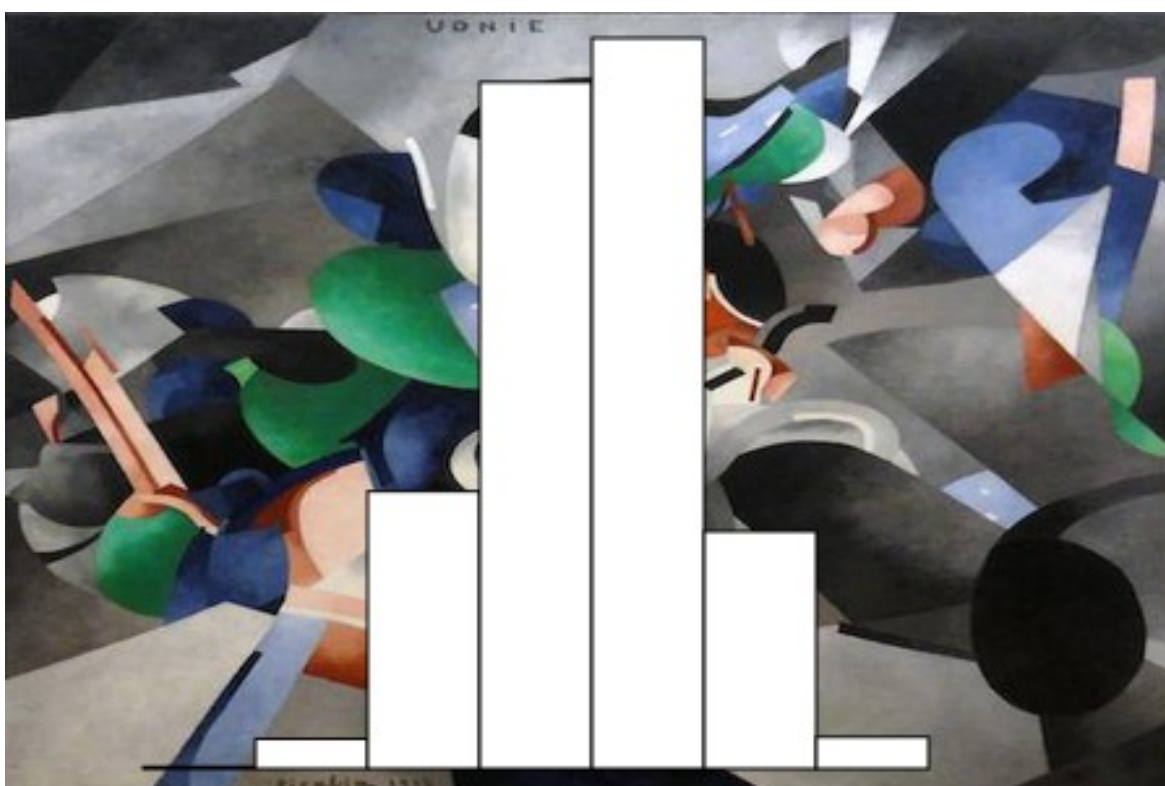
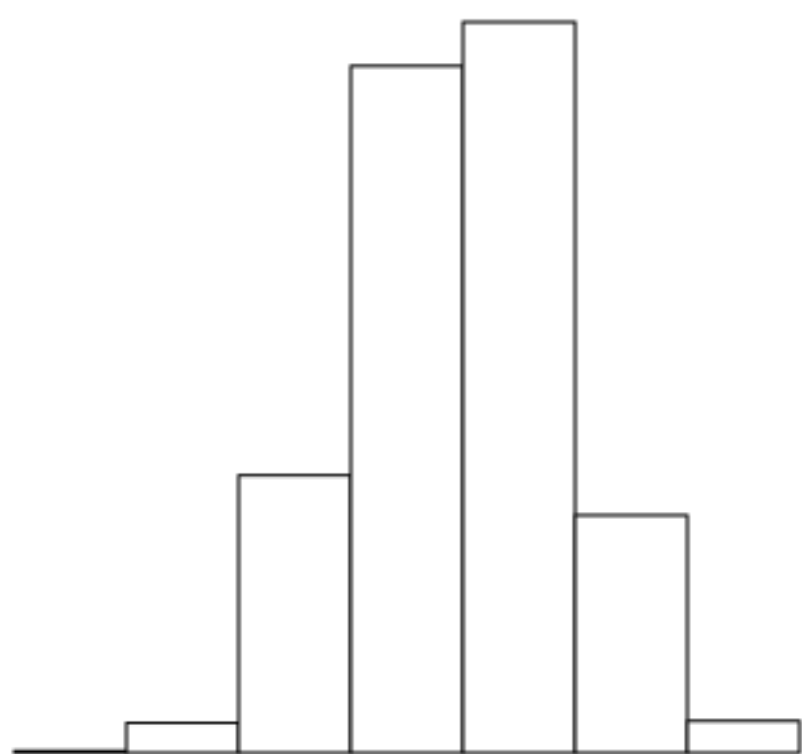
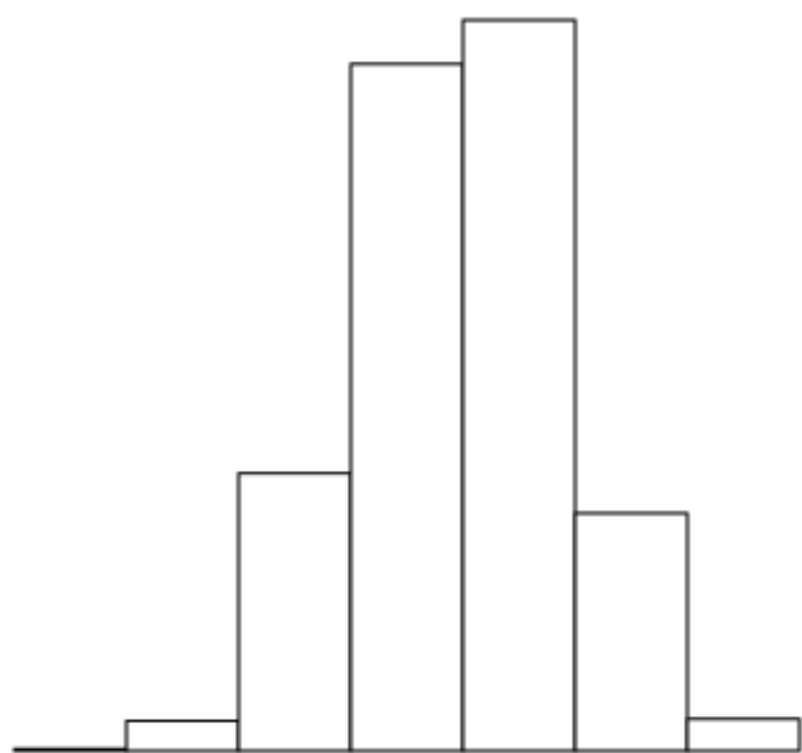
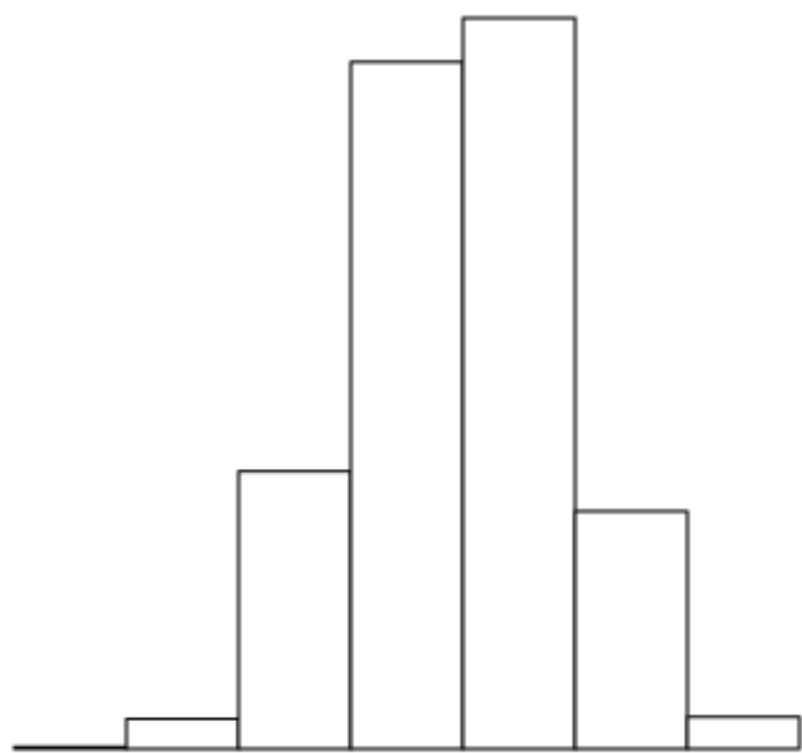
Input



Intermediary



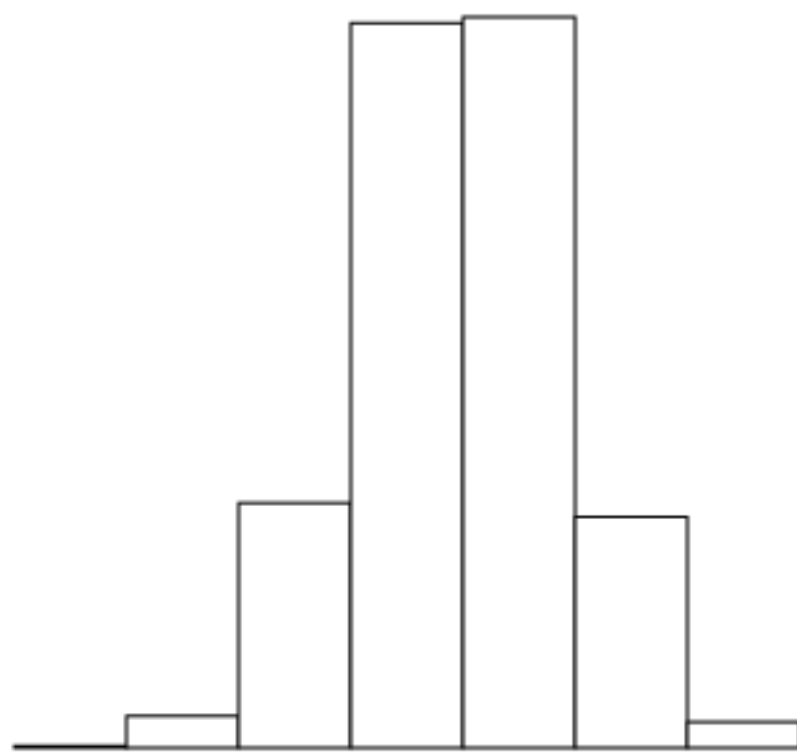
Output



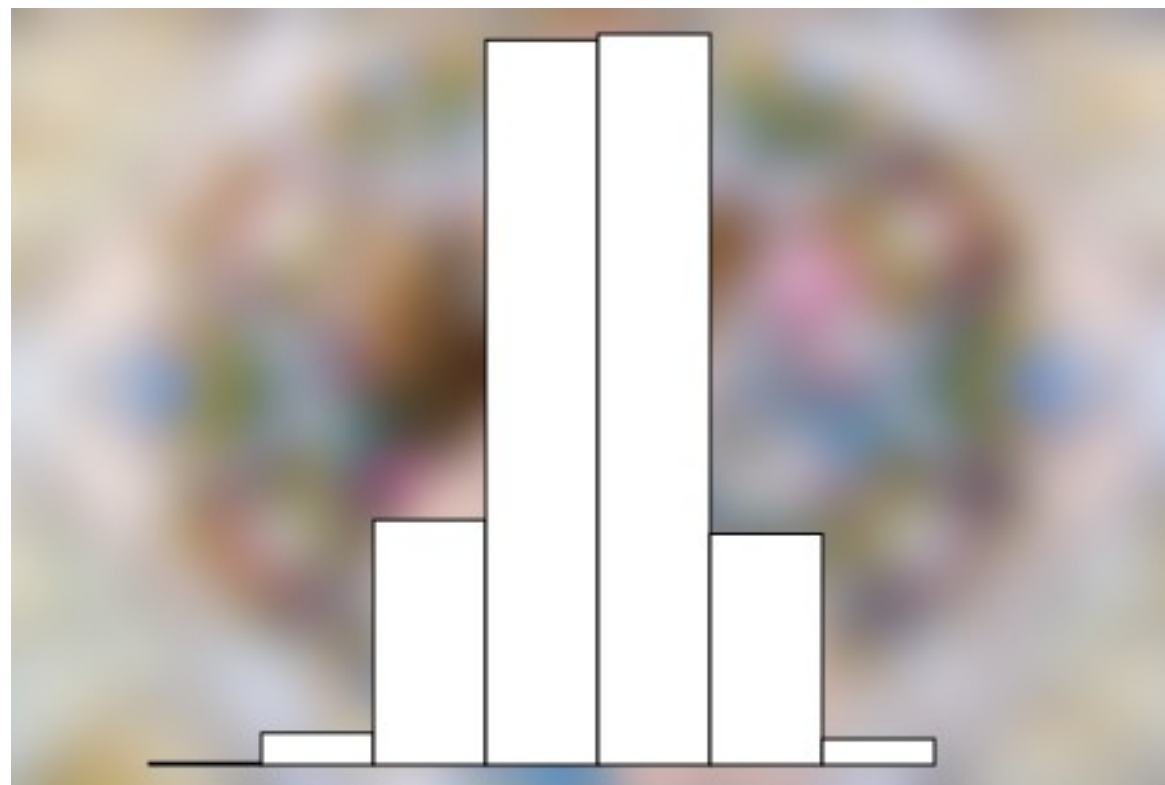


# Image Style + Gaussian Blur (r = 10)

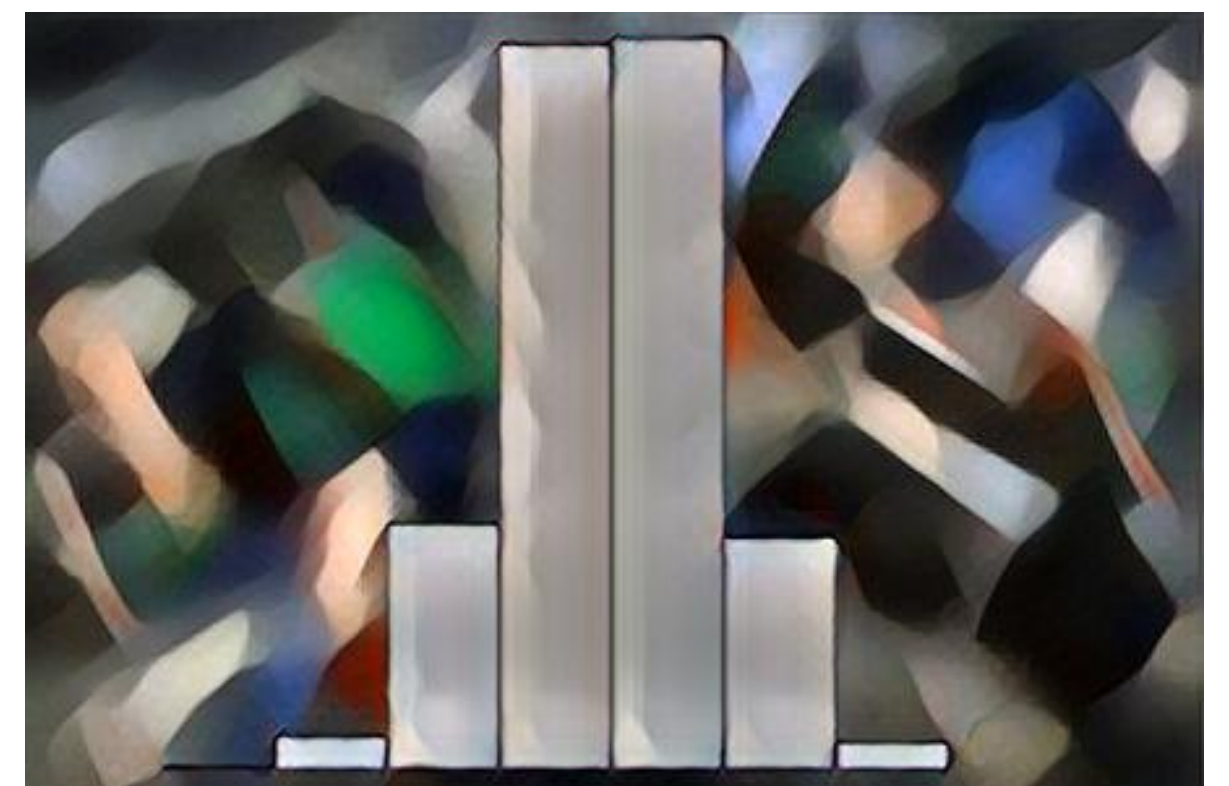
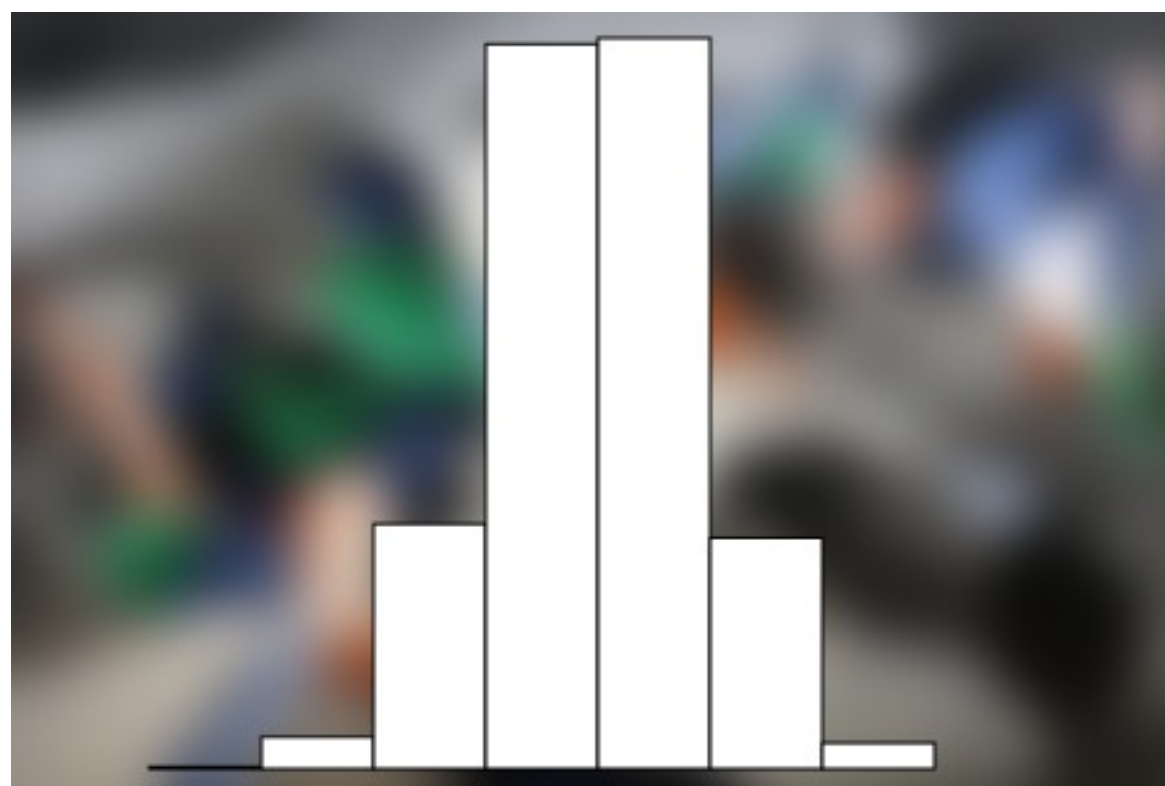
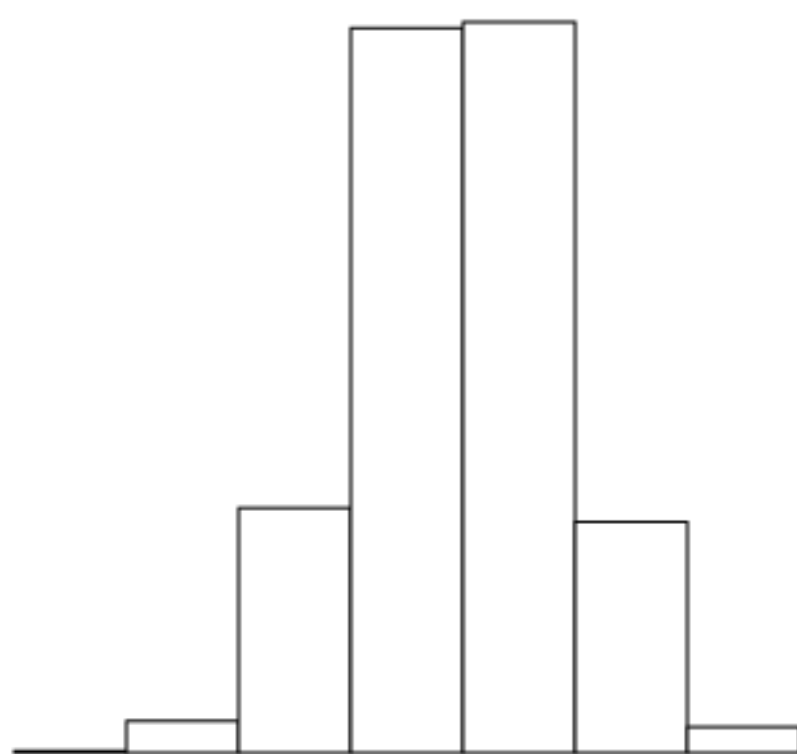
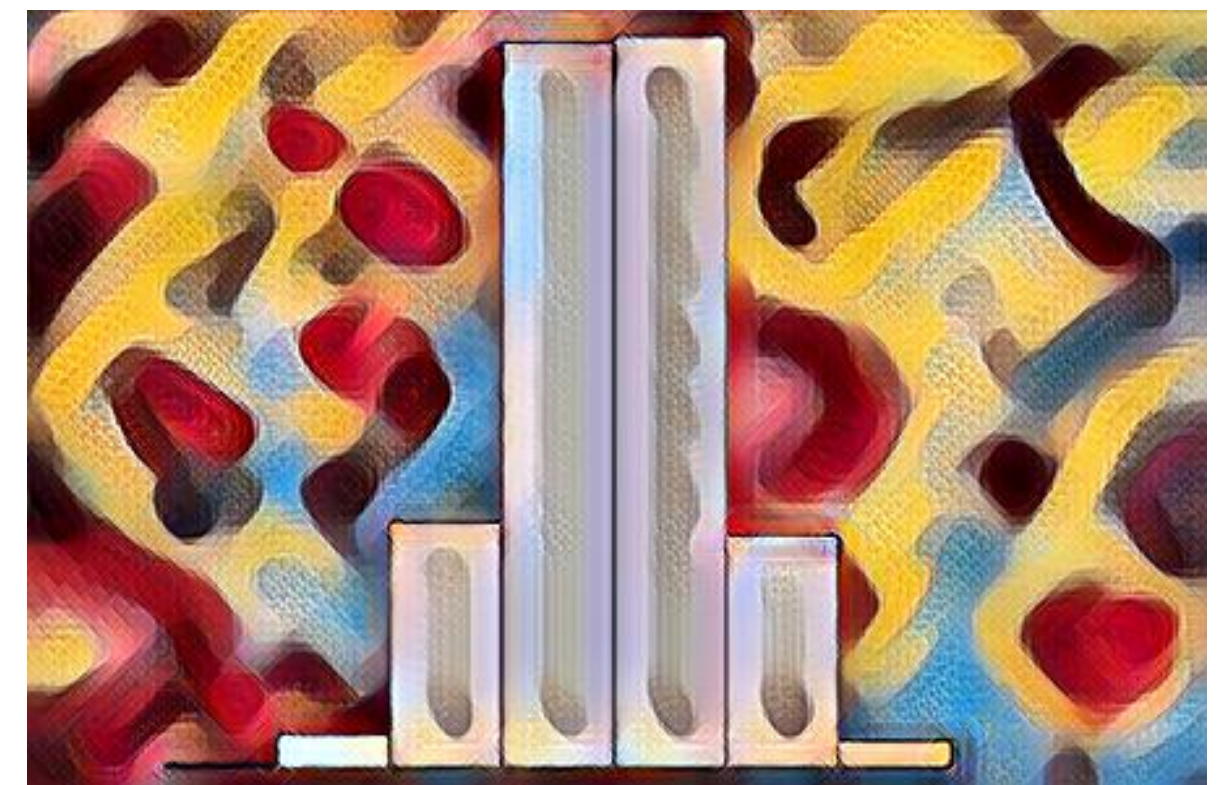
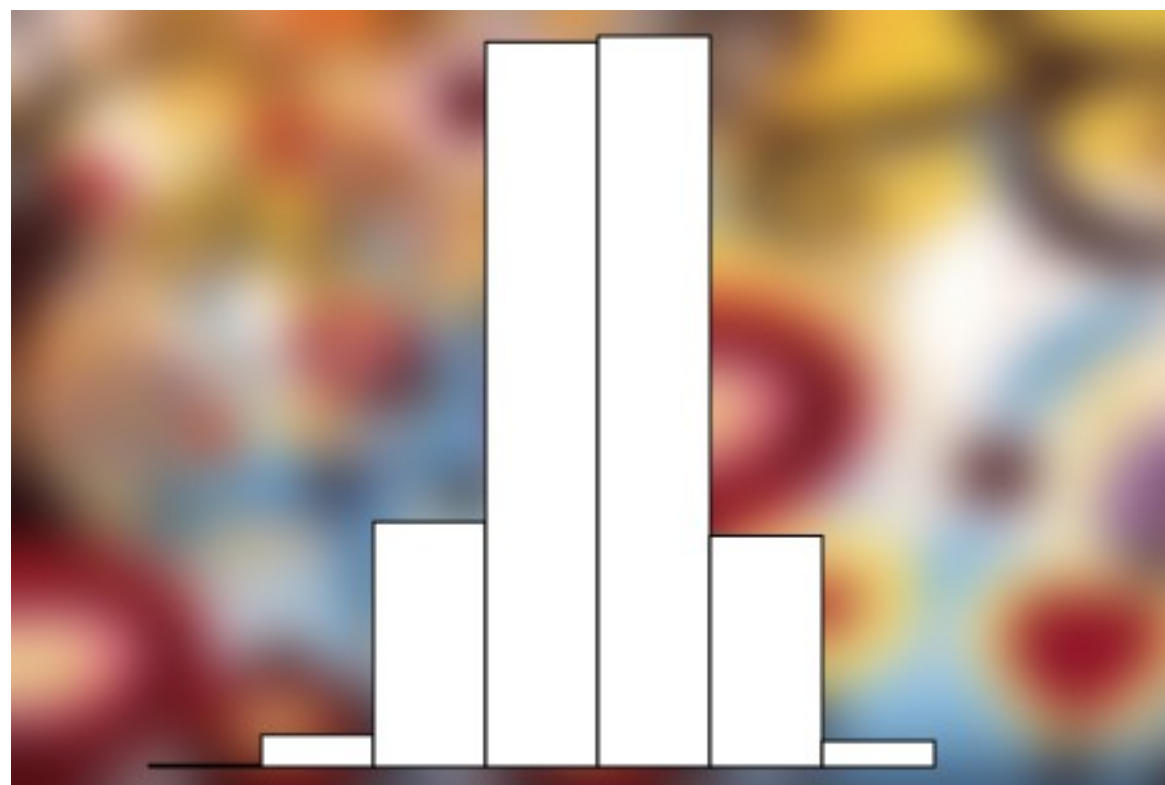
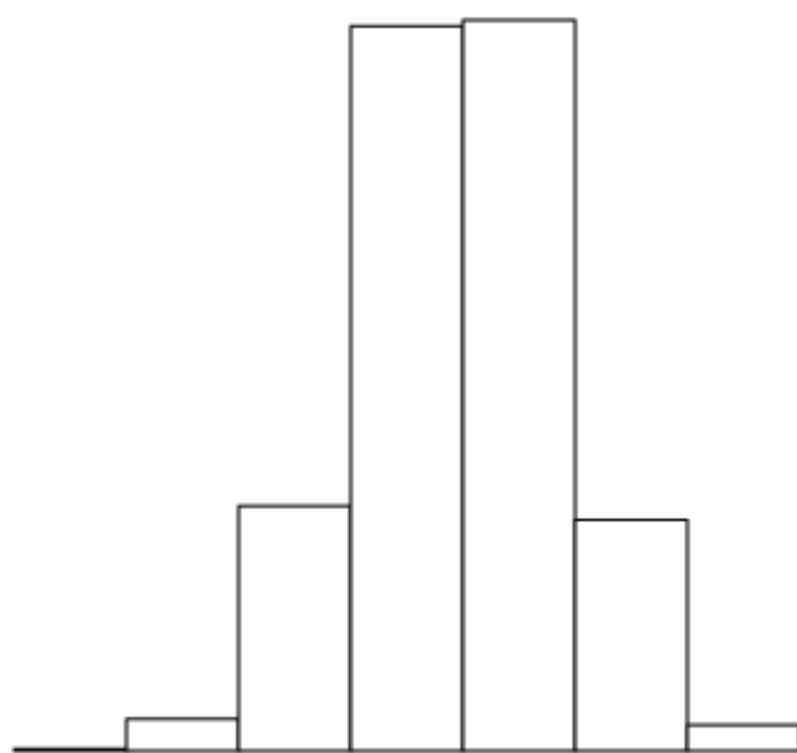
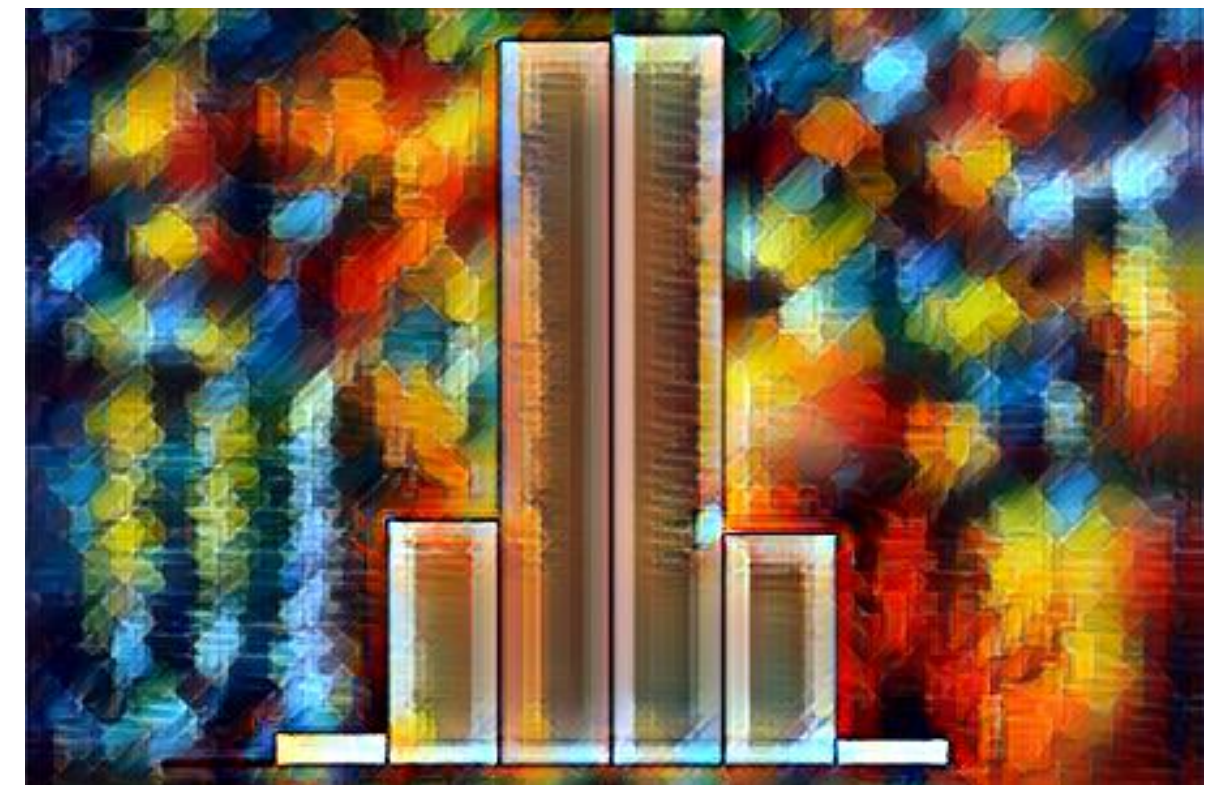
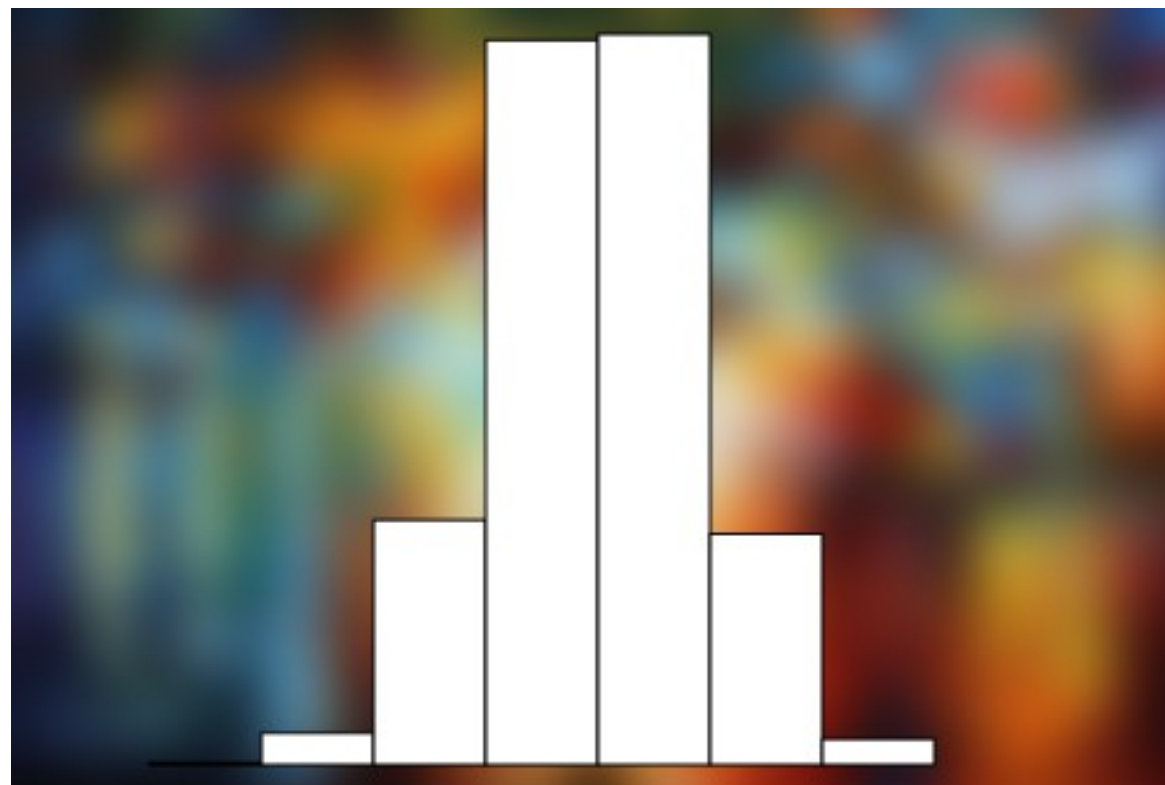
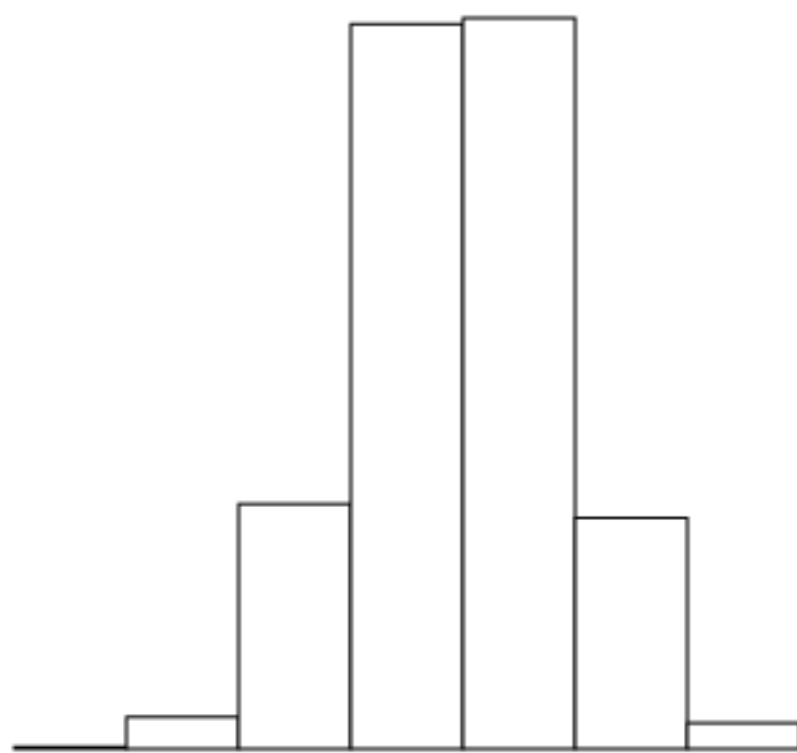
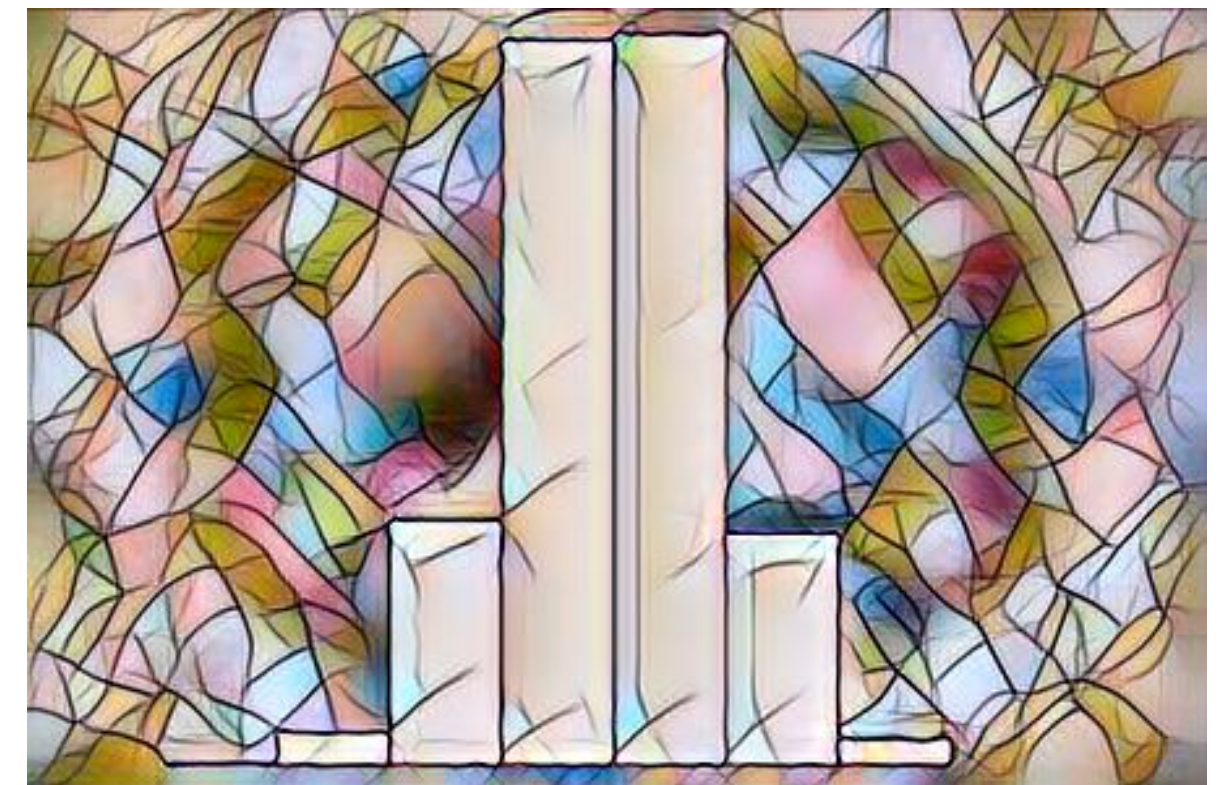
Input



