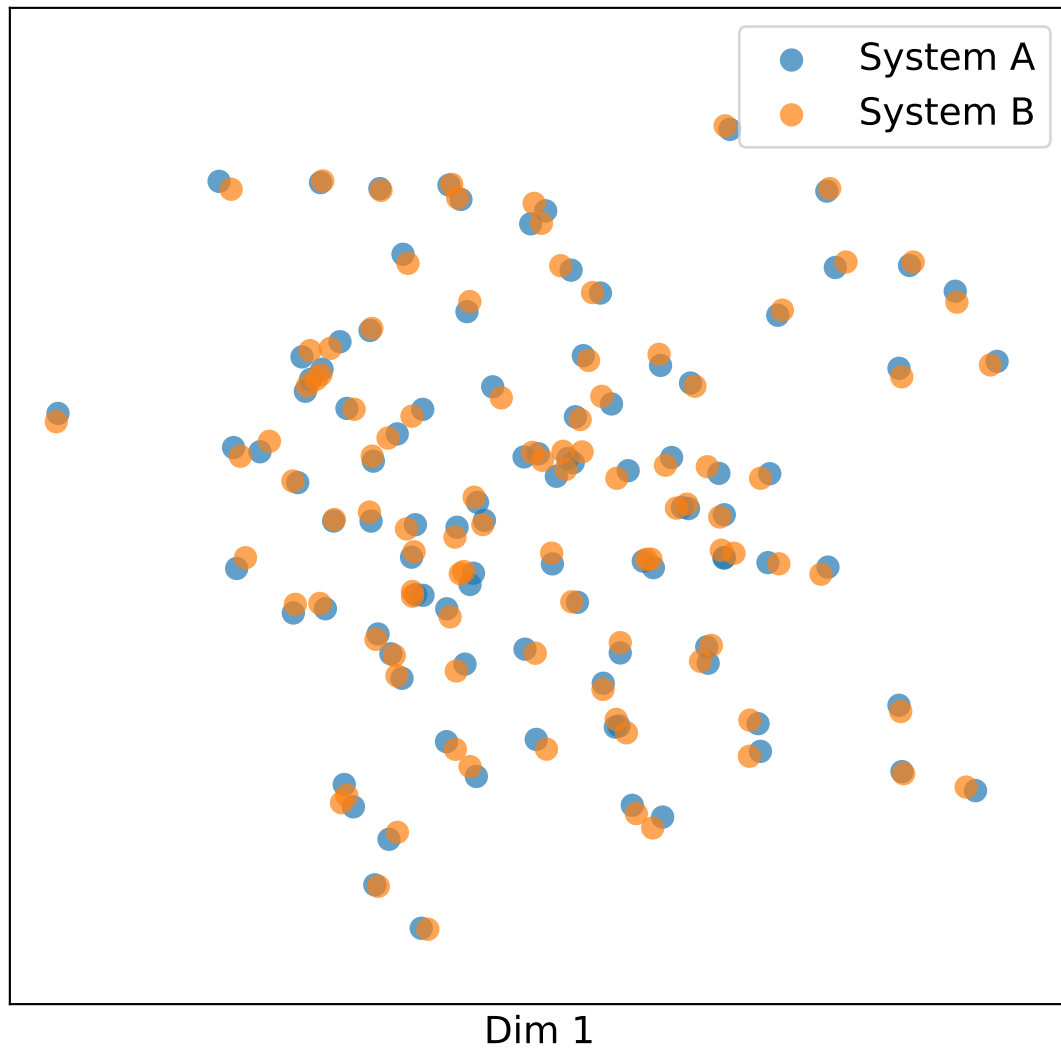


+ Gaussian Noise



+ Rotation

