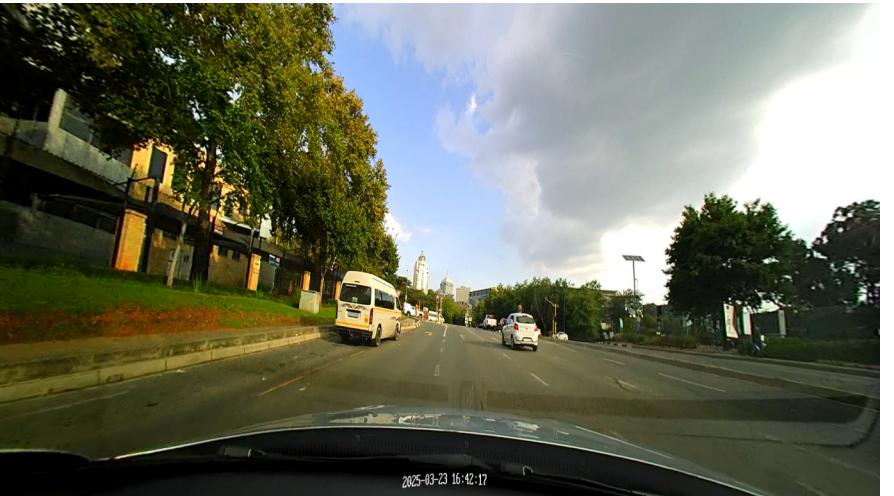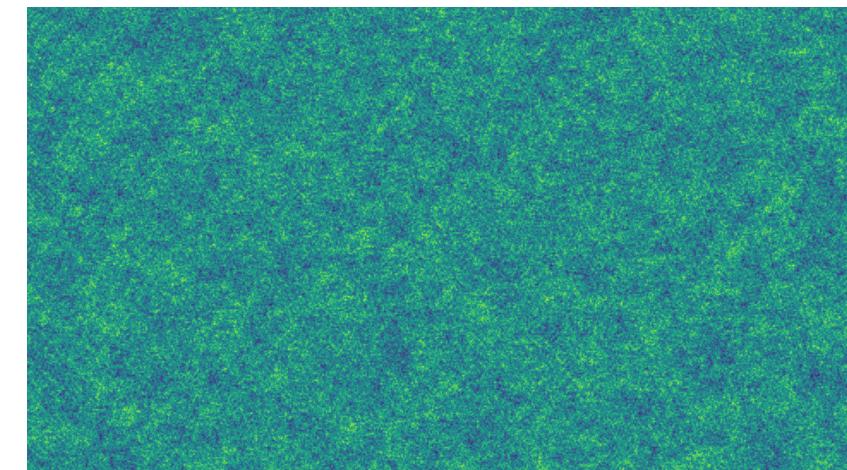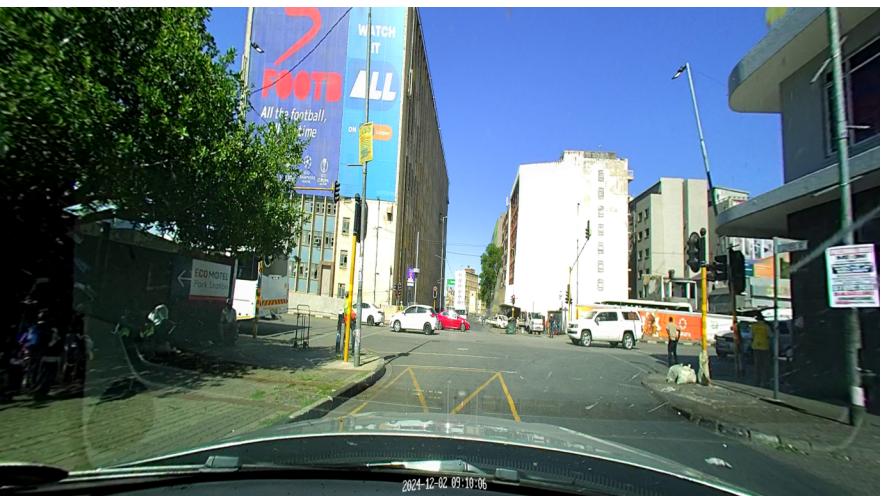| Undistorted | Uniform Fog | Mask $m(x, y)$ |
| Undistorted | Heterogeneous Fog | Mask $m(x, y)$ |
| Undistorted | Lens Flare | Mask $m(x, y)$ |