Intermediary



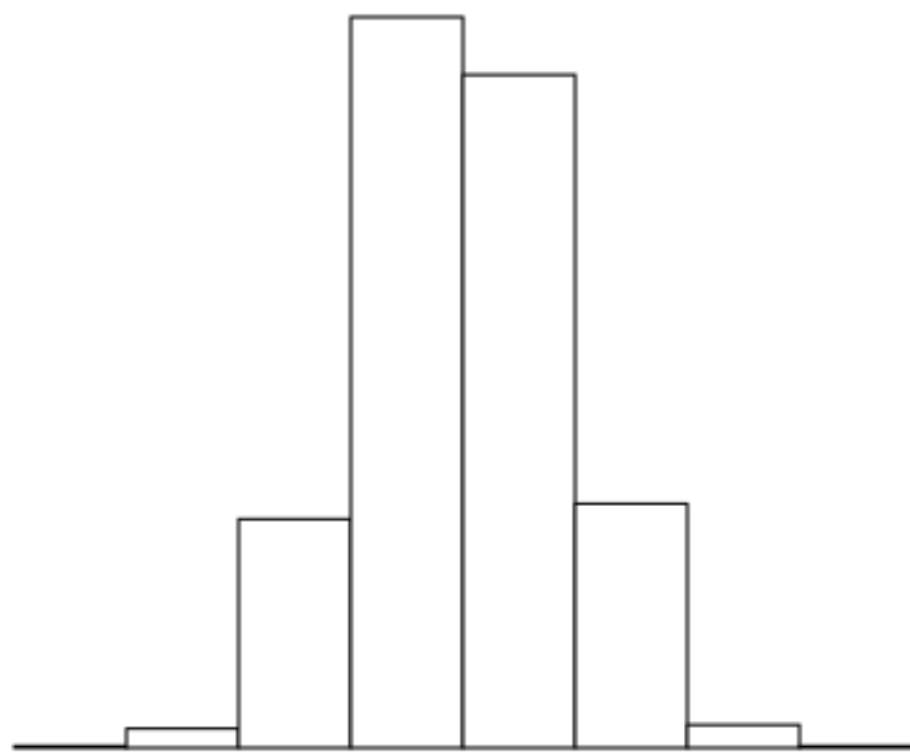
Output



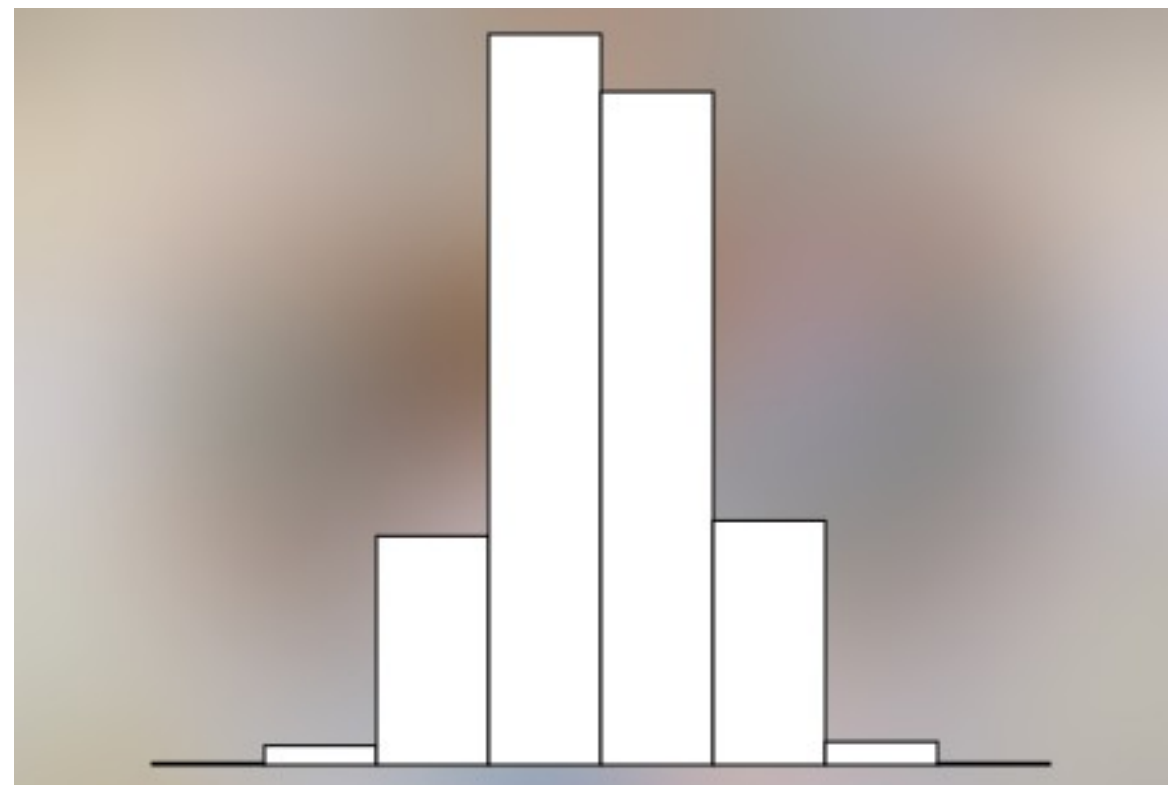


# Image Style + Gaussian Blur (r = 30)

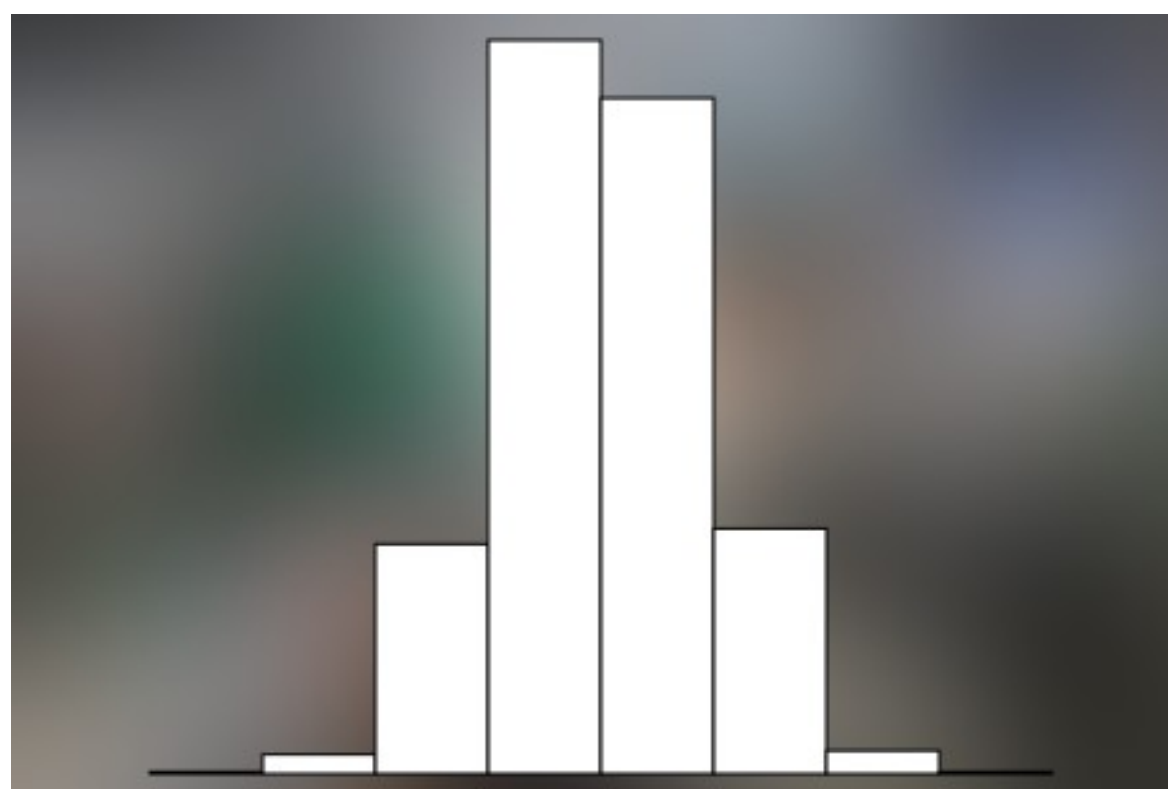
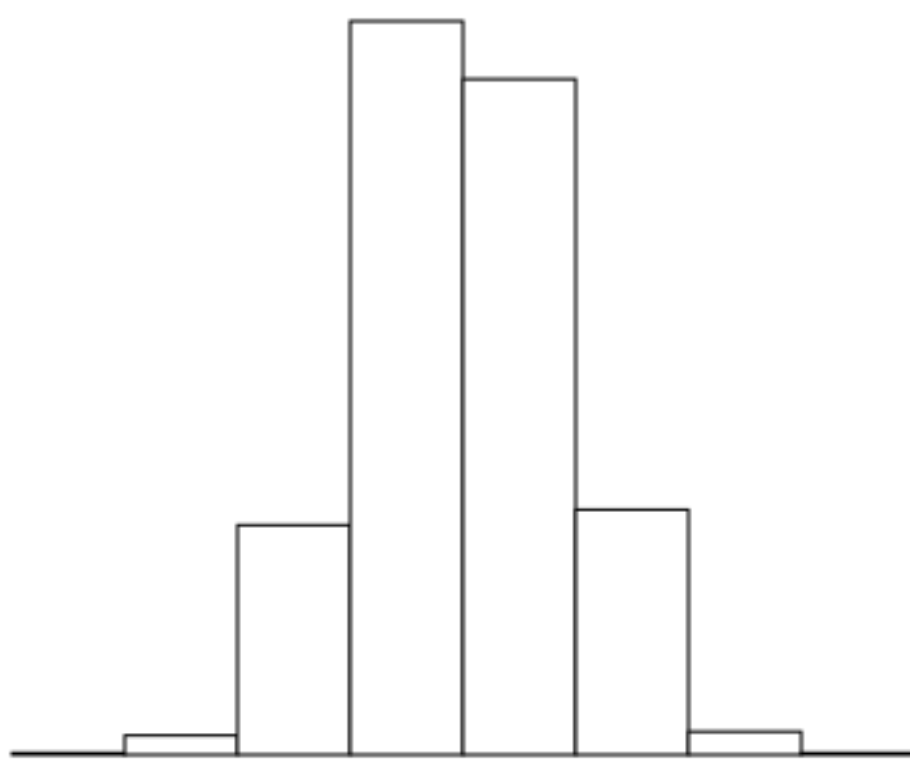
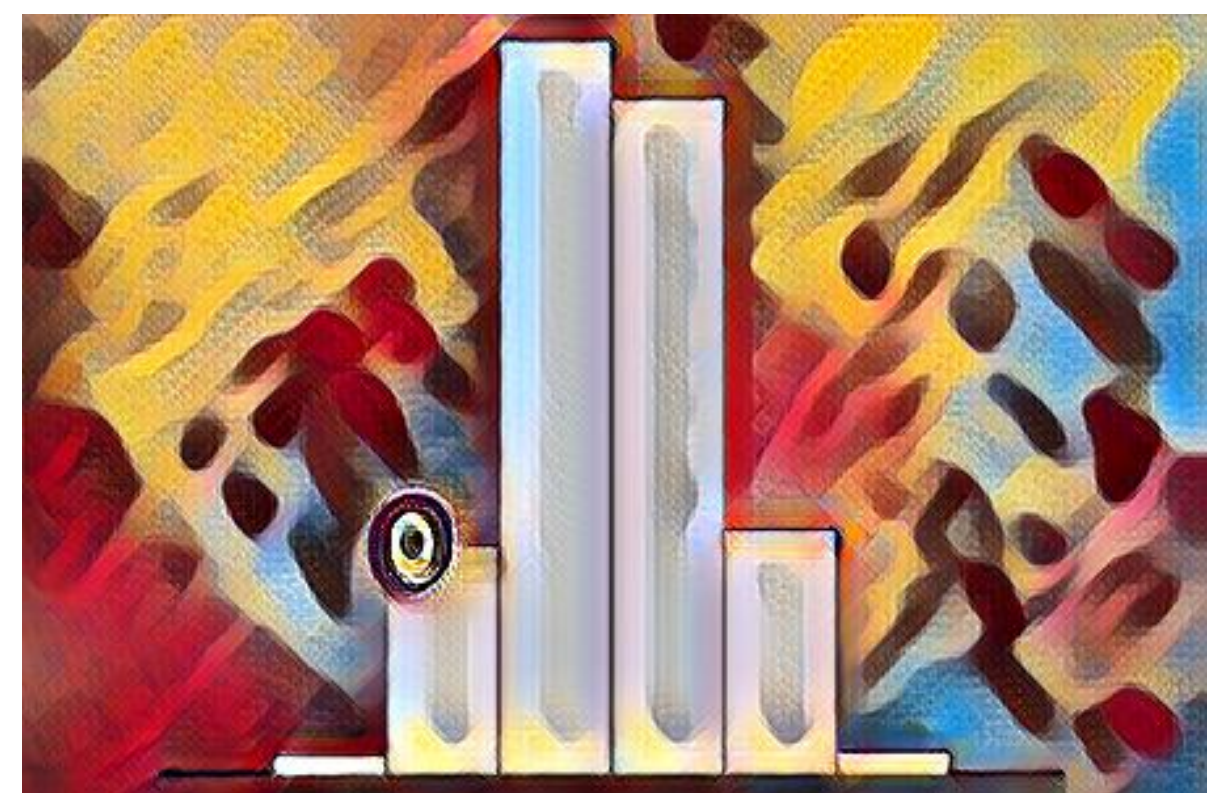
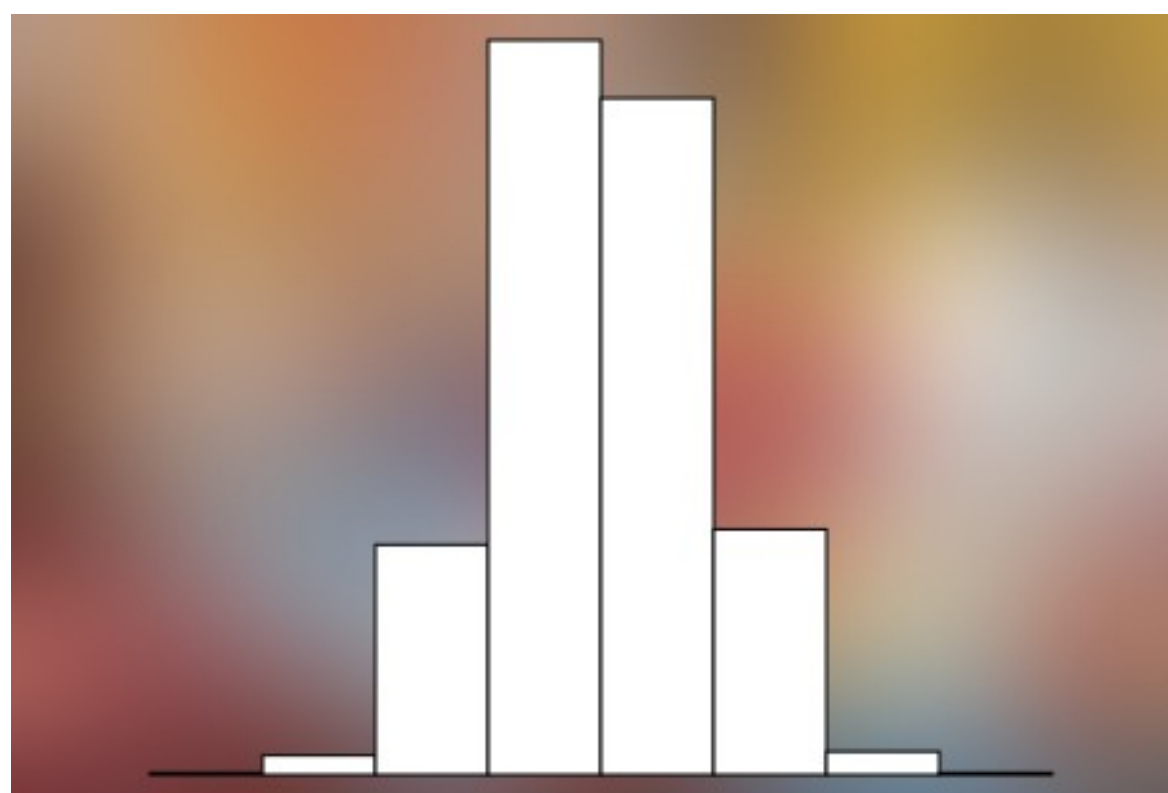
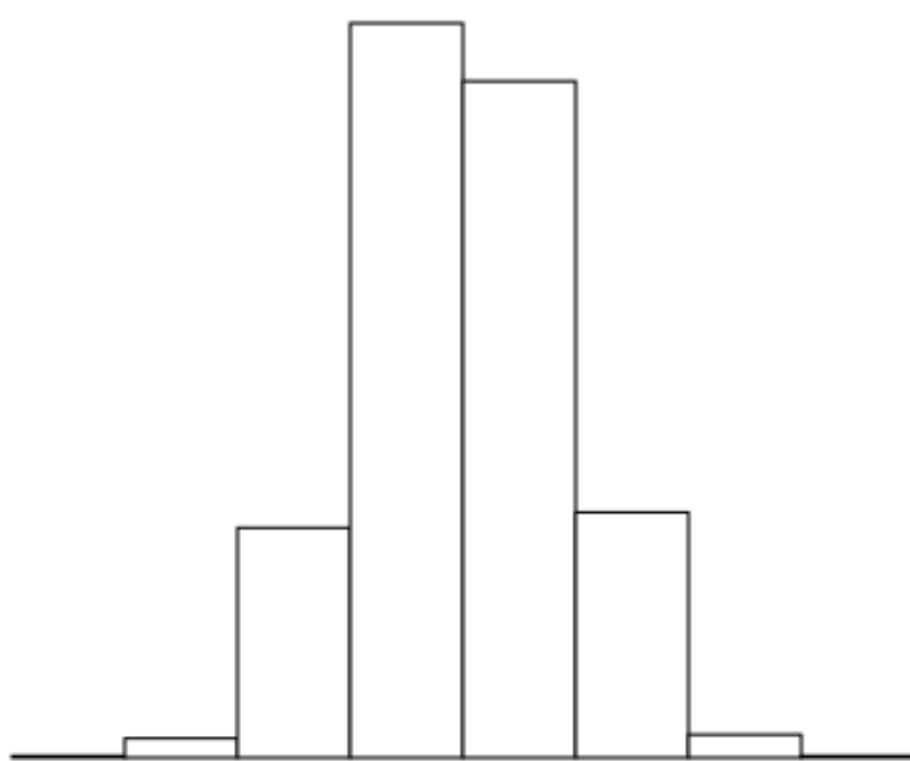
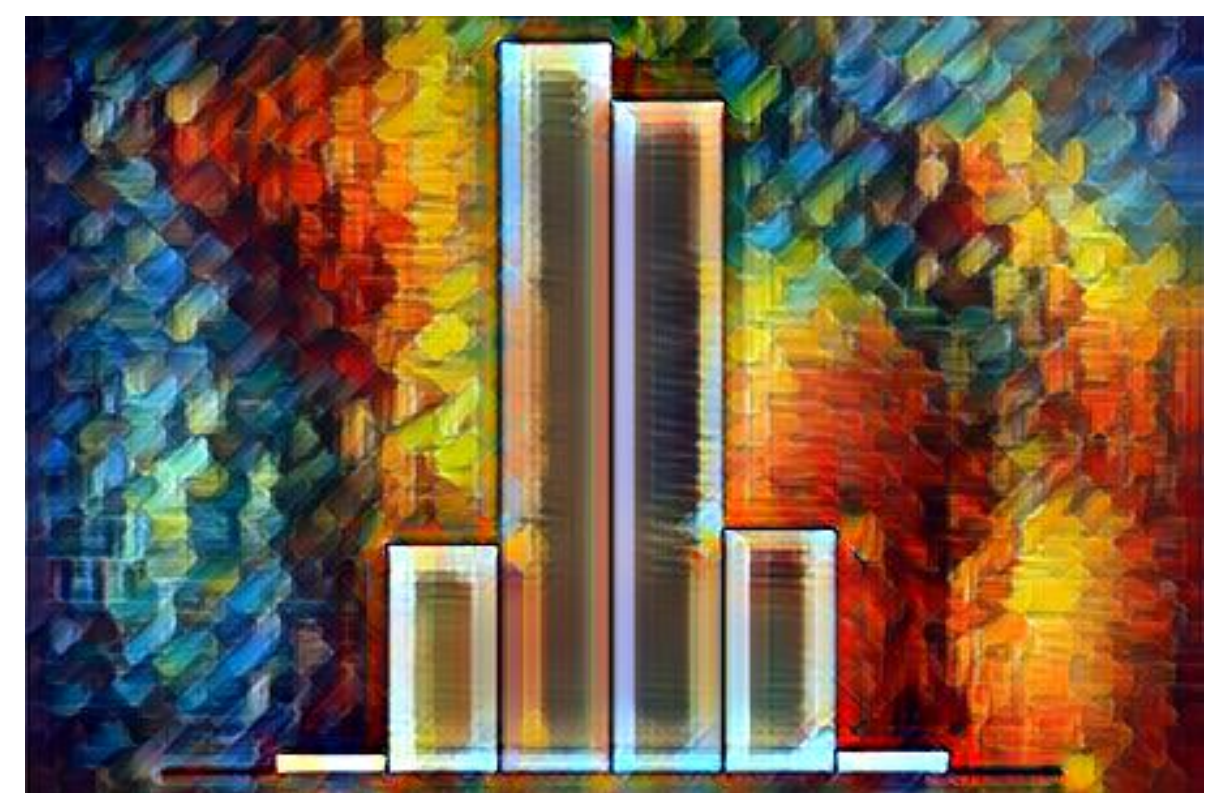
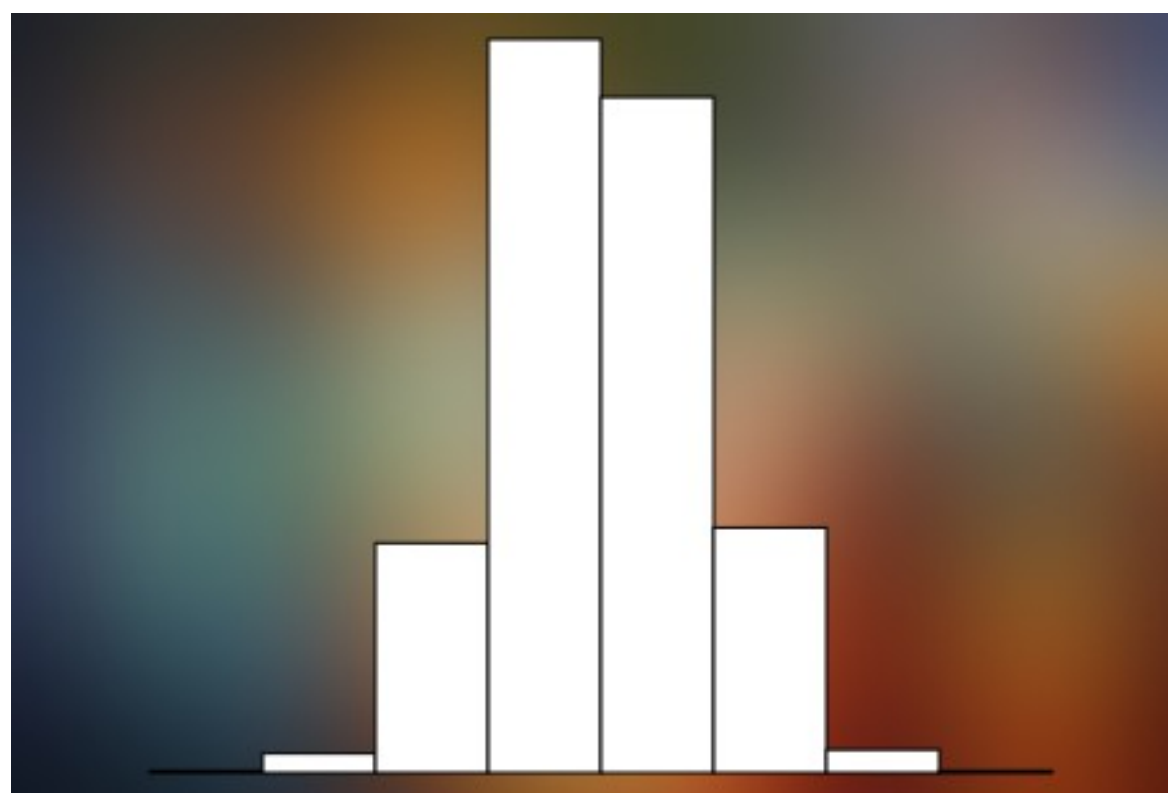
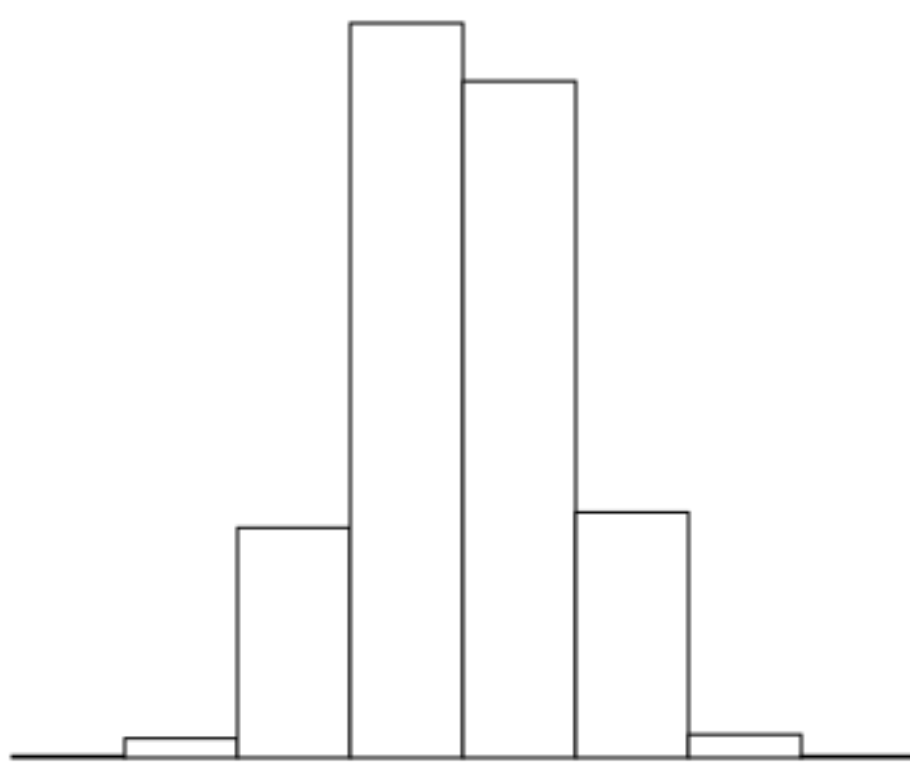
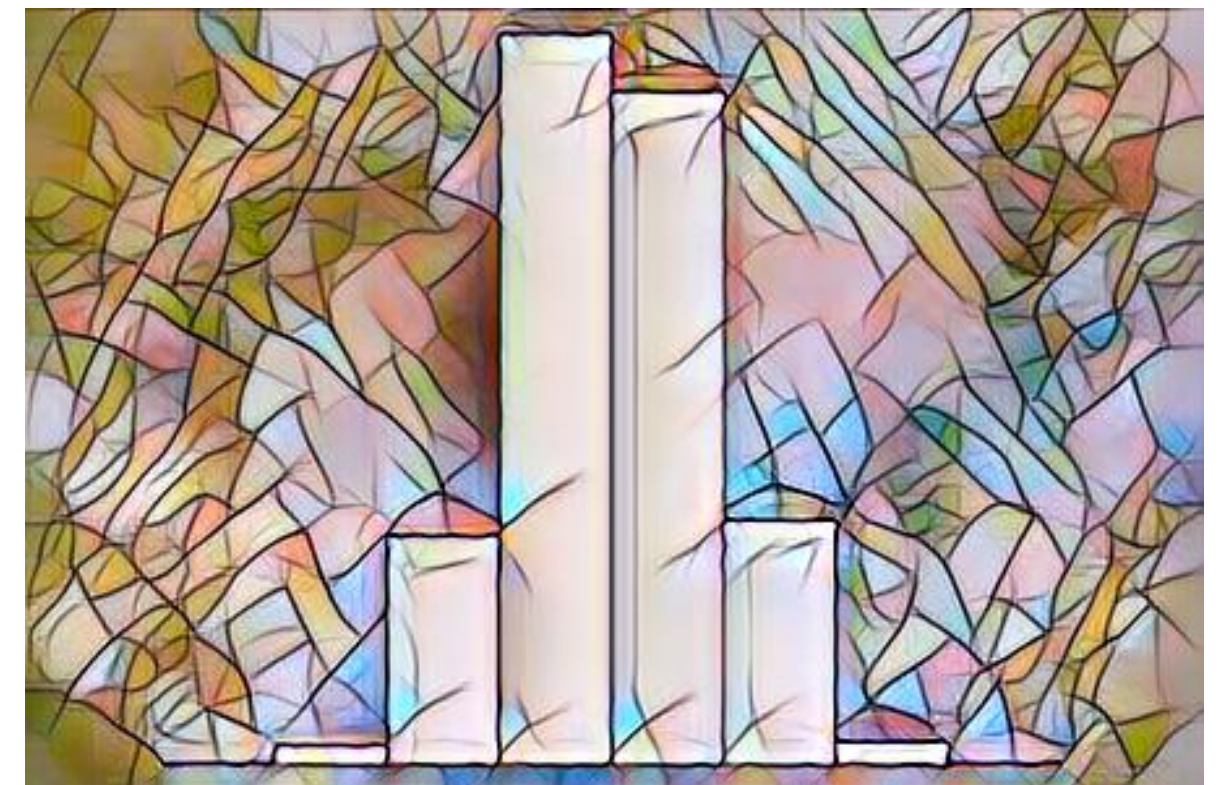
Input



