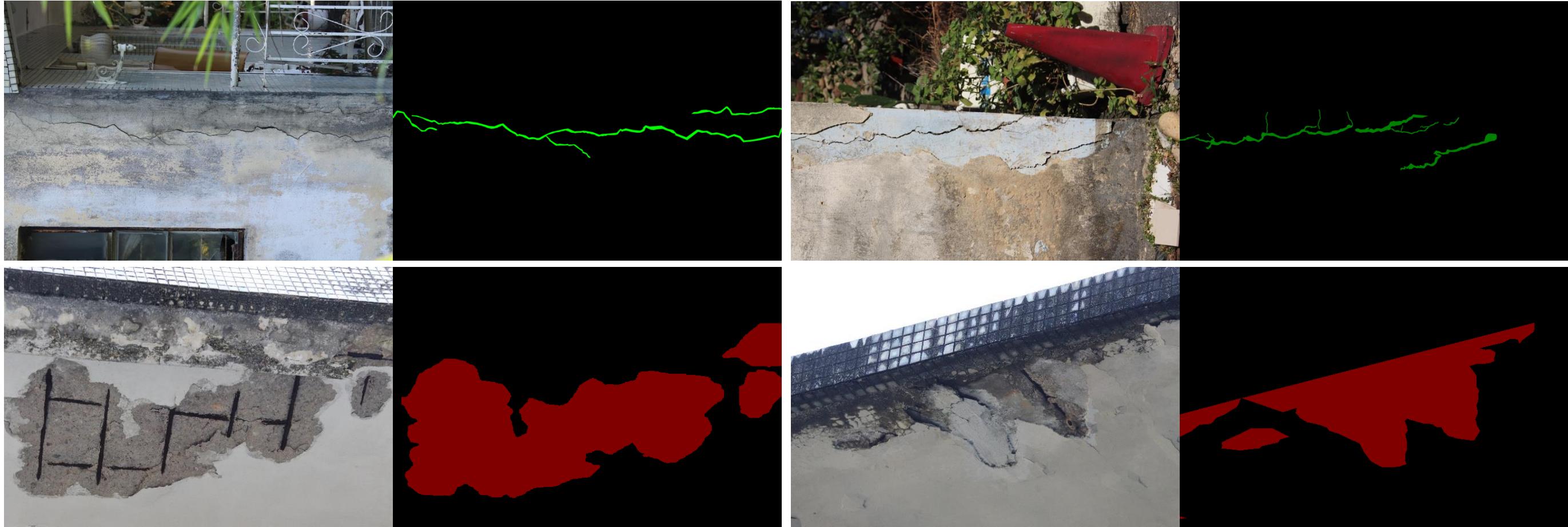
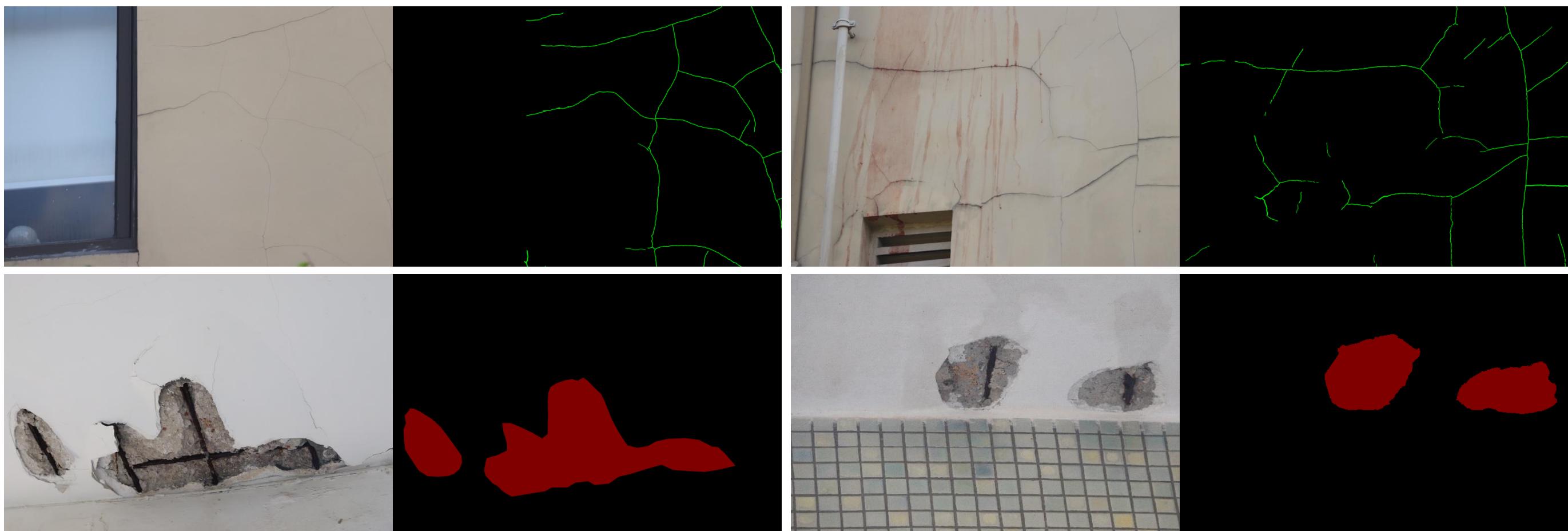


## Noisy Background for Targets



## Low-texture Background for Target



## High Local Contrast under Light and Shadow