Intermediary



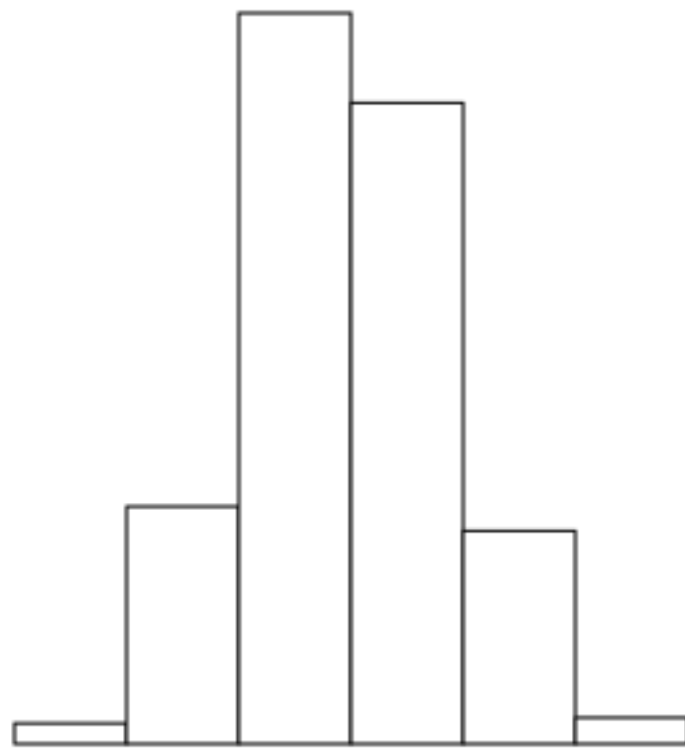
Output



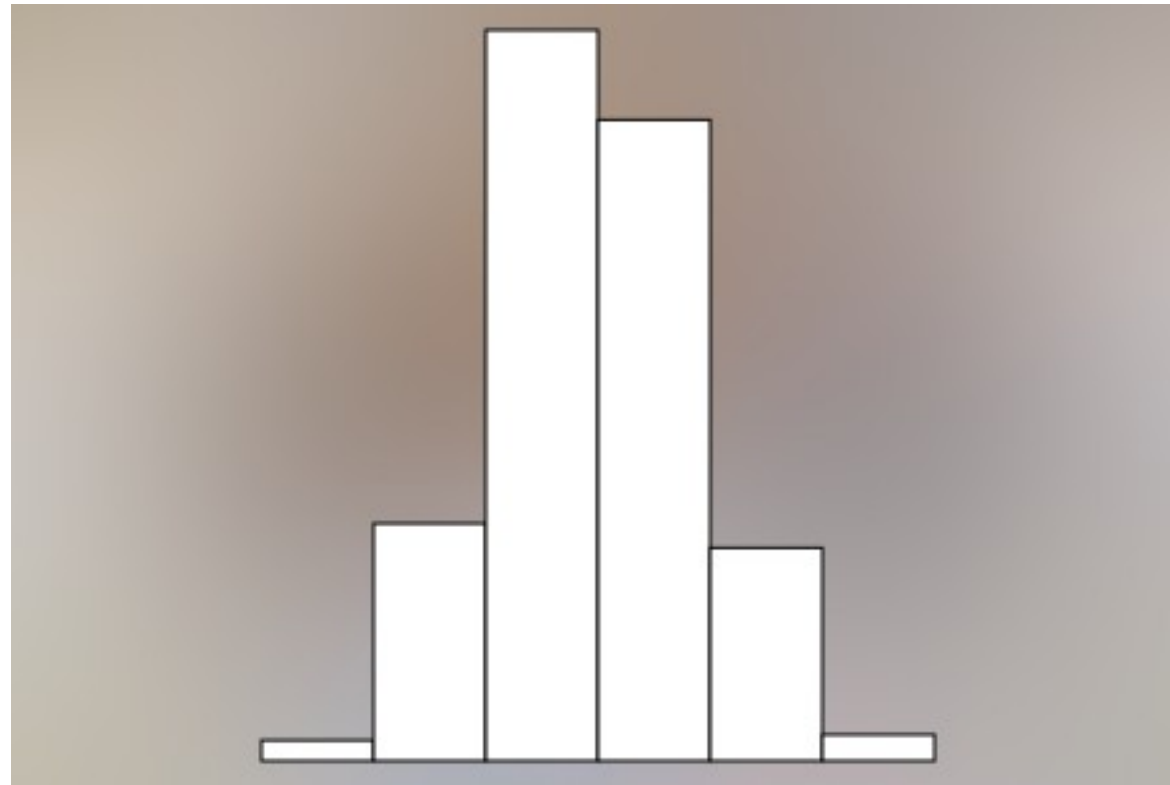


# Image Style + Gaussian Blur (r = 50)

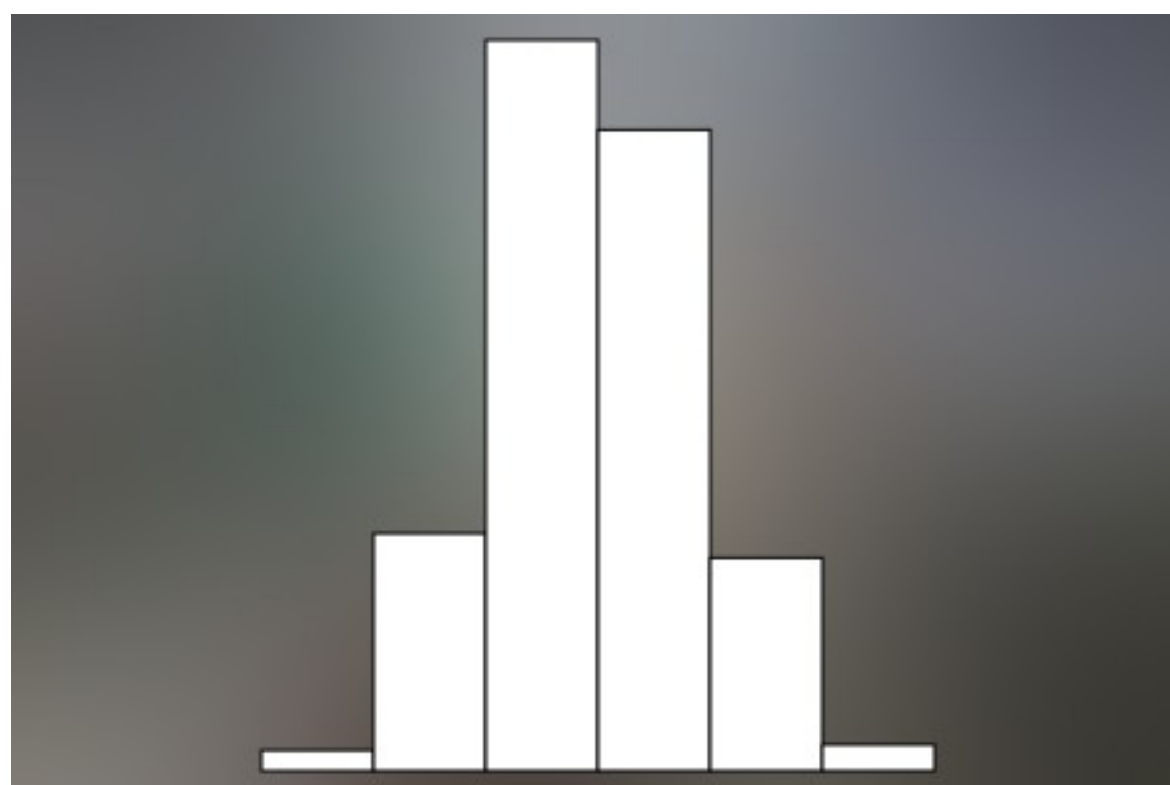
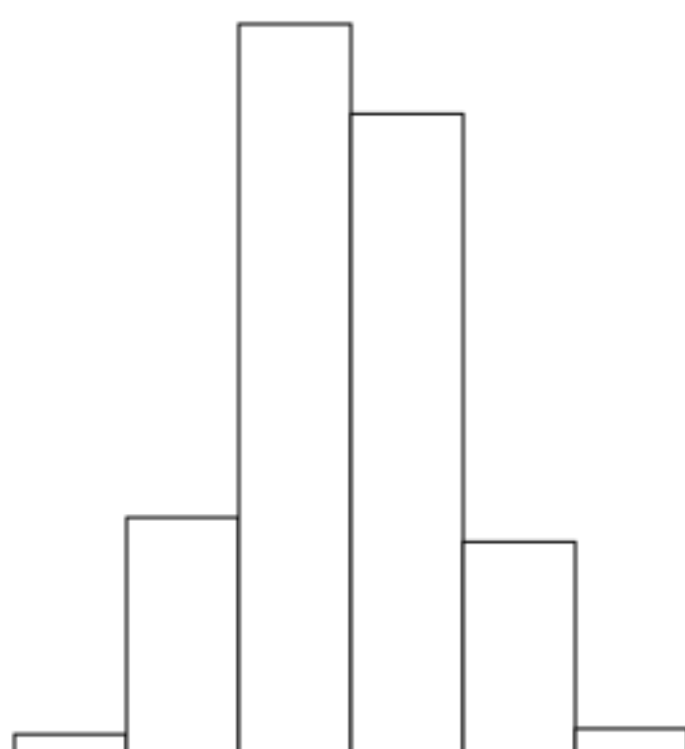
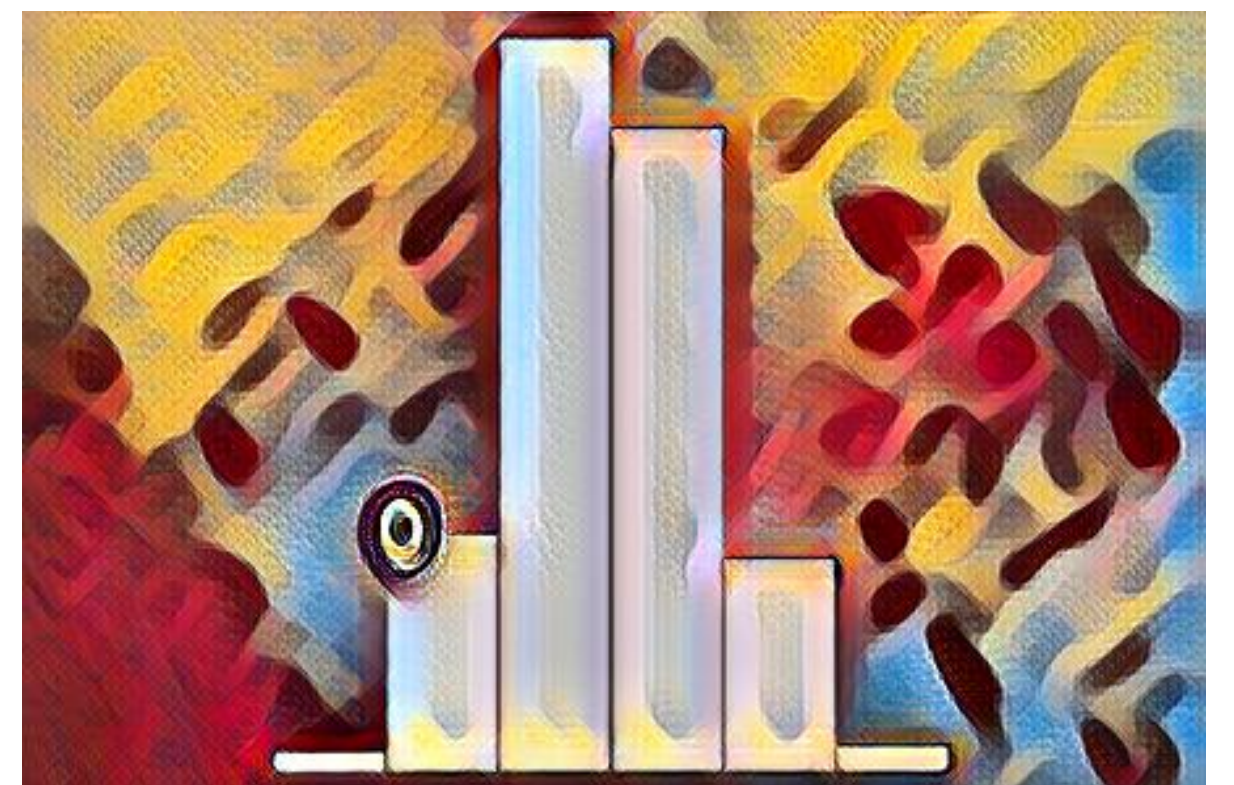
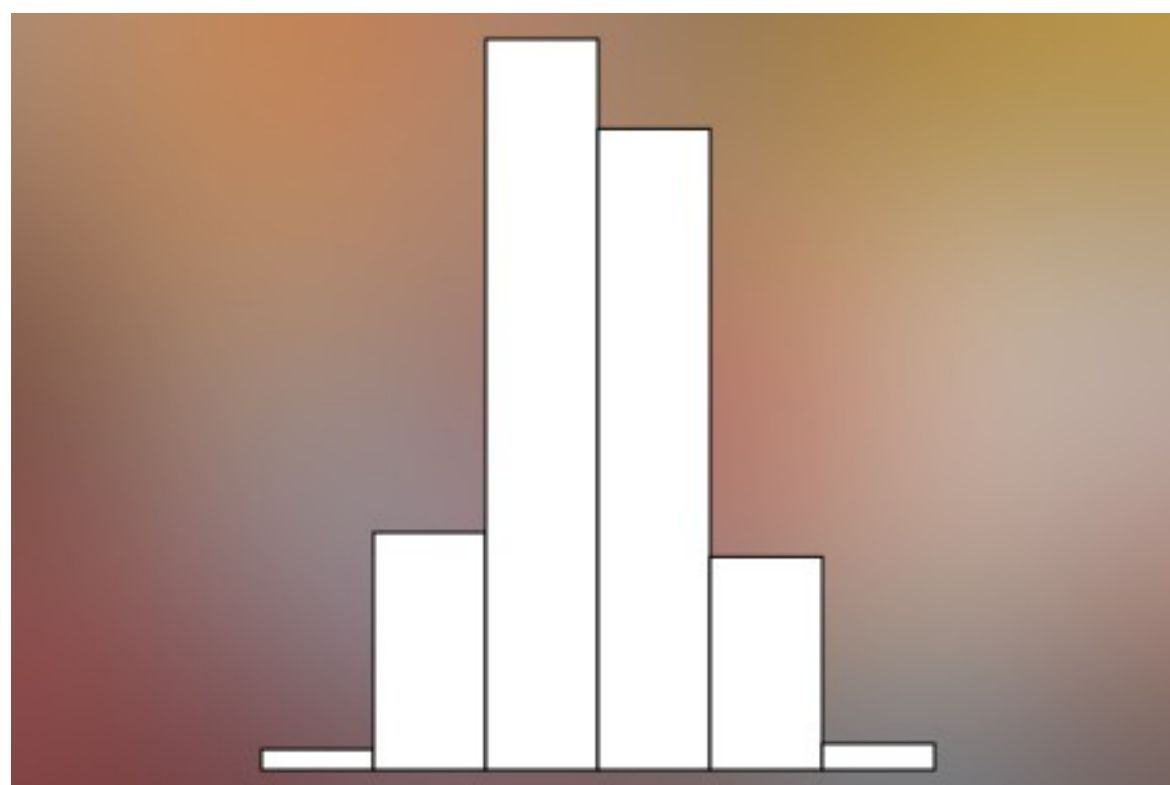
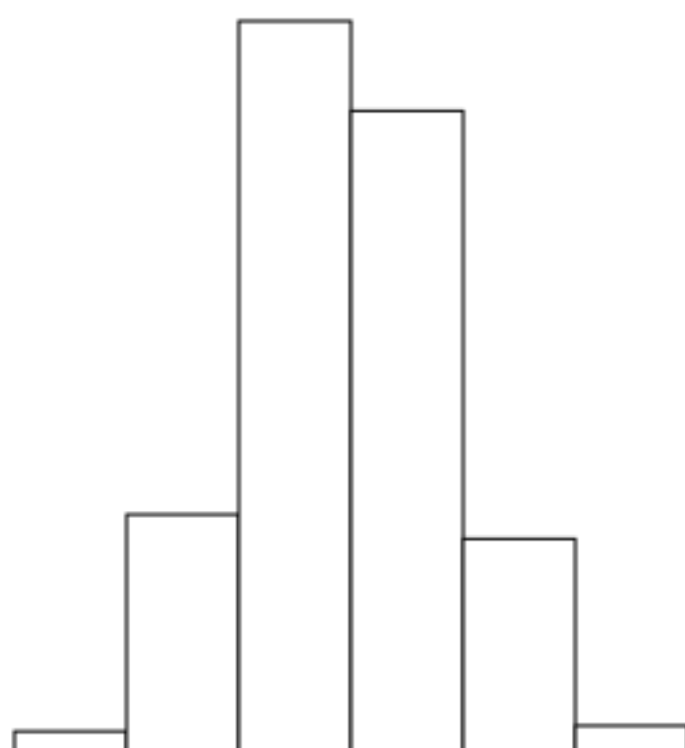
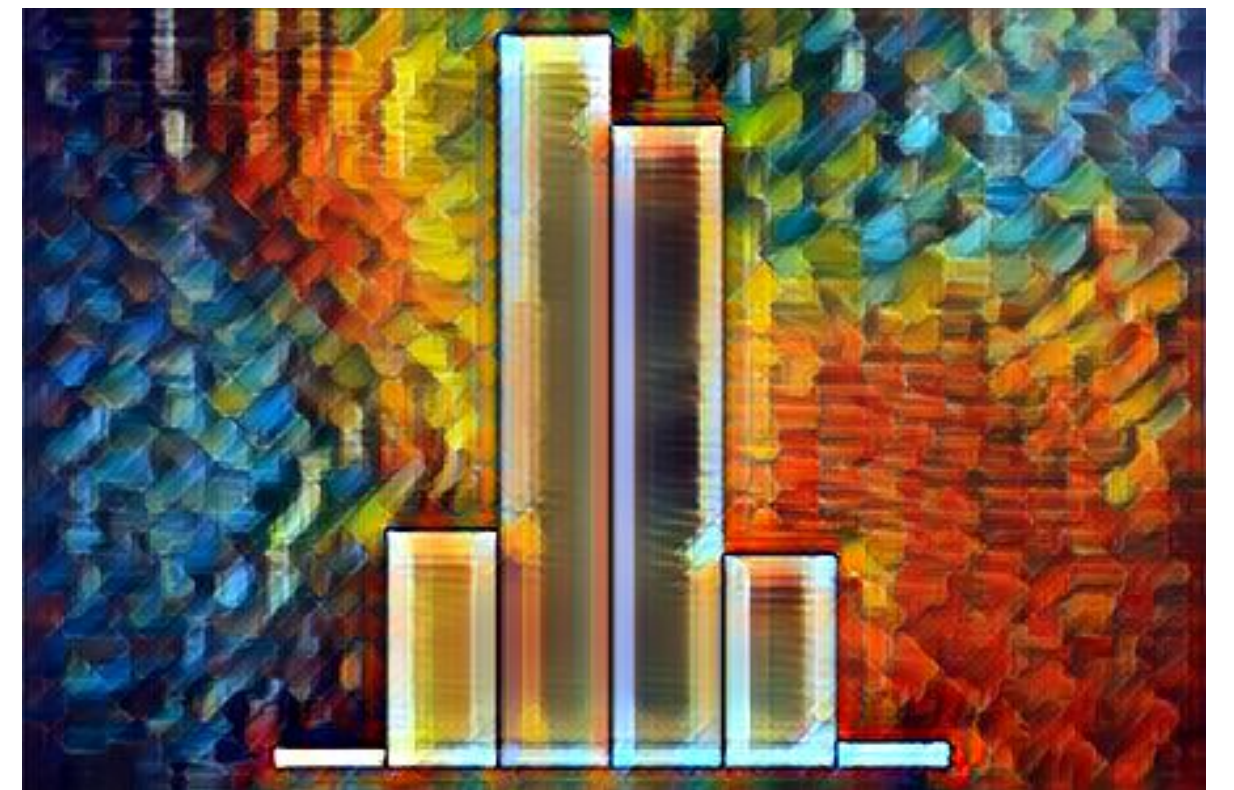
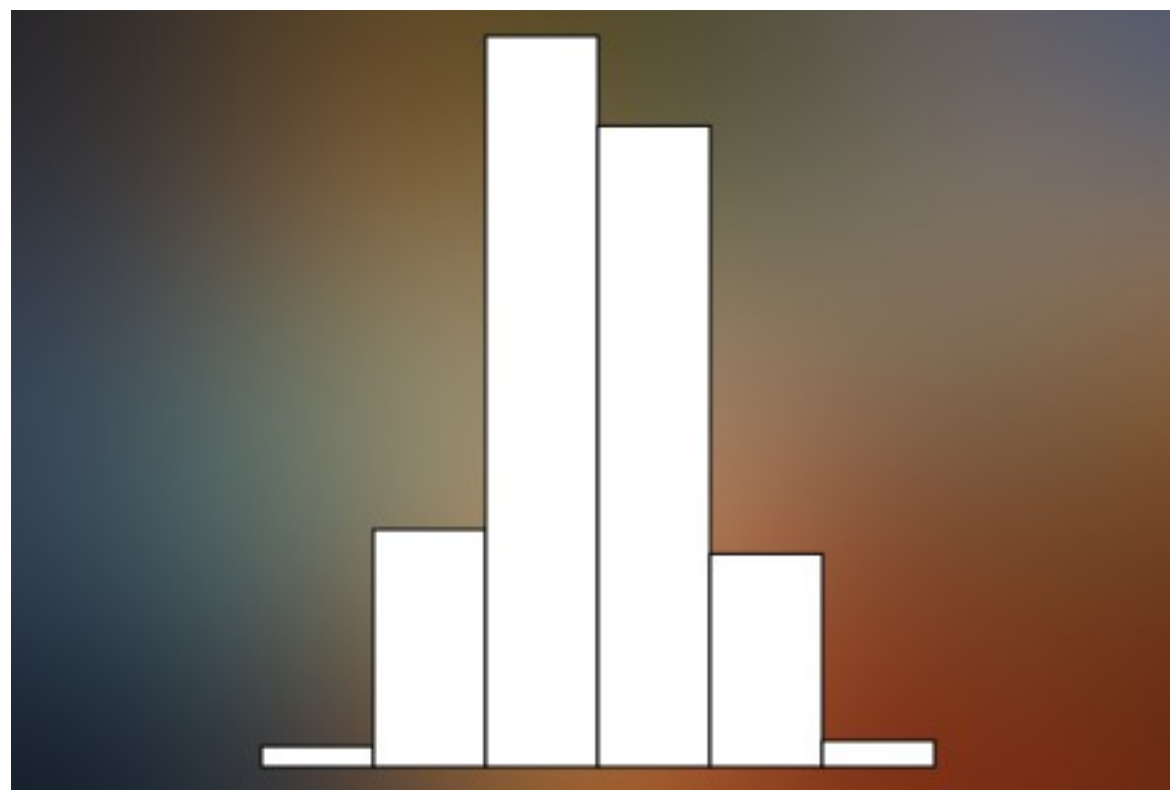
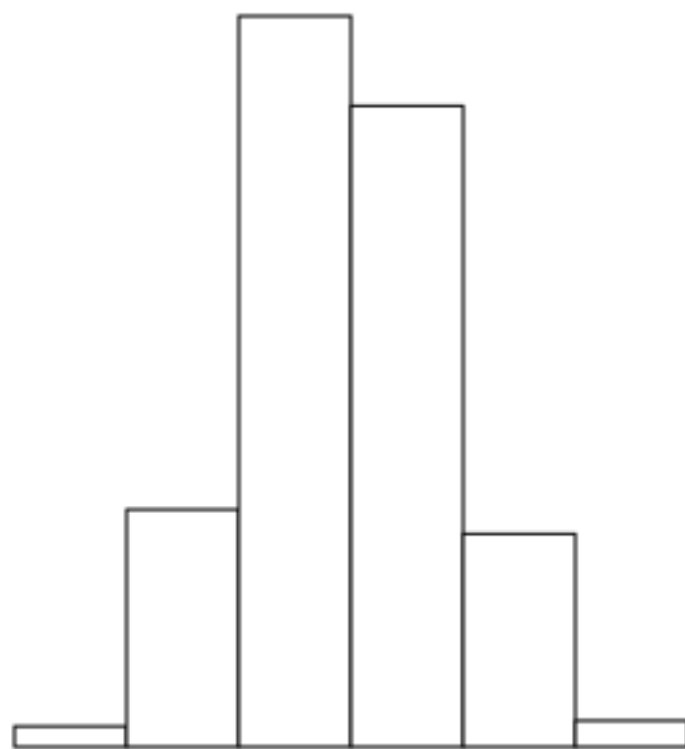
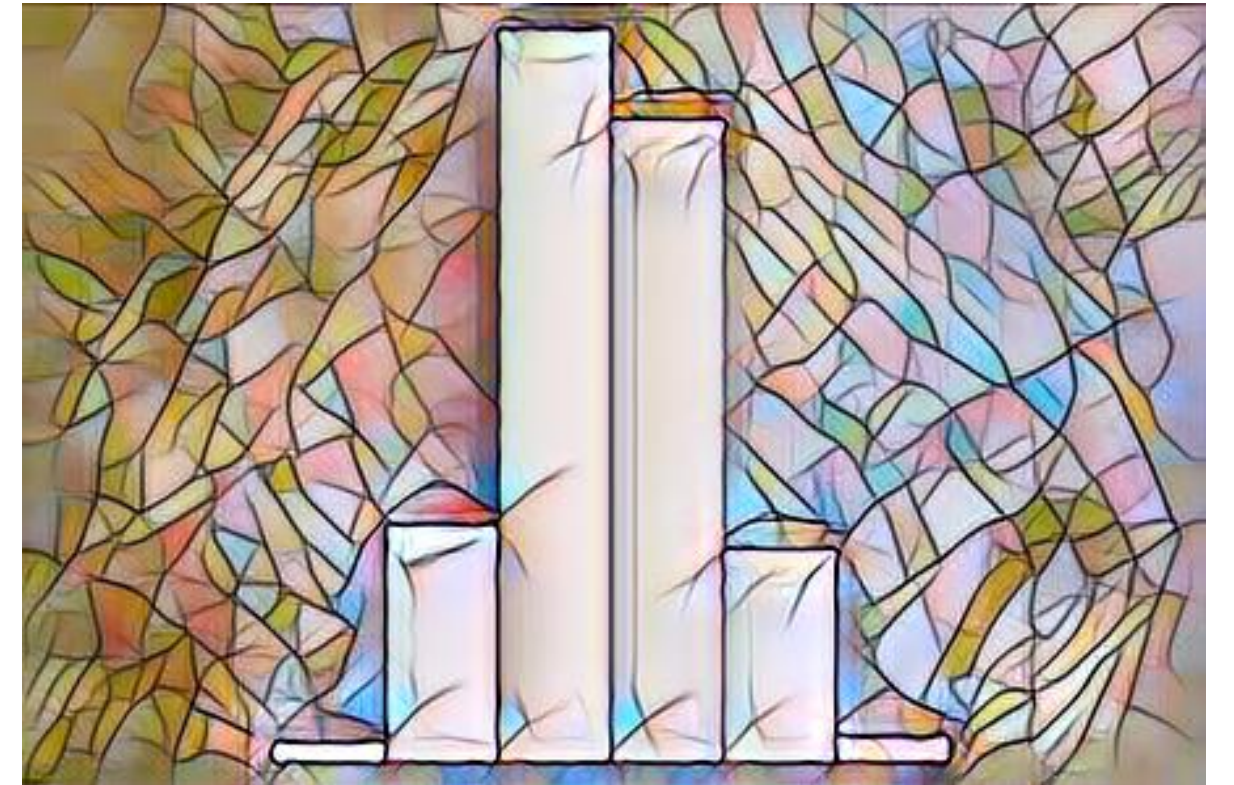
Input



Intermediary



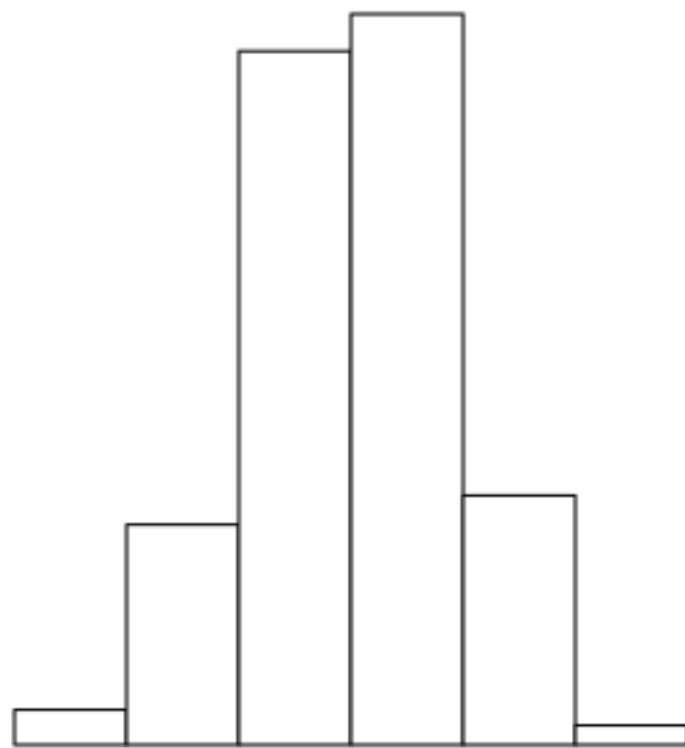
Output



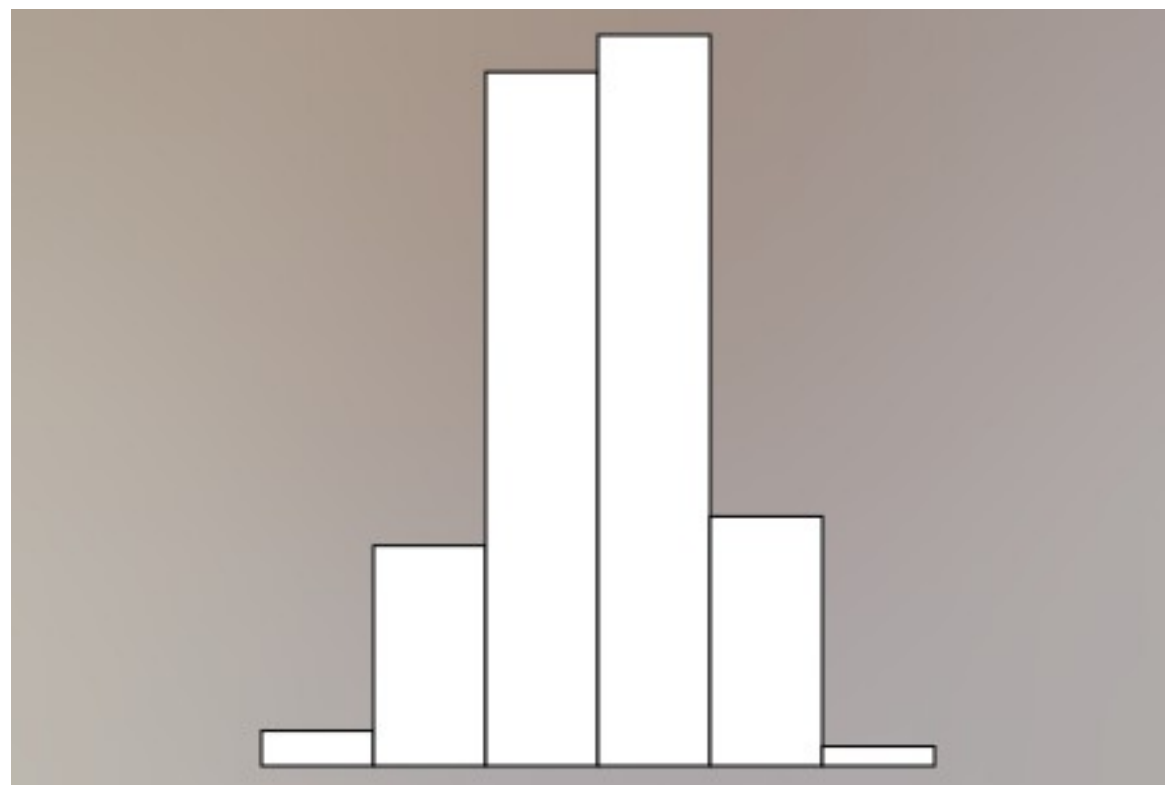


# Image Style + Gaussian Blur (r = 100)

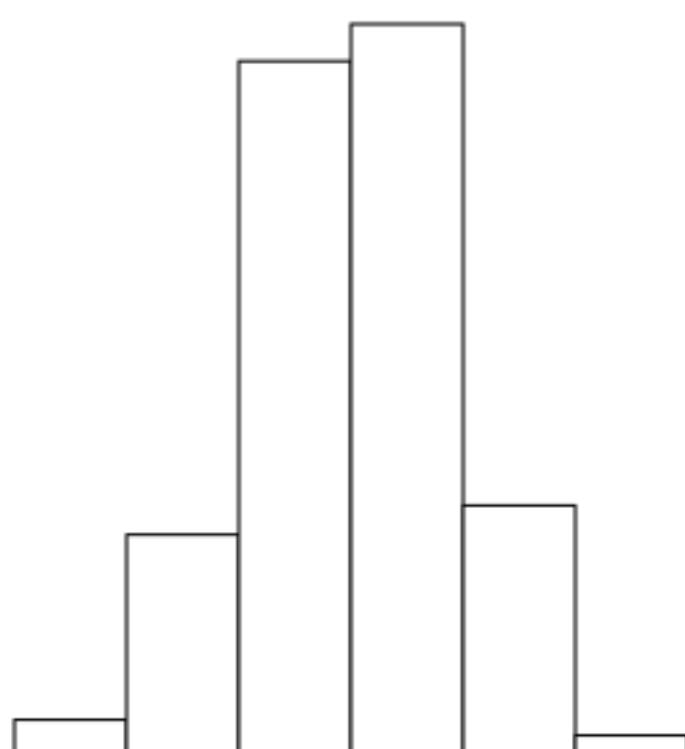
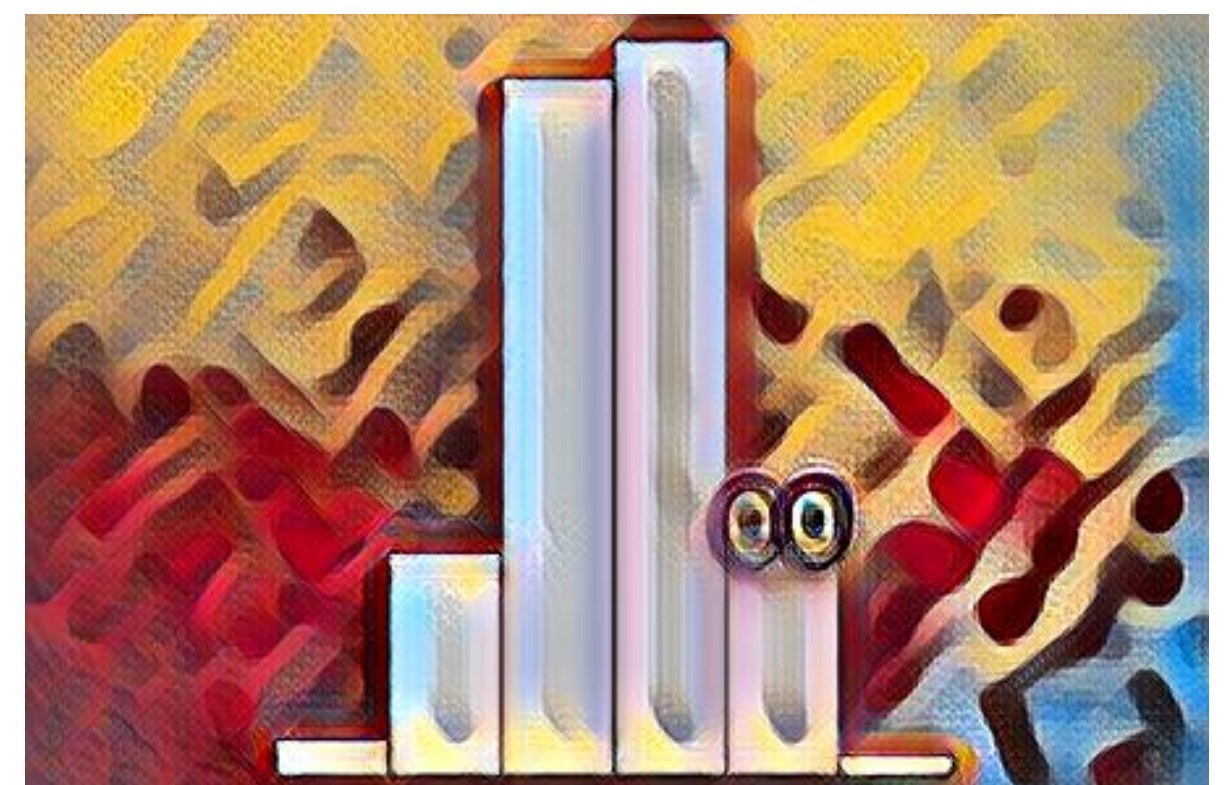
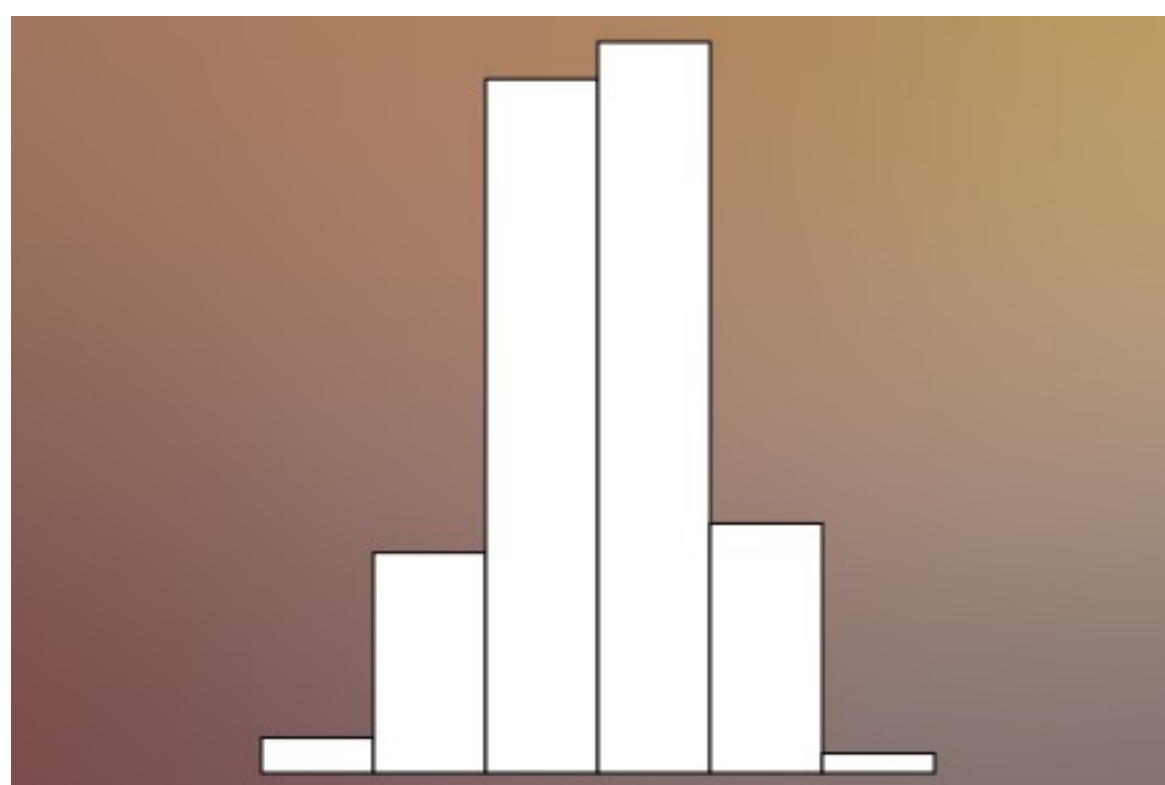
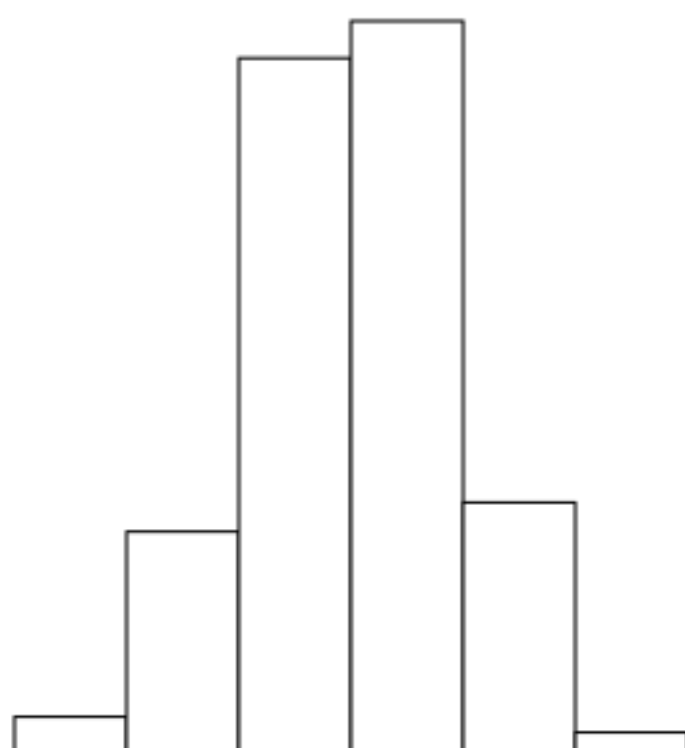
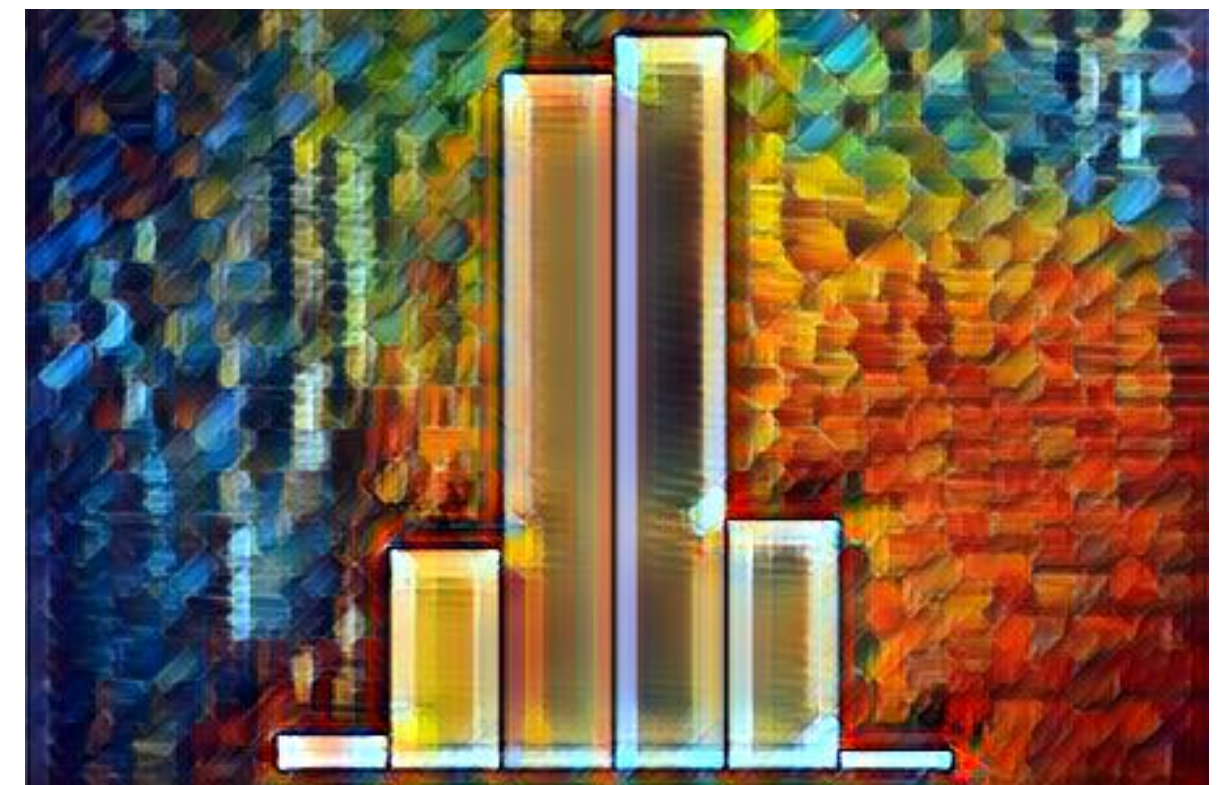
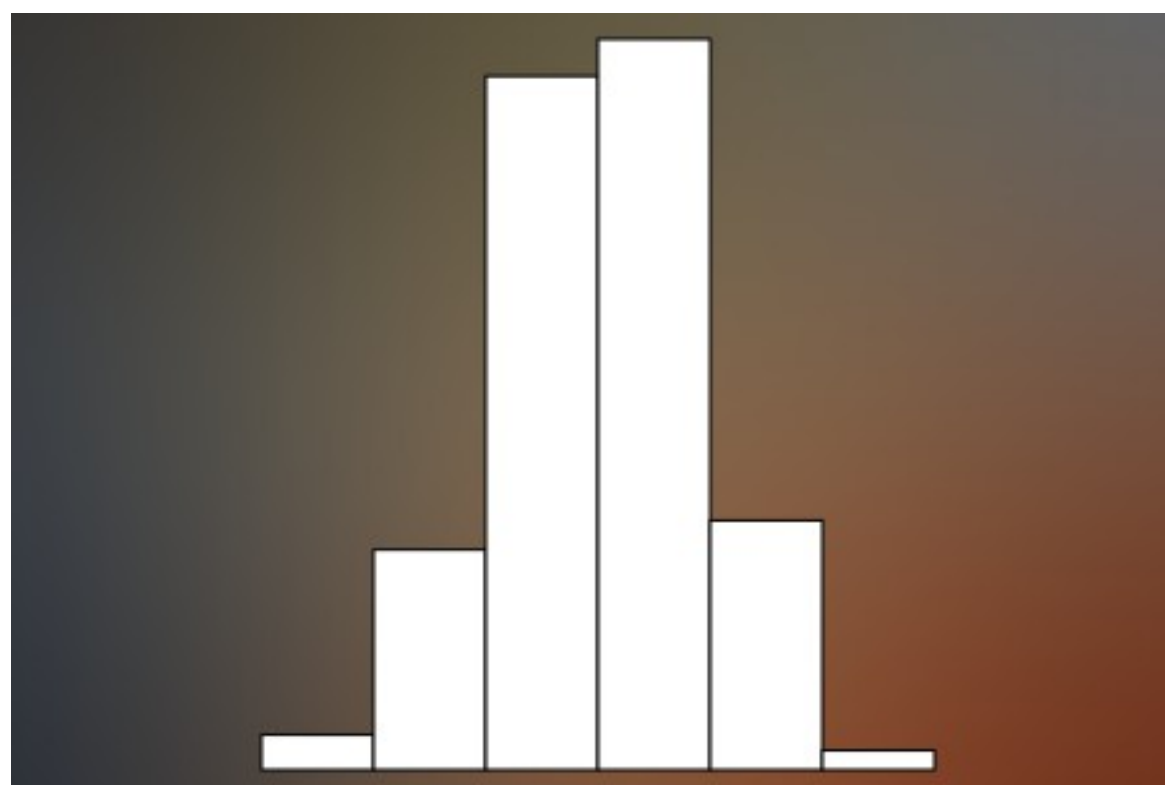
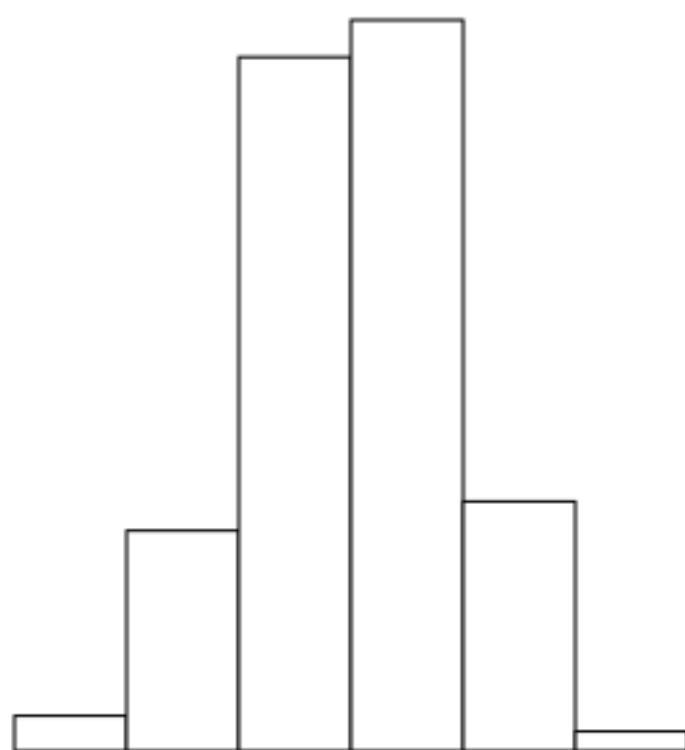
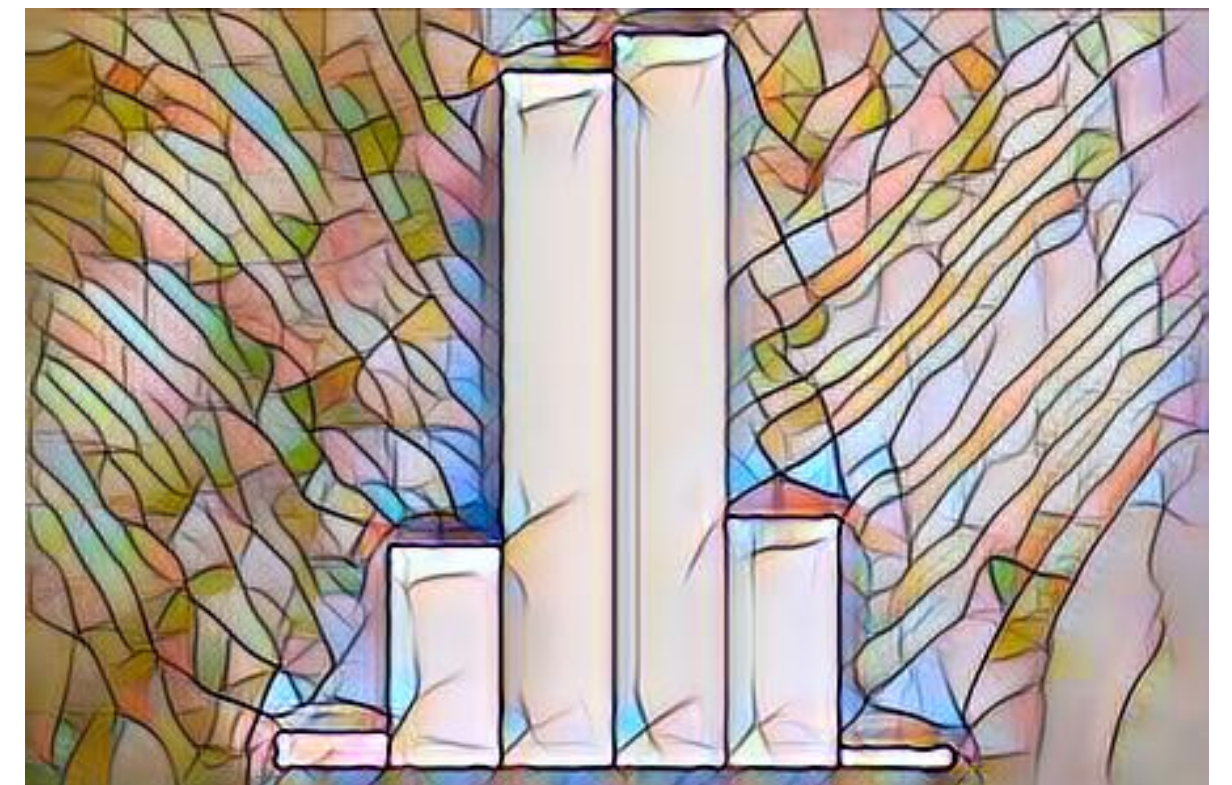
Input



Intermediary



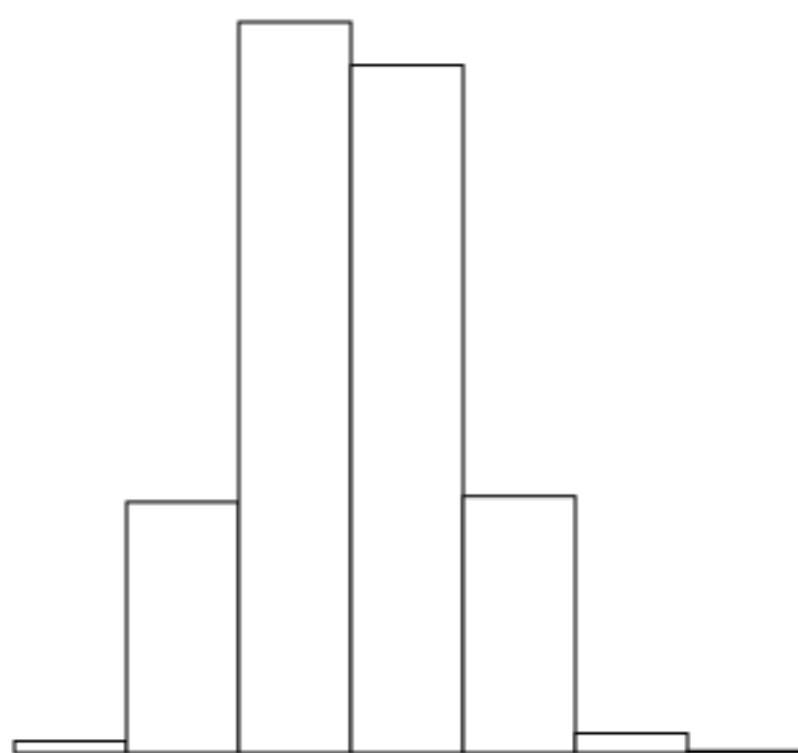
Output



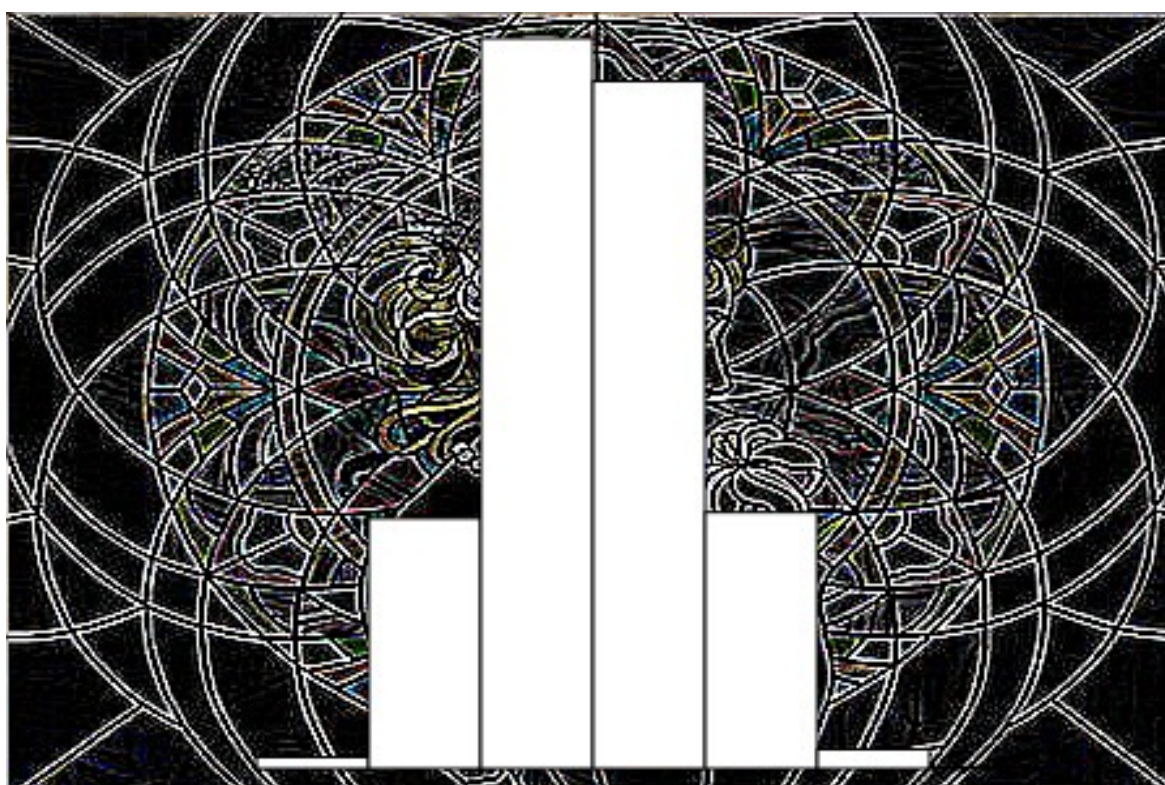


# Image Style + Edges

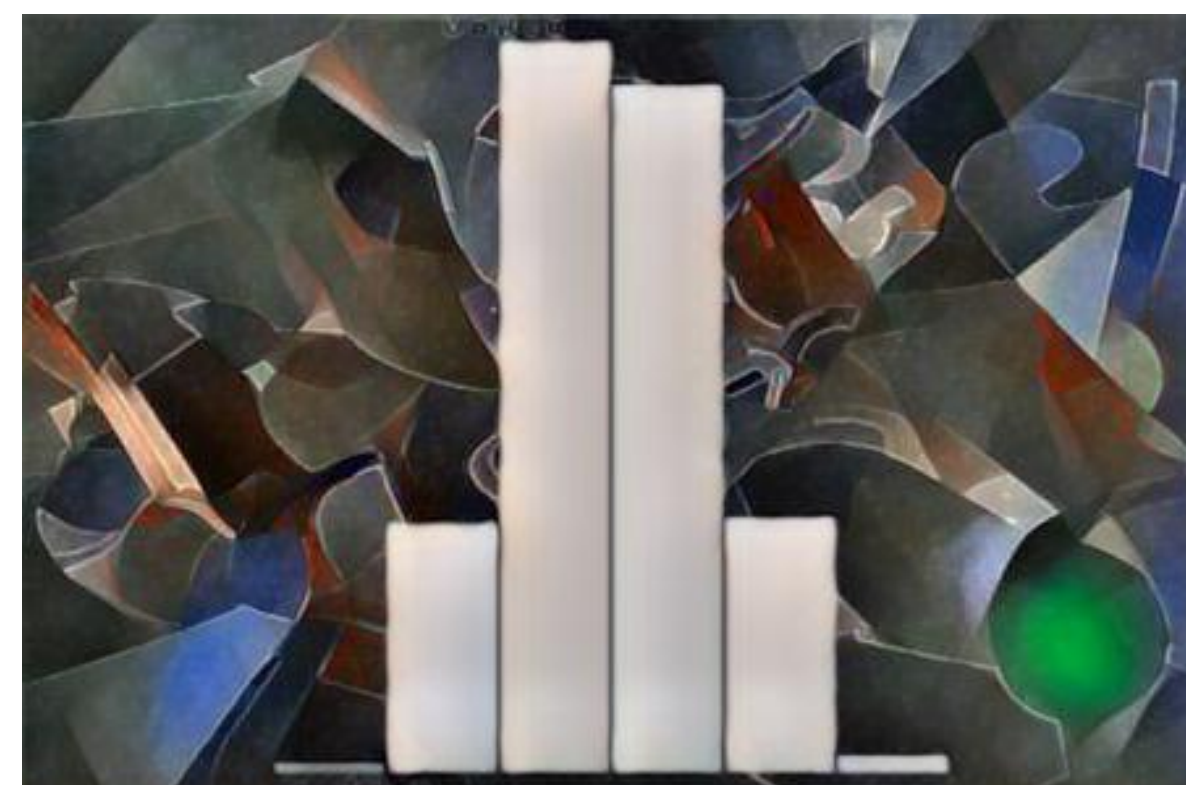
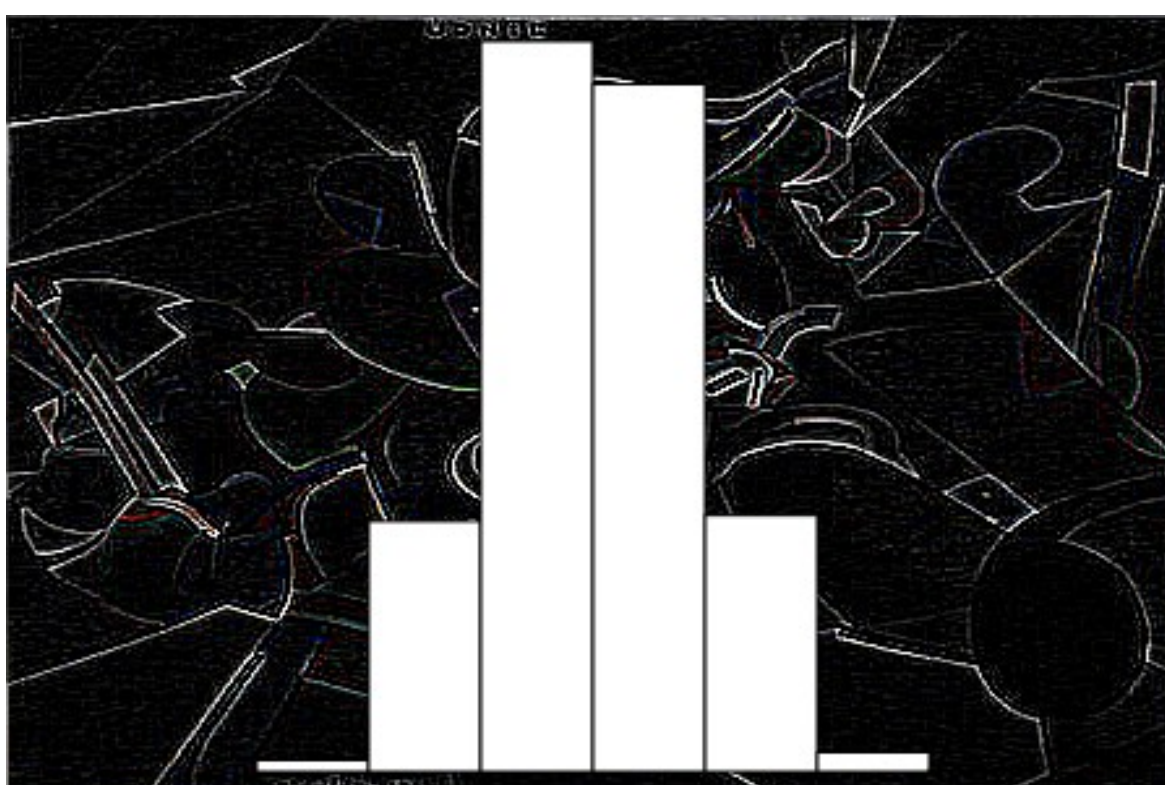
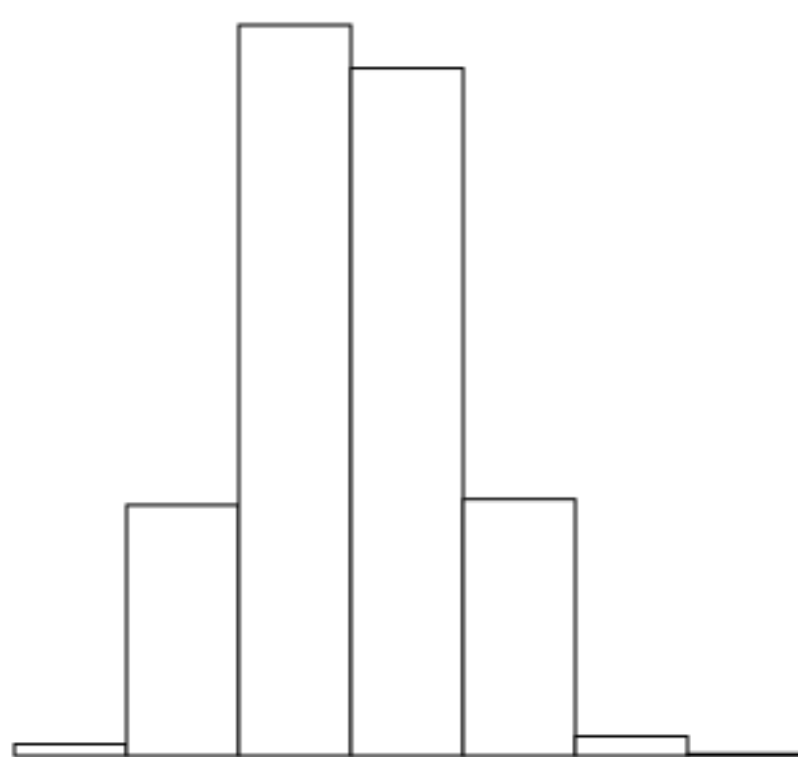
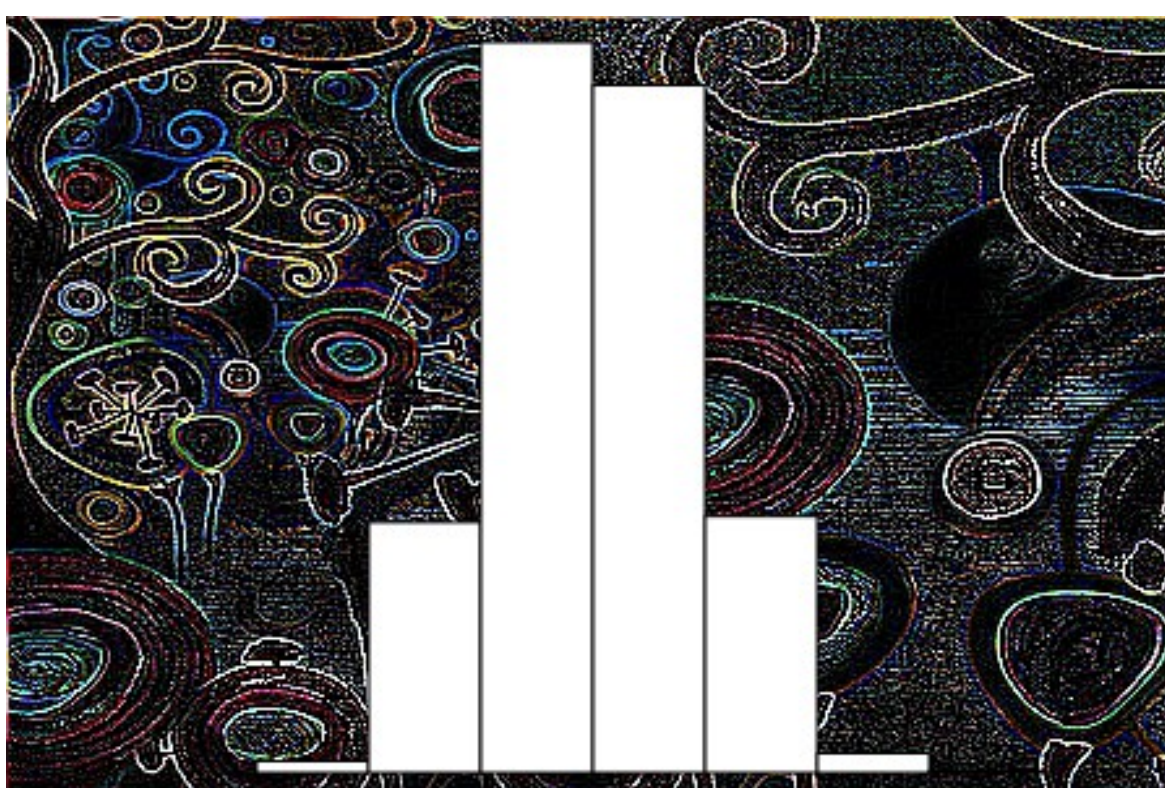
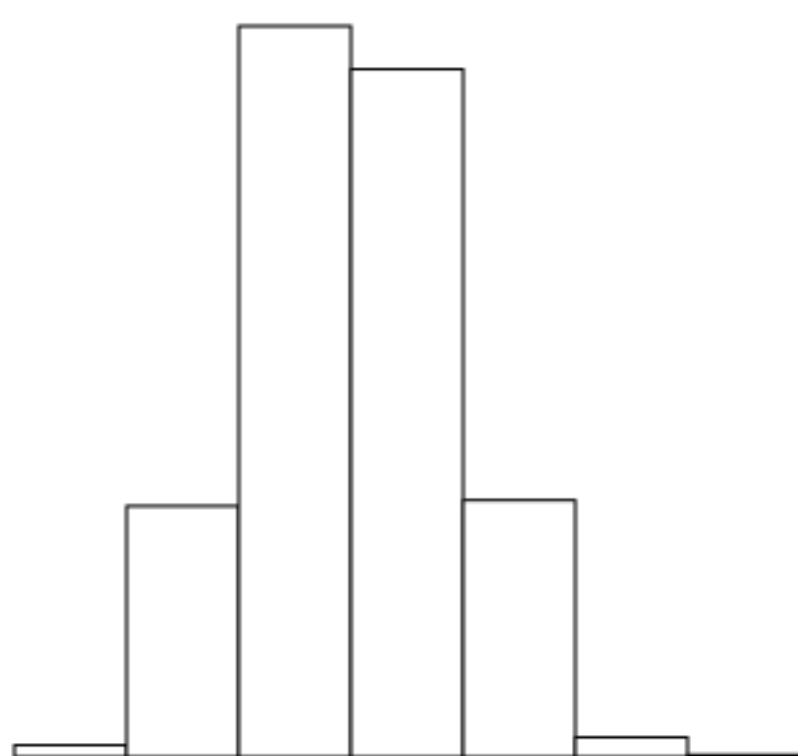
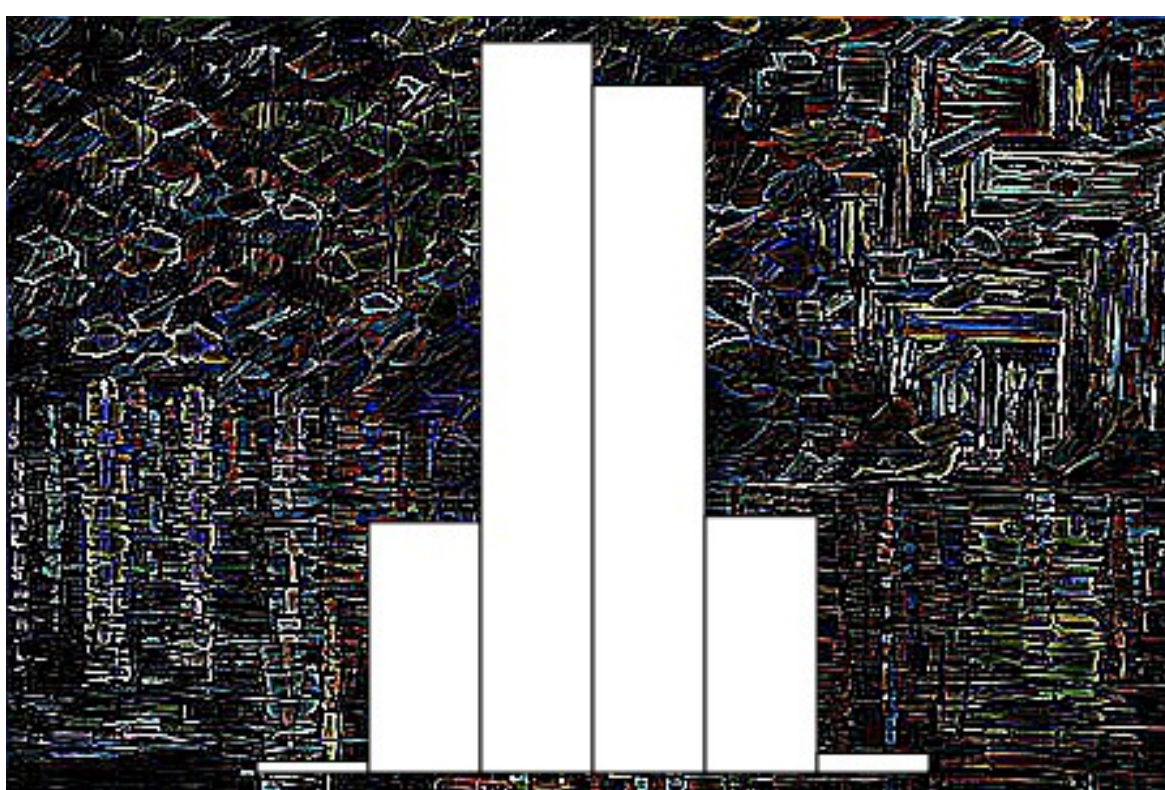
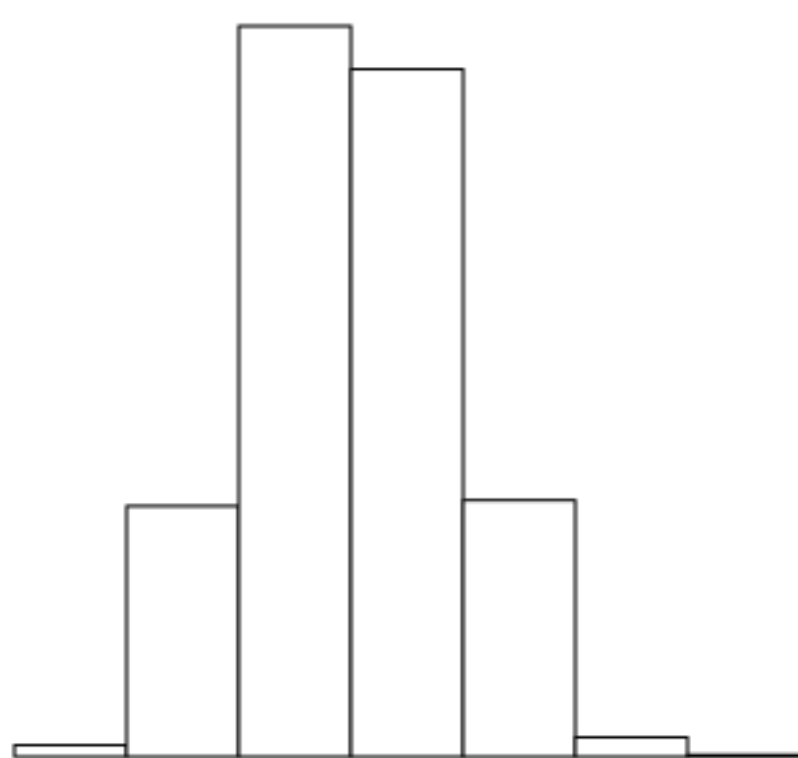
Input



Intermediary



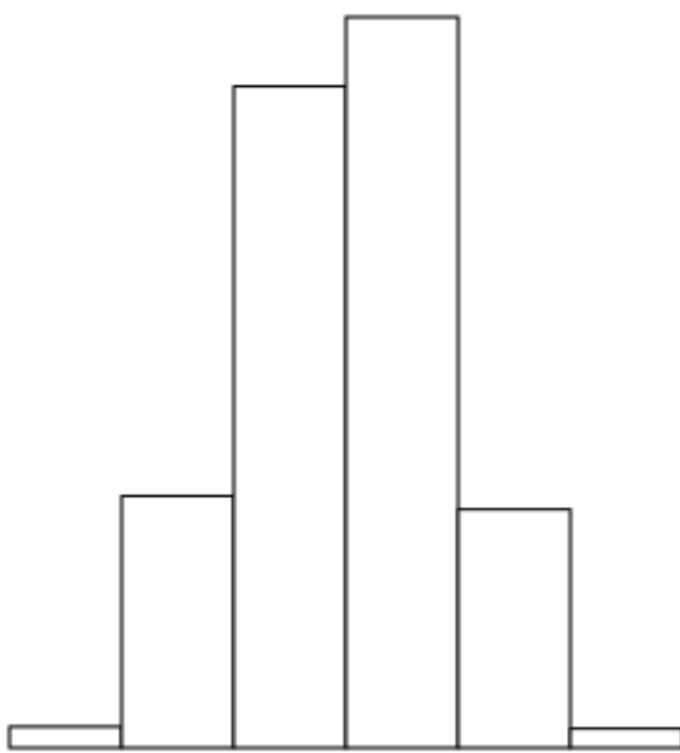
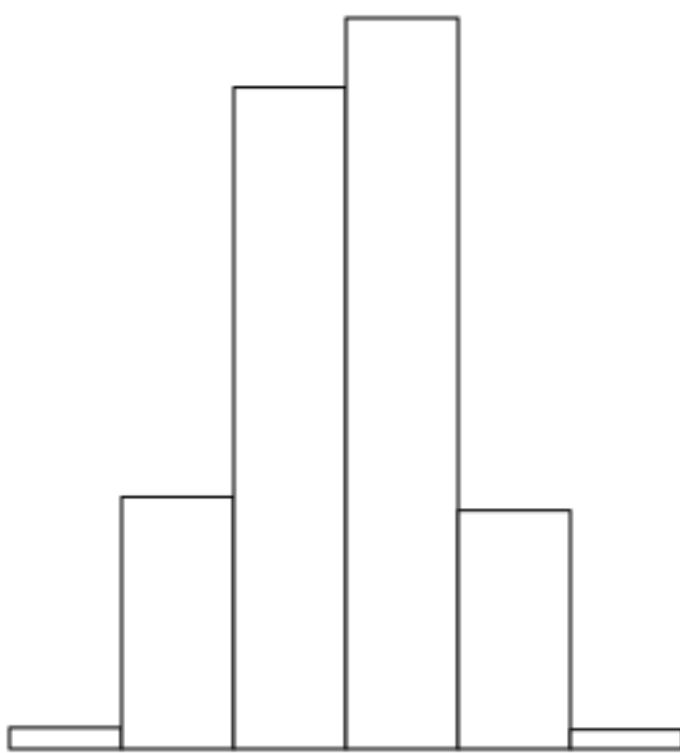
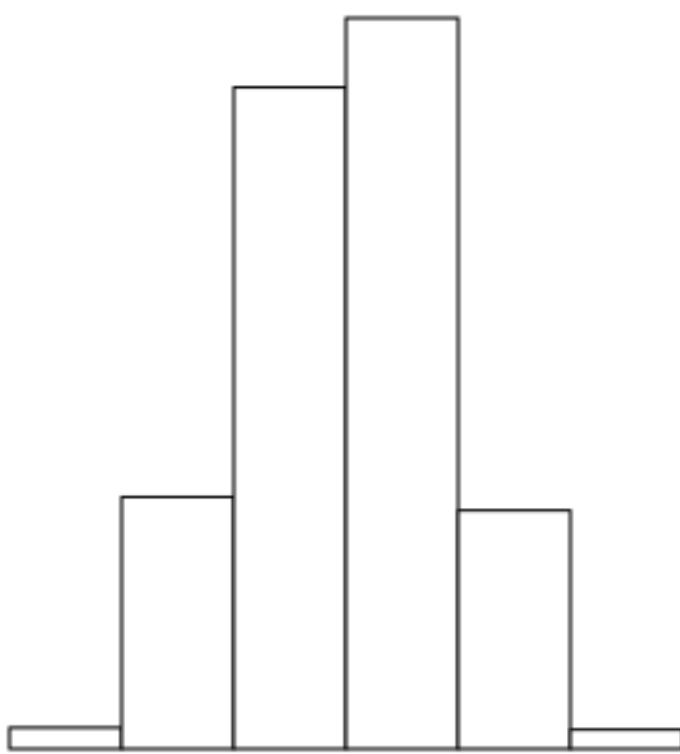
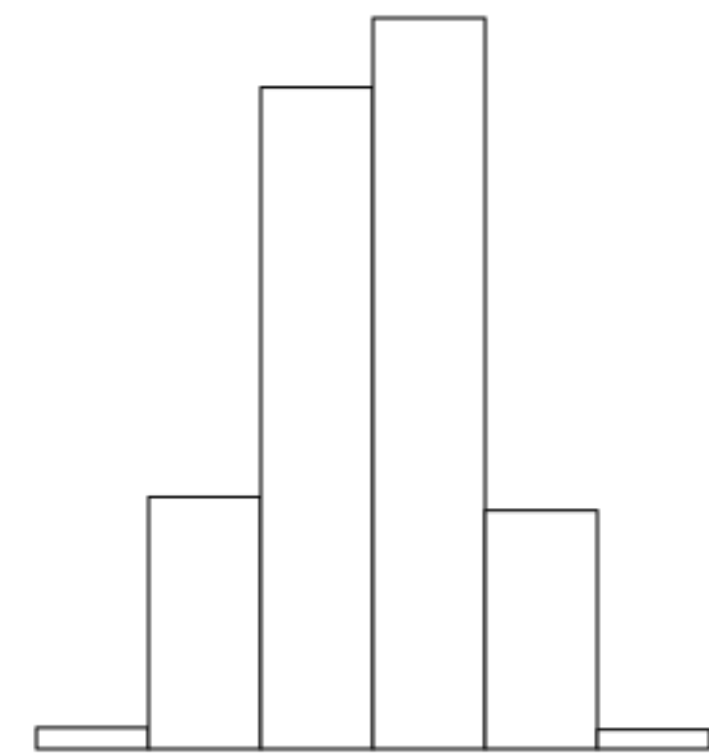
Output



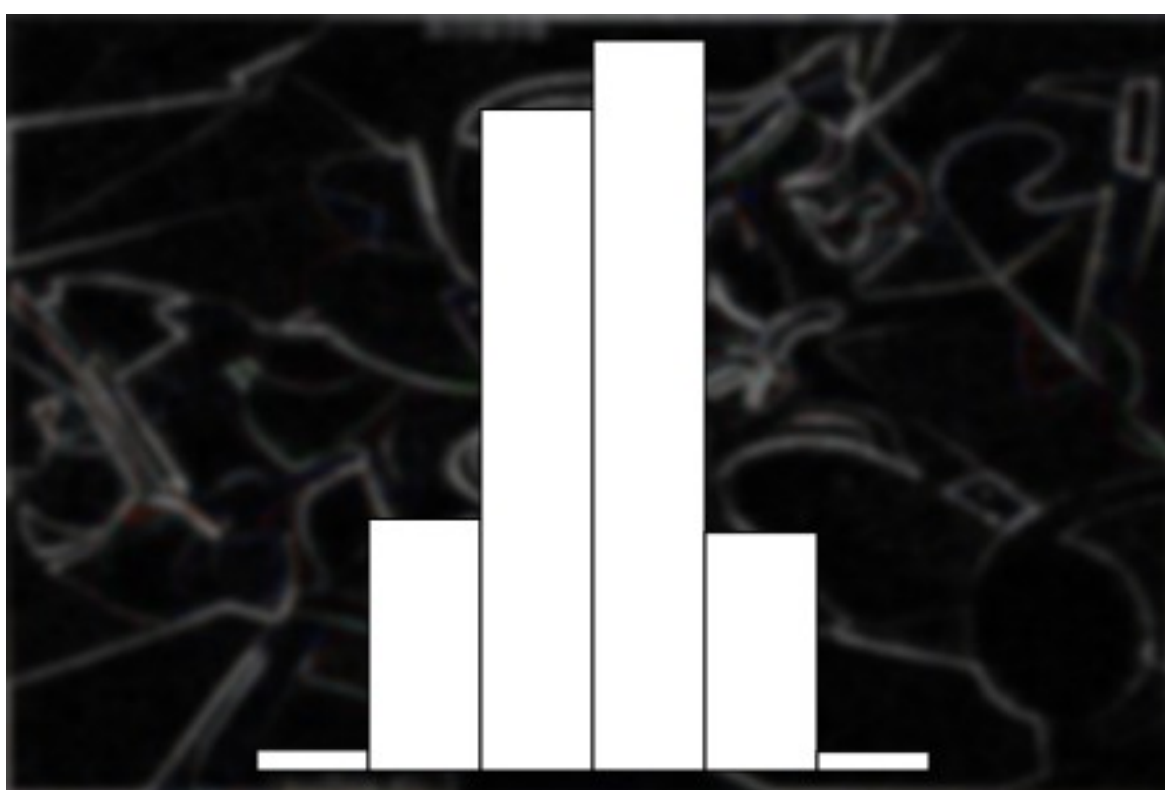
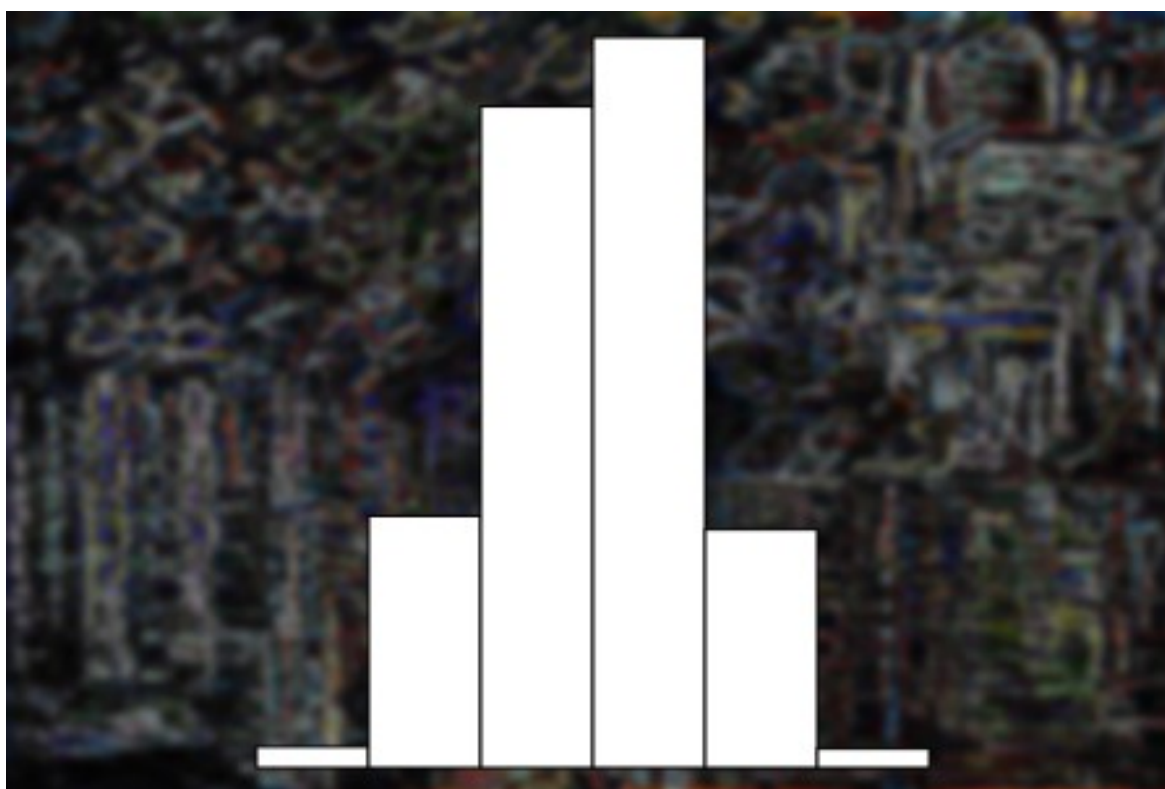
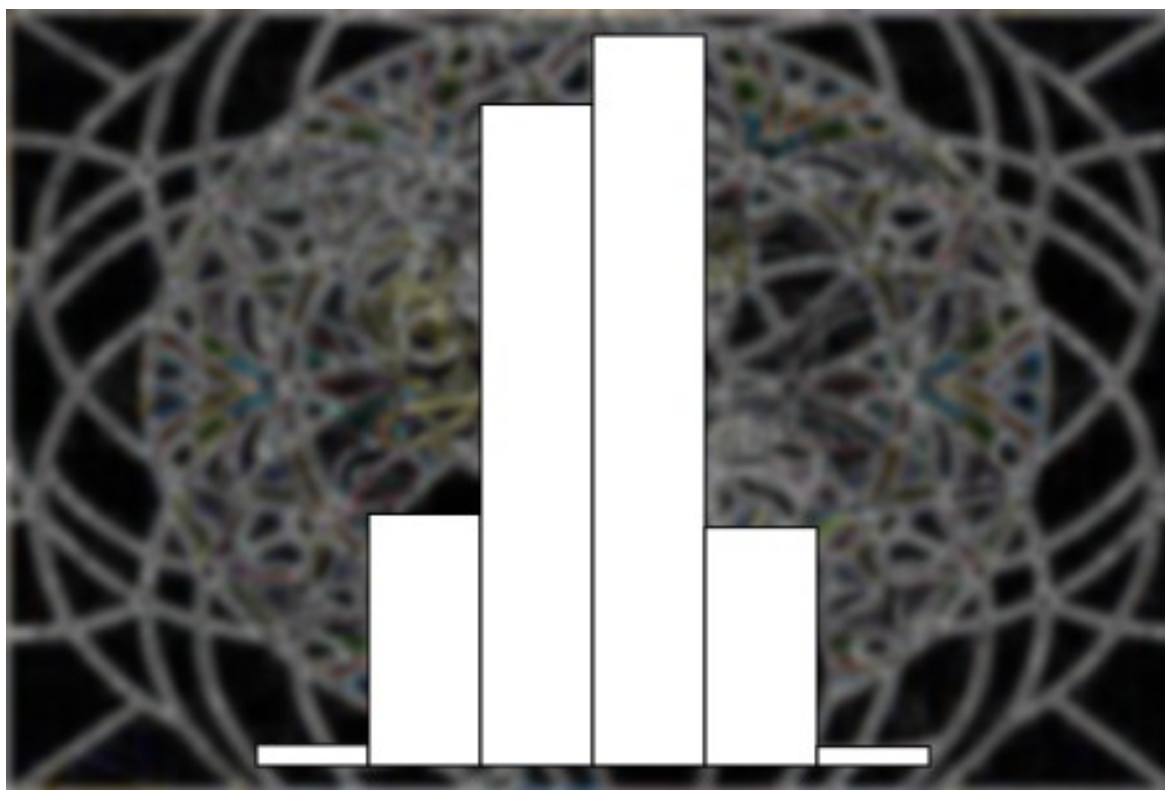


# Image Style + Edges + Gaussian Blur (r = 2)

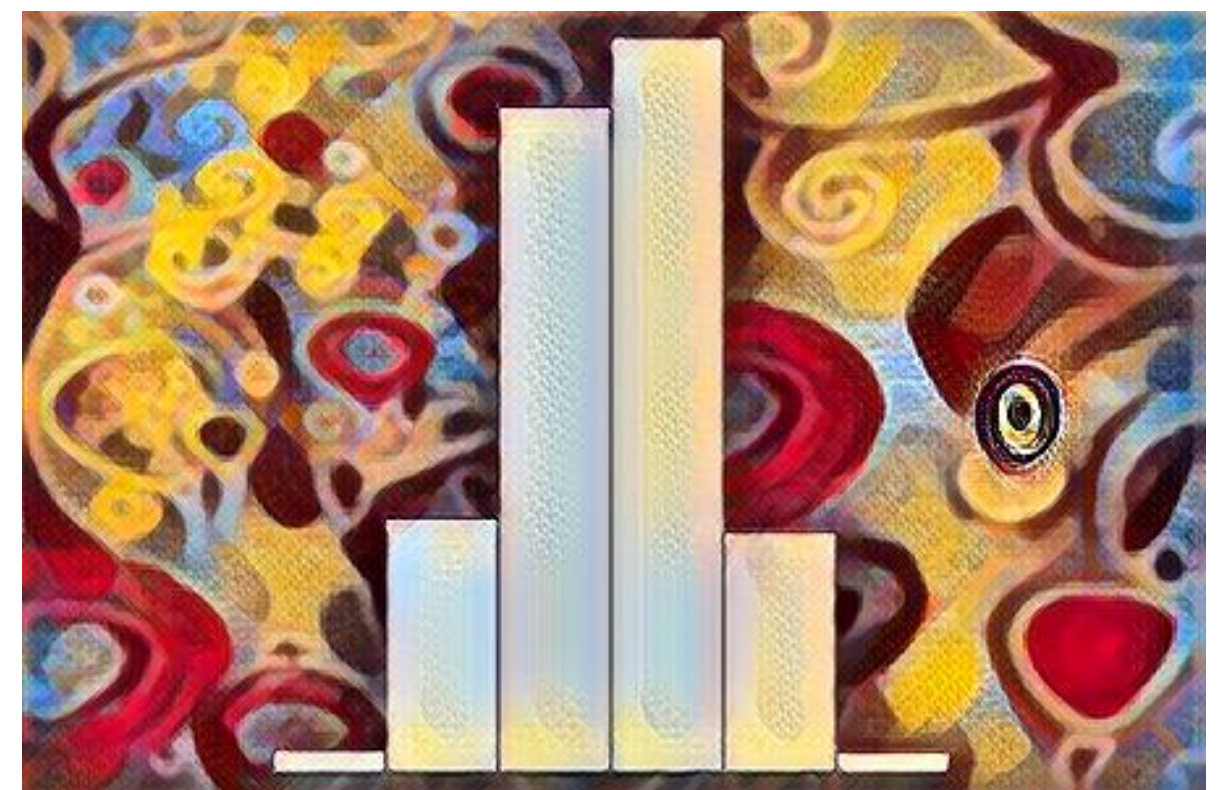
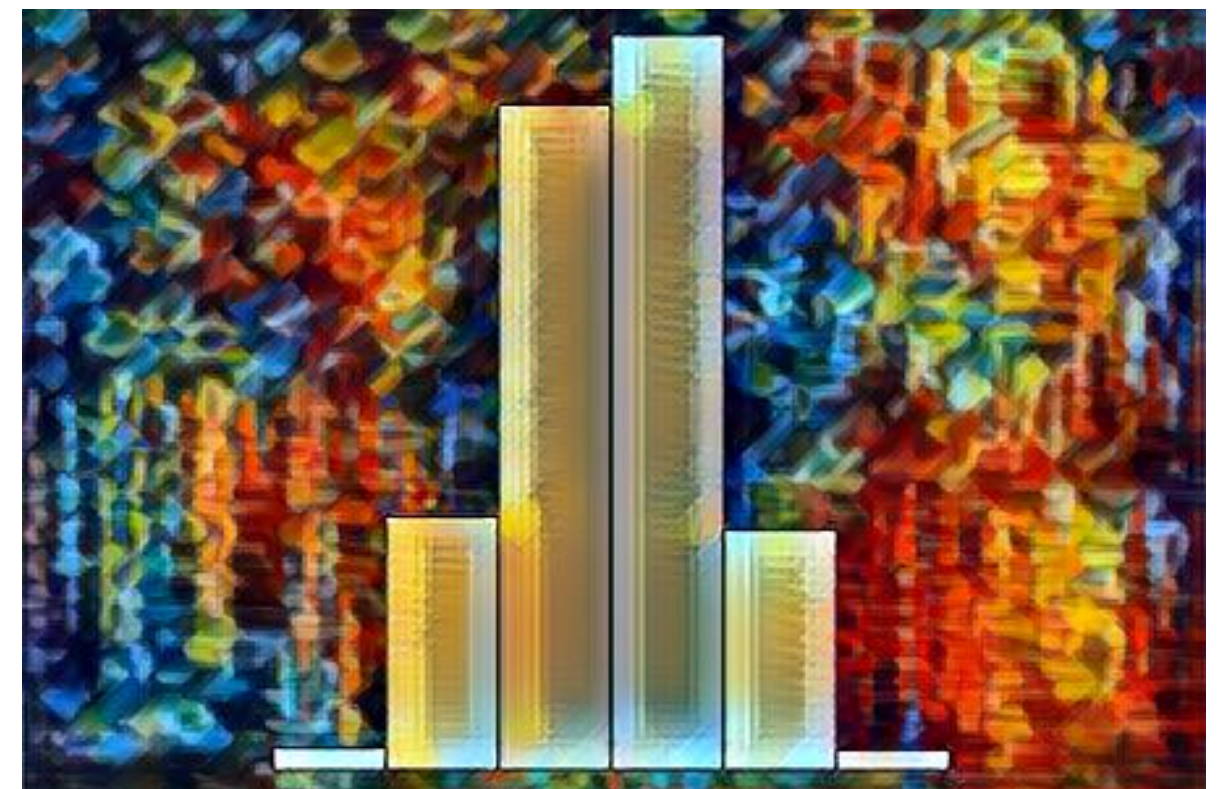
Input



Intermediary



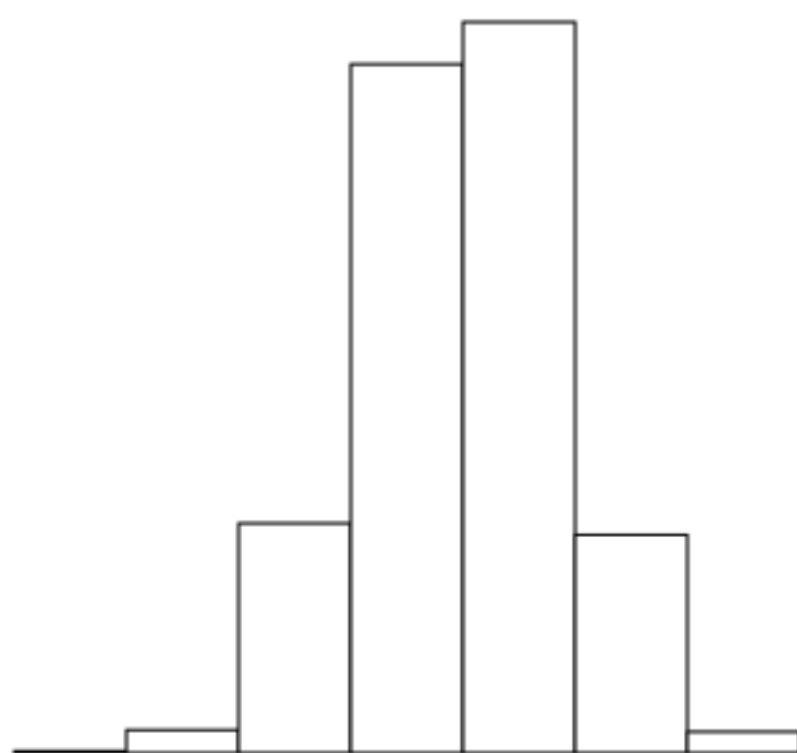
Output



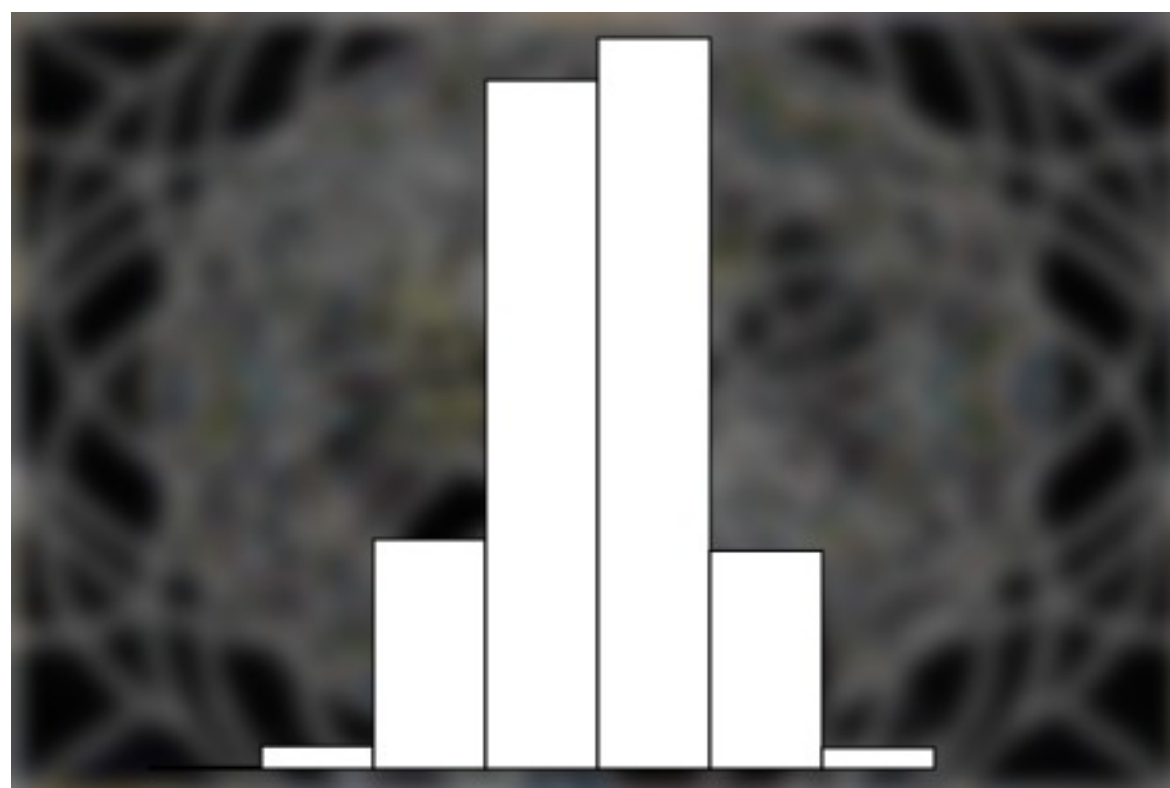


# Image Style + Edges + Gaussian Blur (r = 5)

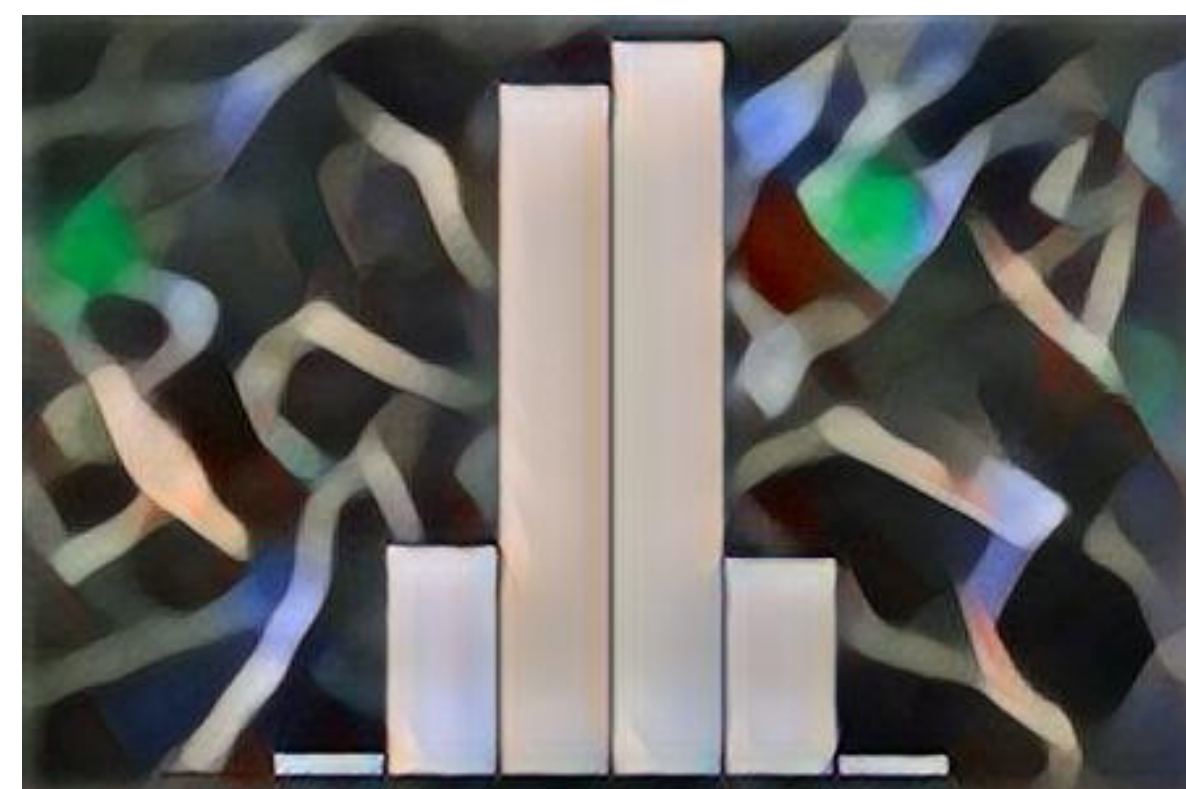
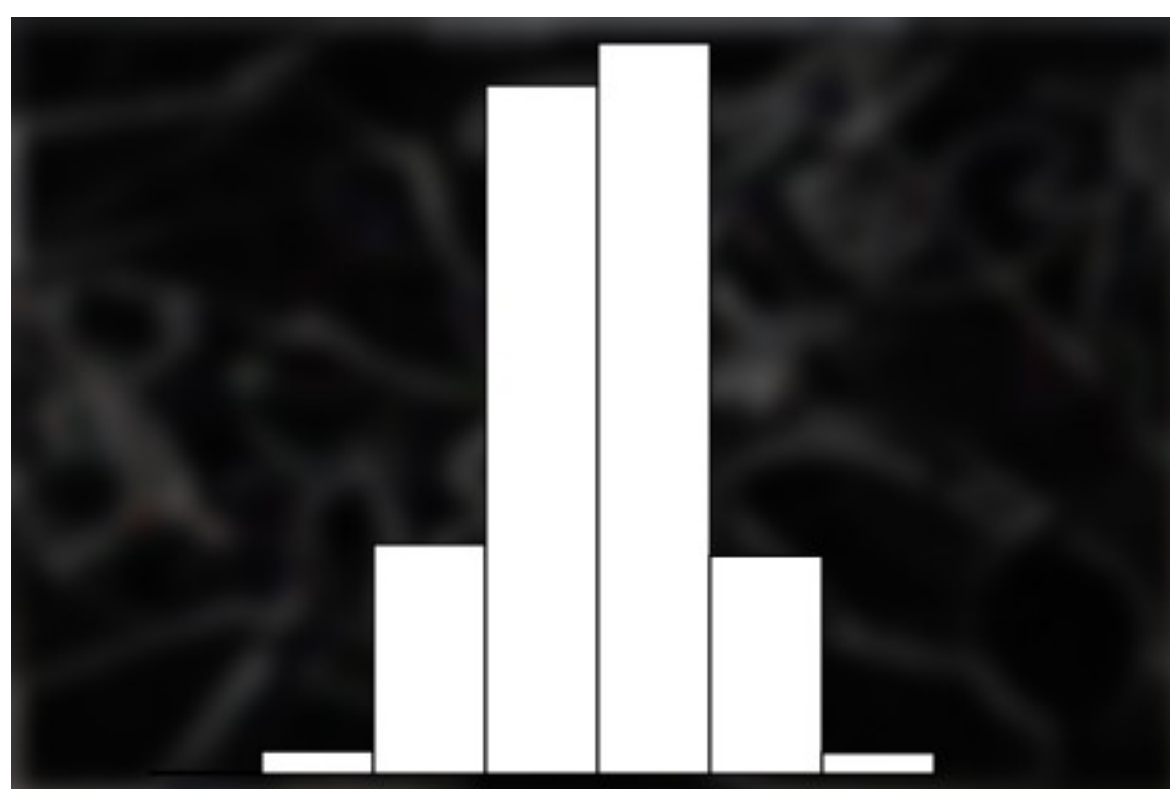
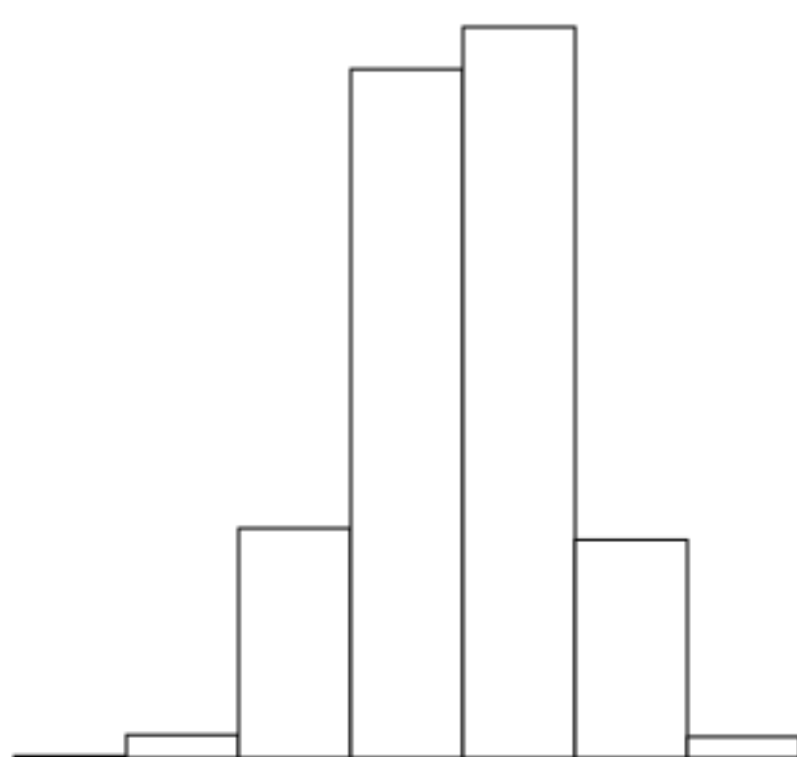
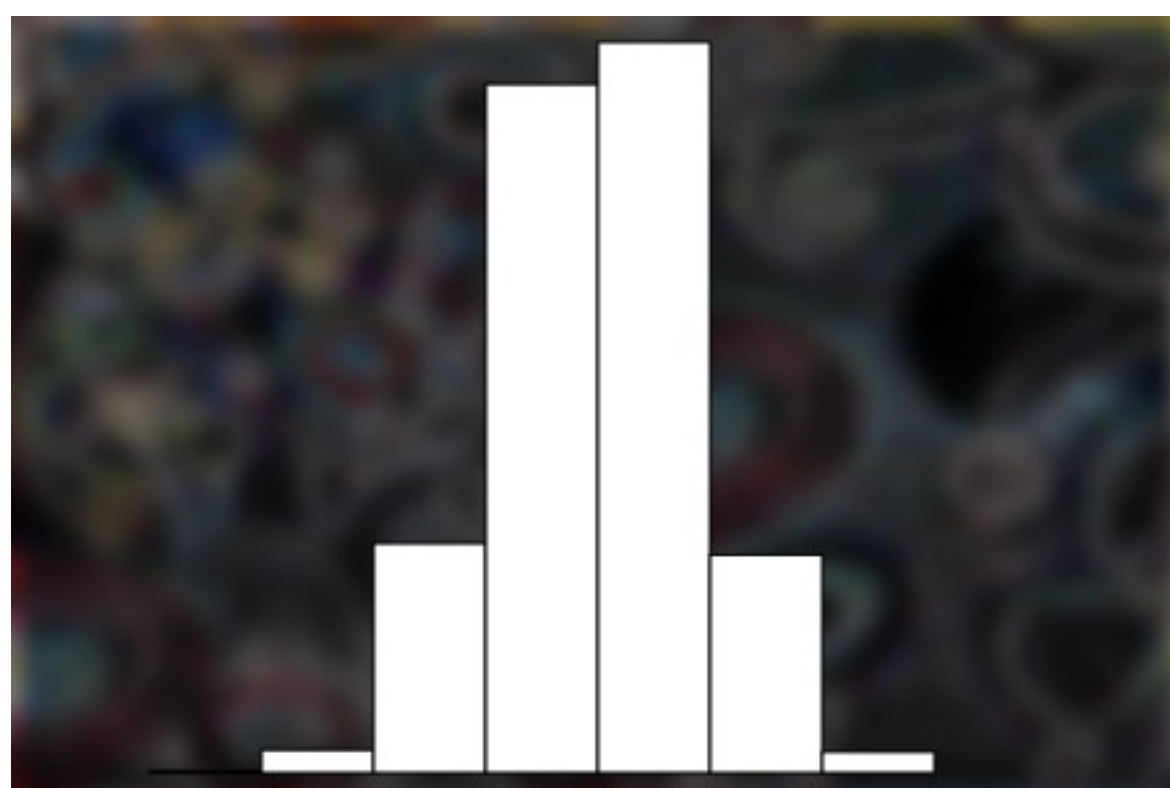
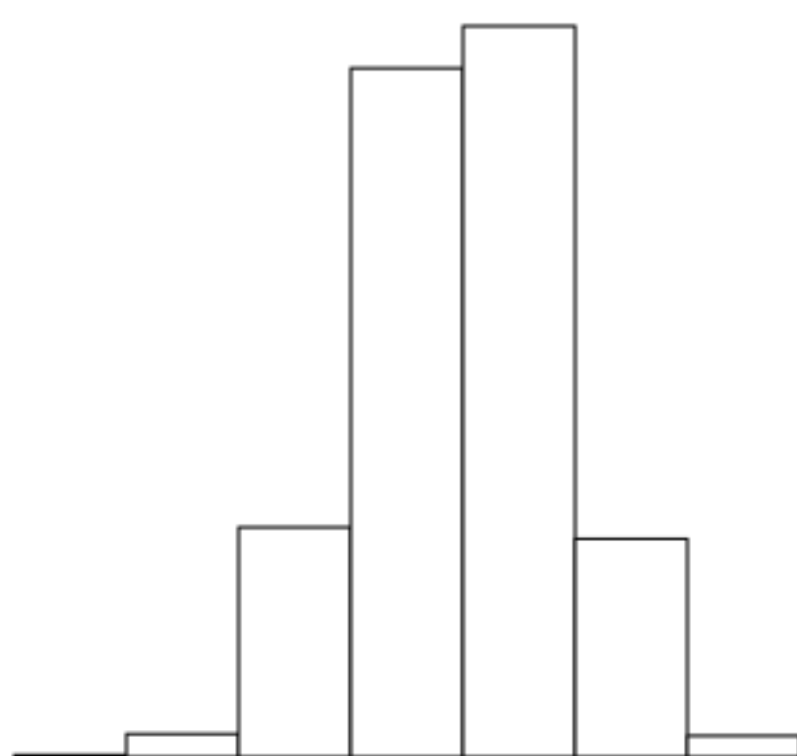
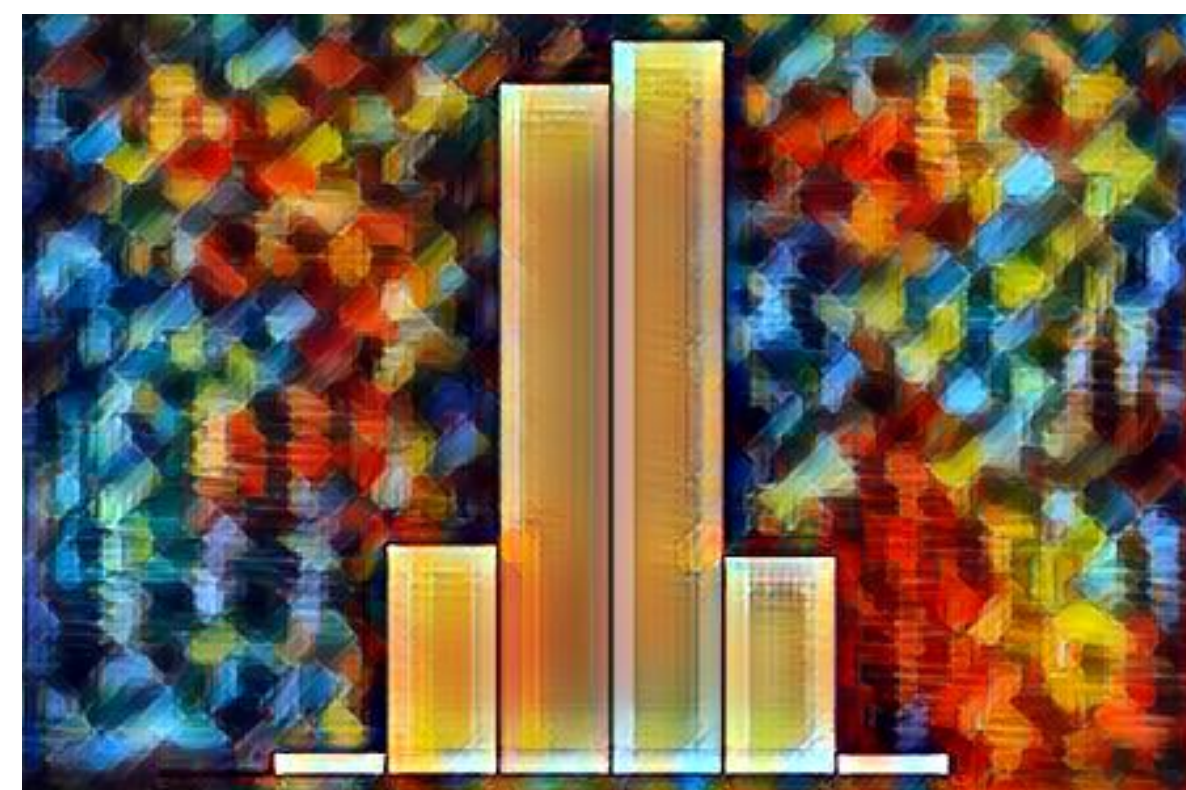
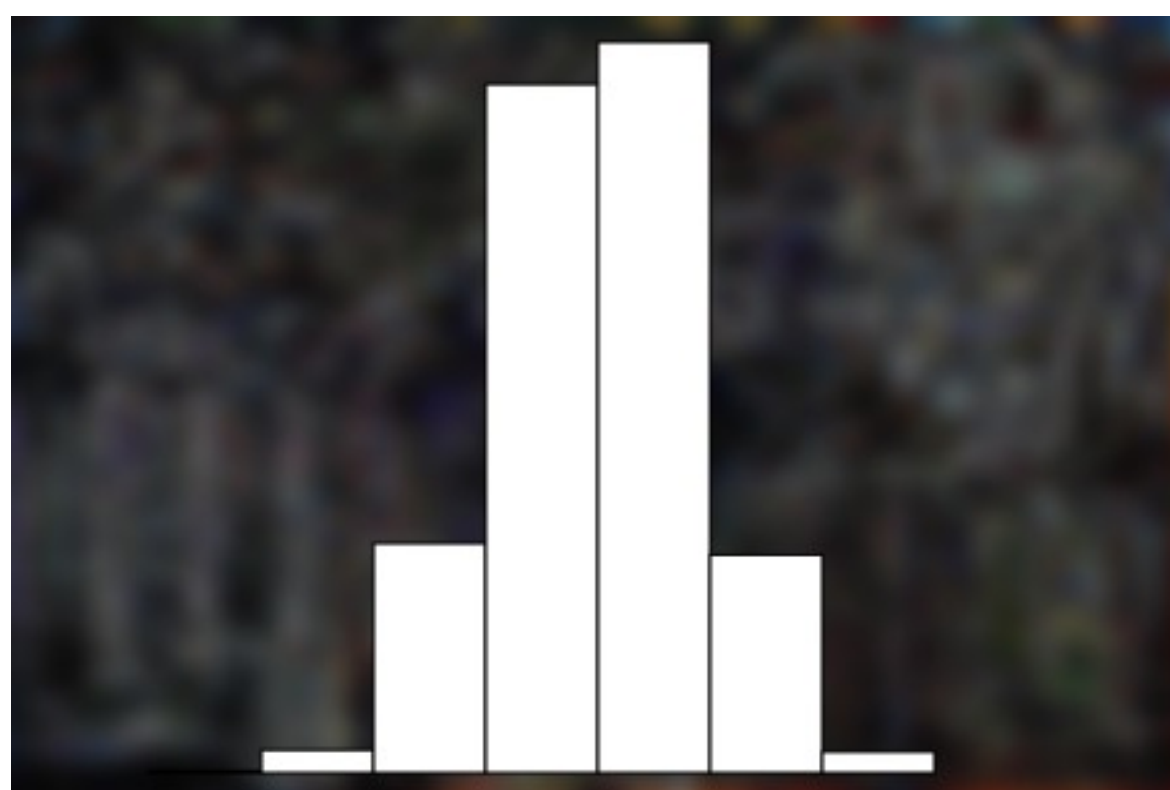
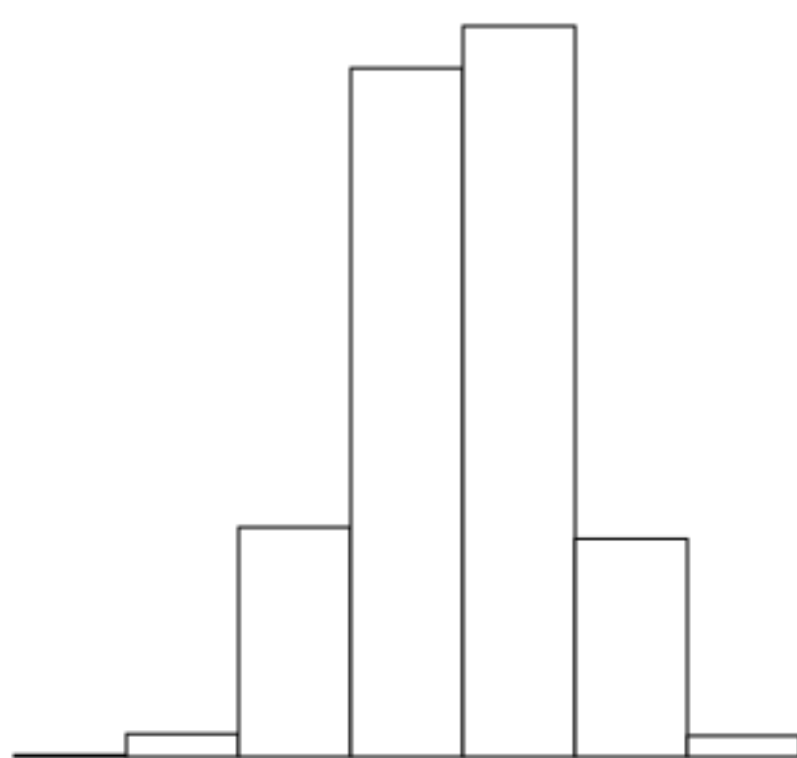
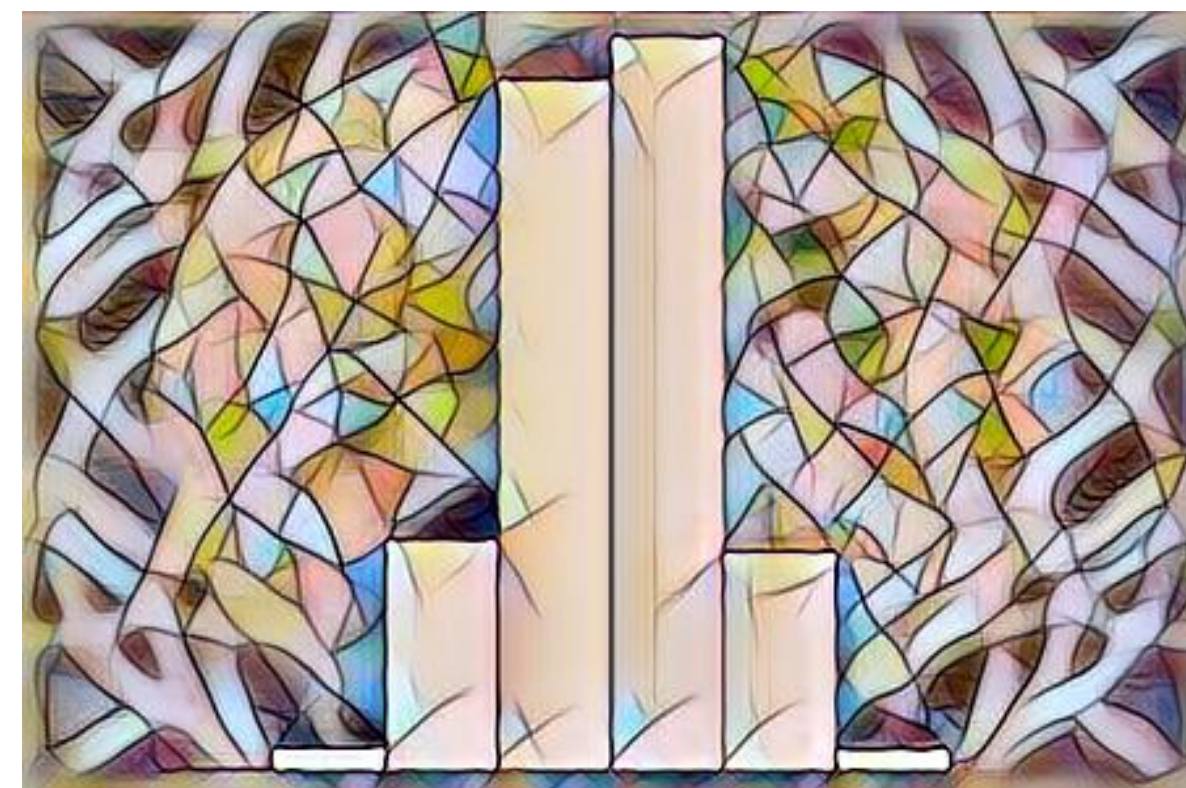
Input



Intermediary



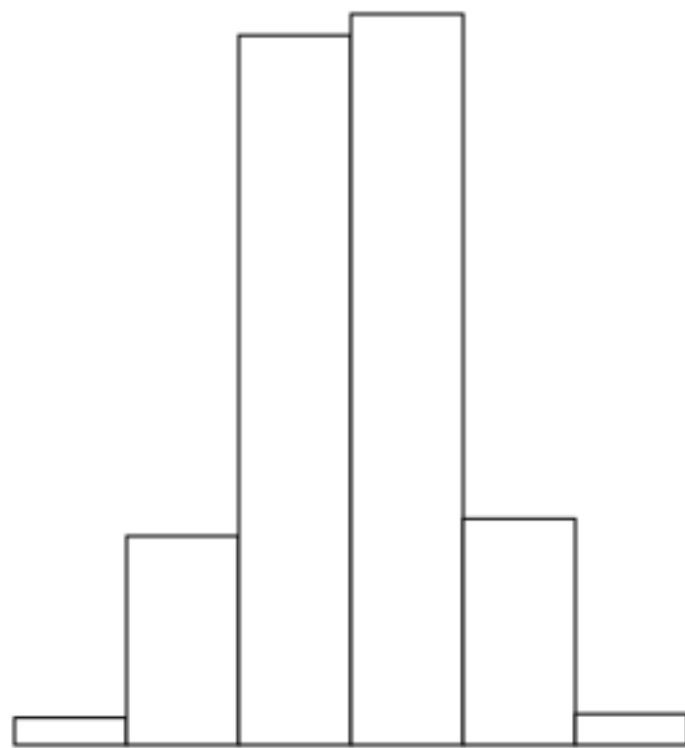
Output



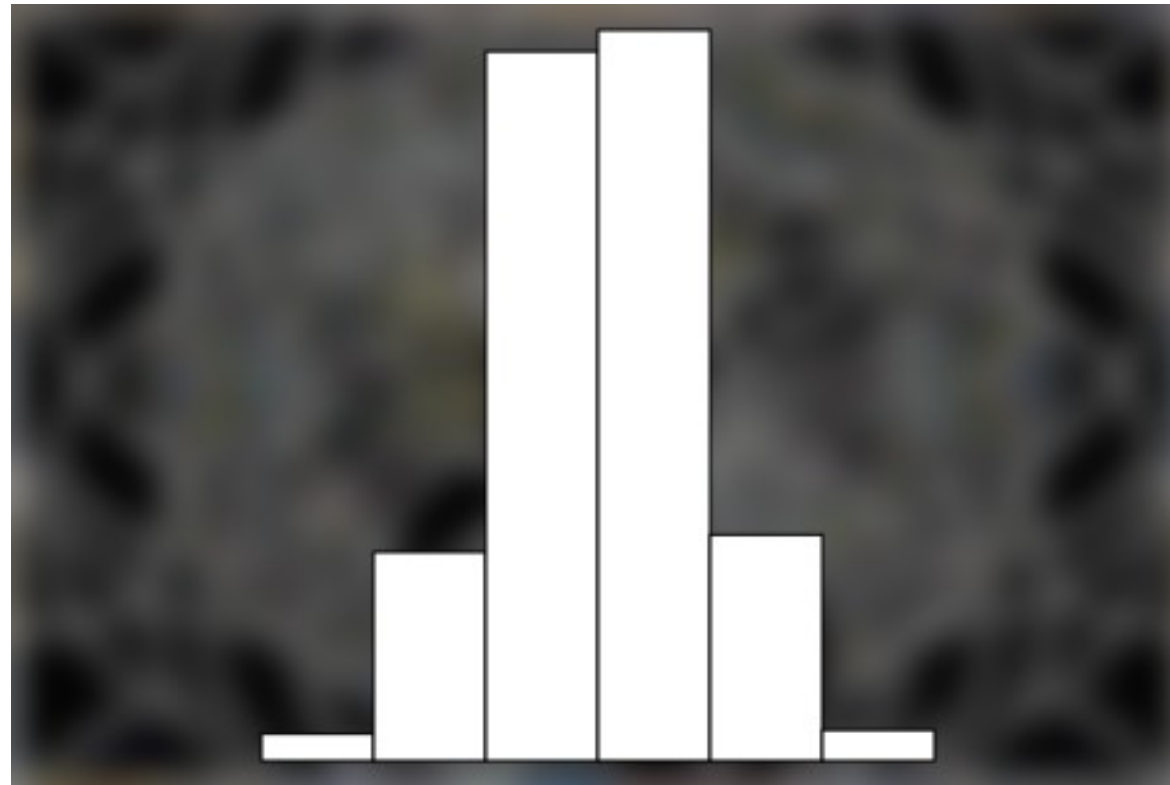


# Image Style + Edges + Gaussian Blur (r = 7)

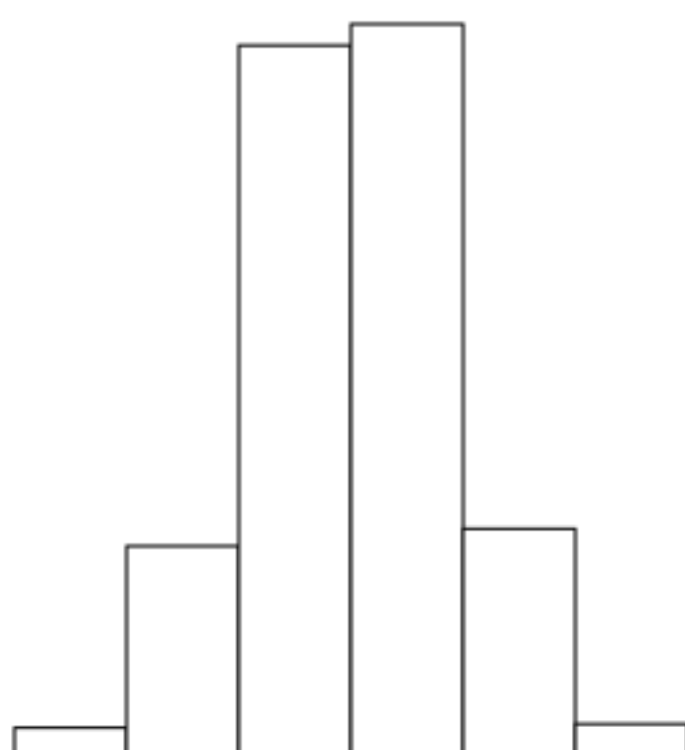
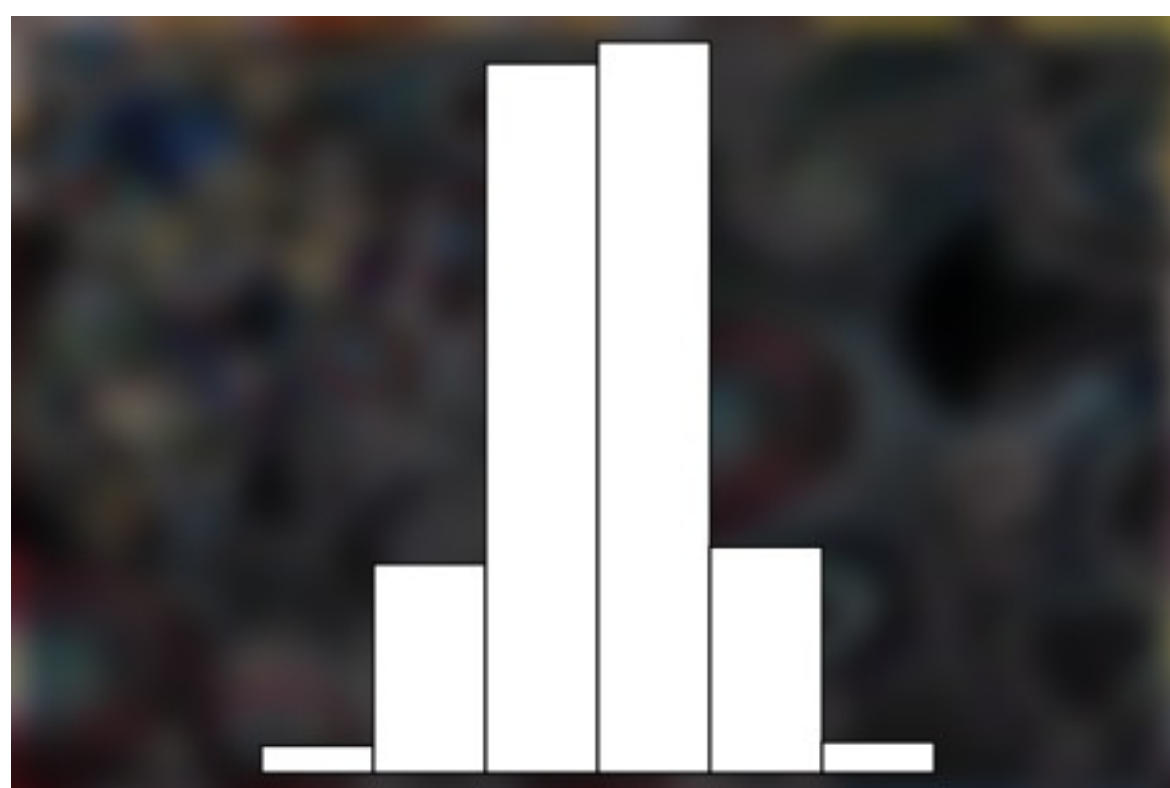
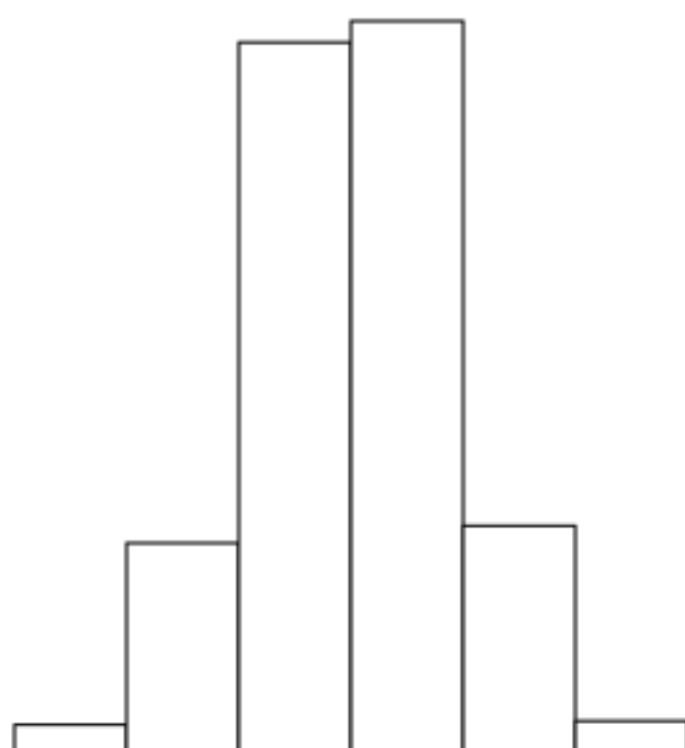
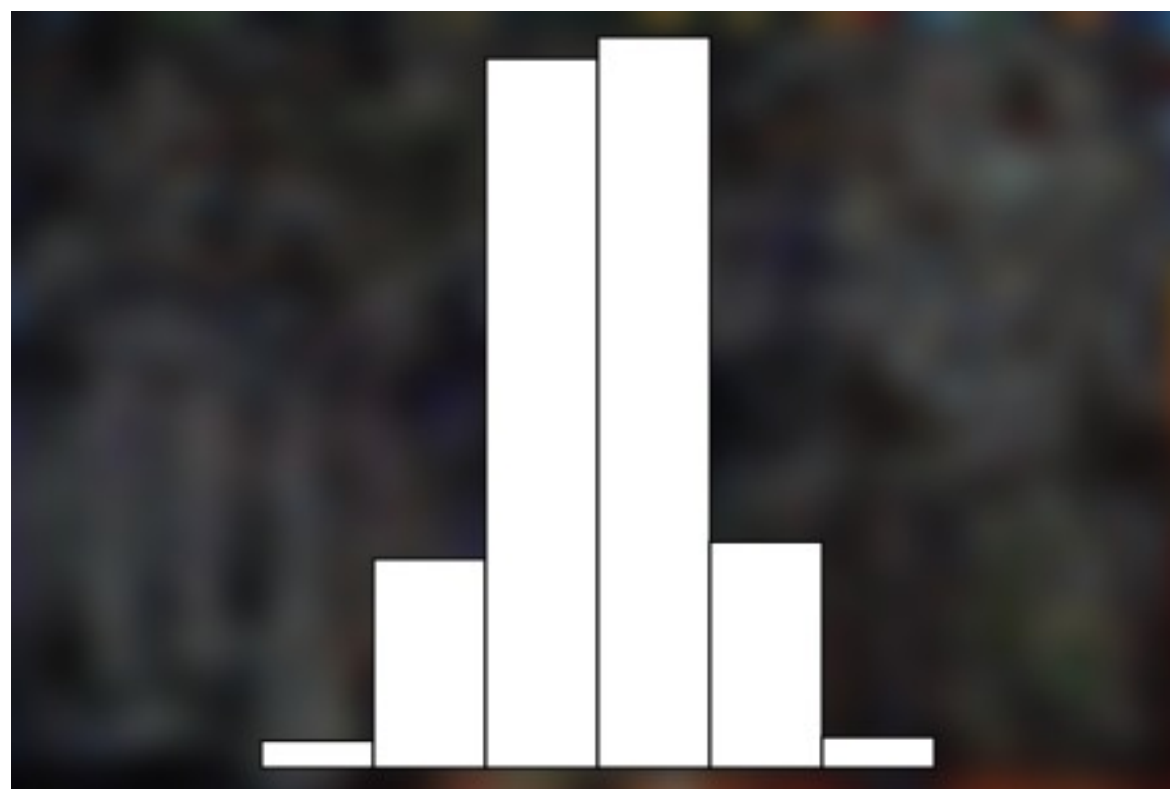
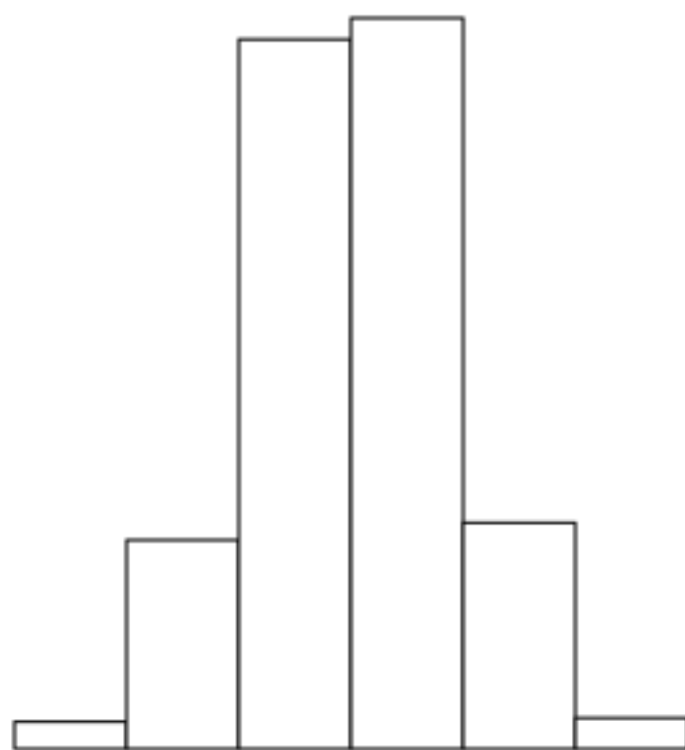
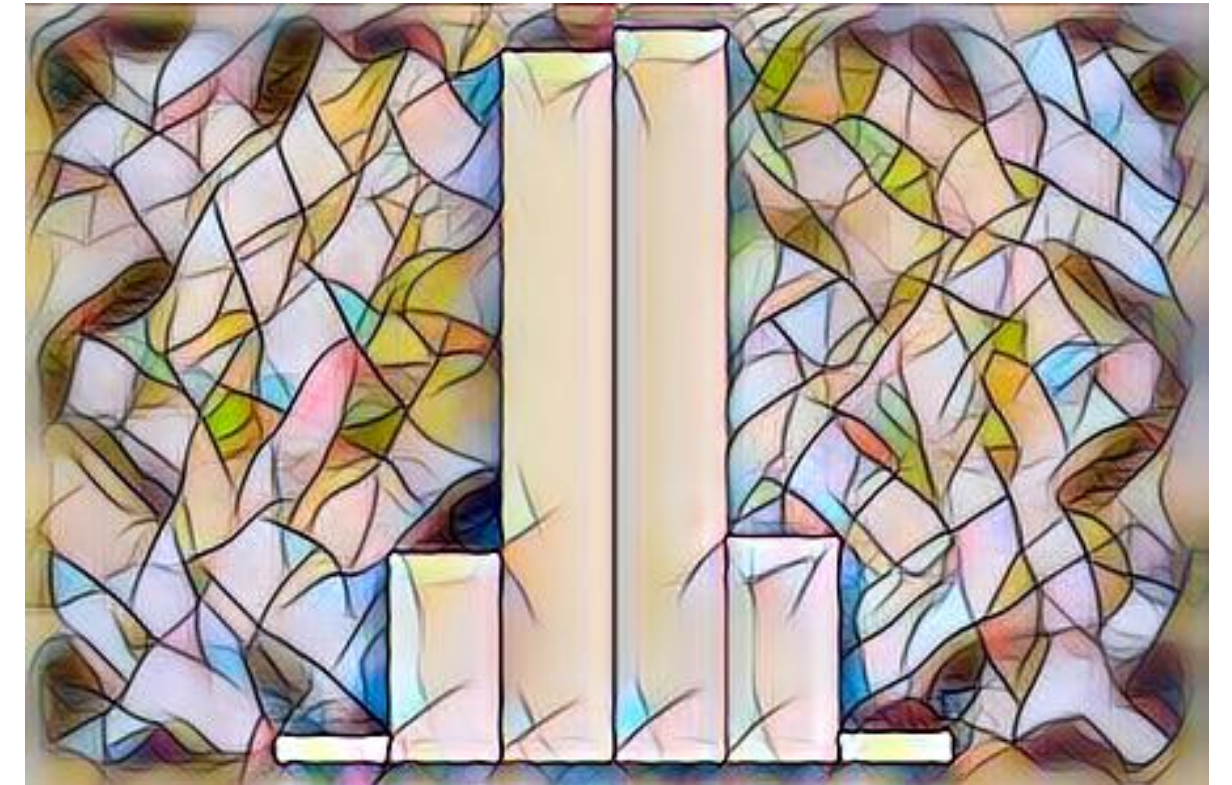
Input



Intermediary



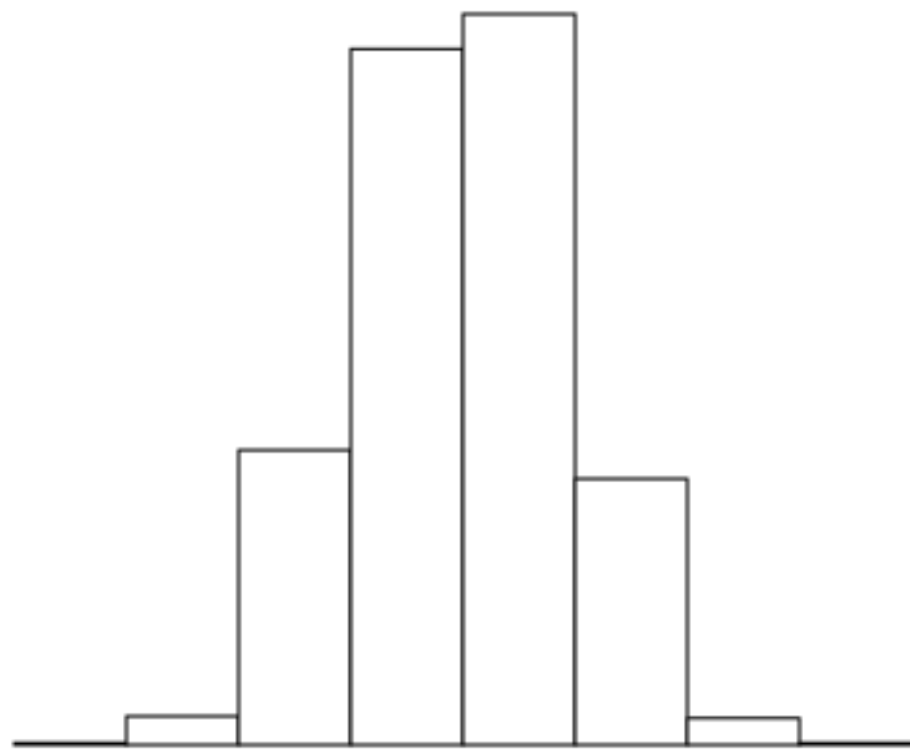
Output



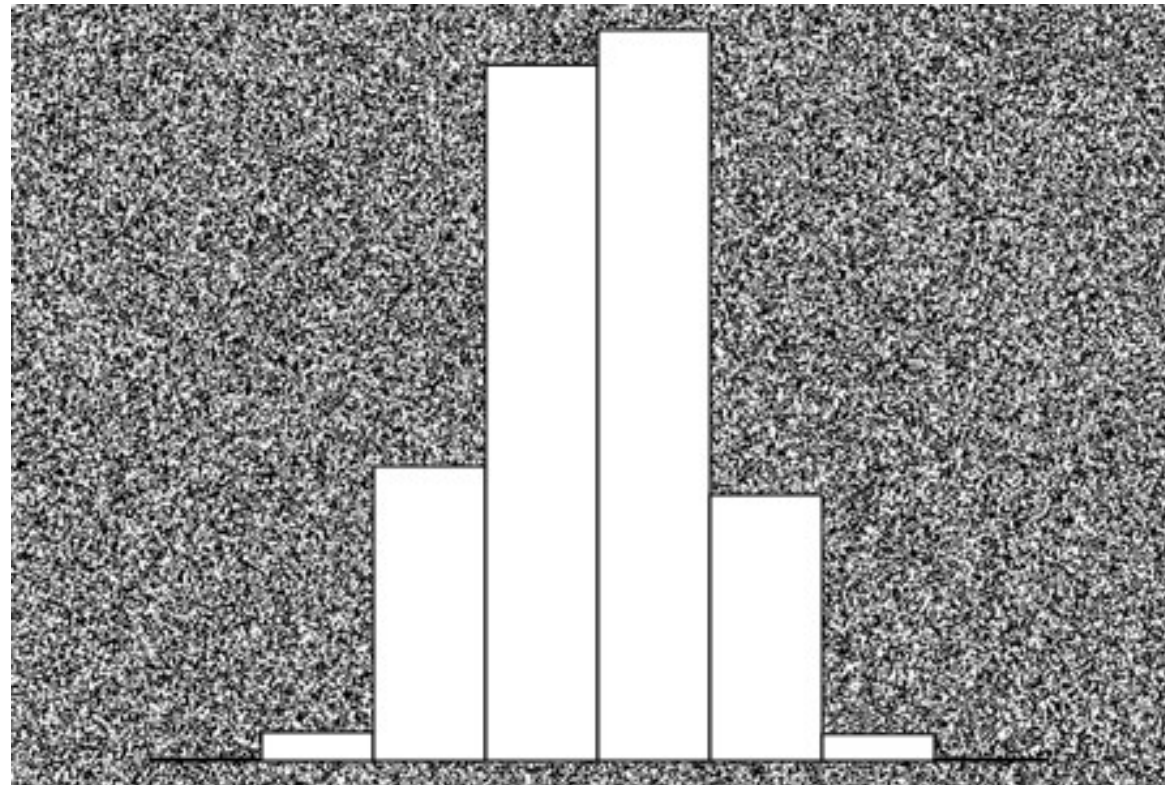


# White Noise

Input



Intermediary



Output

