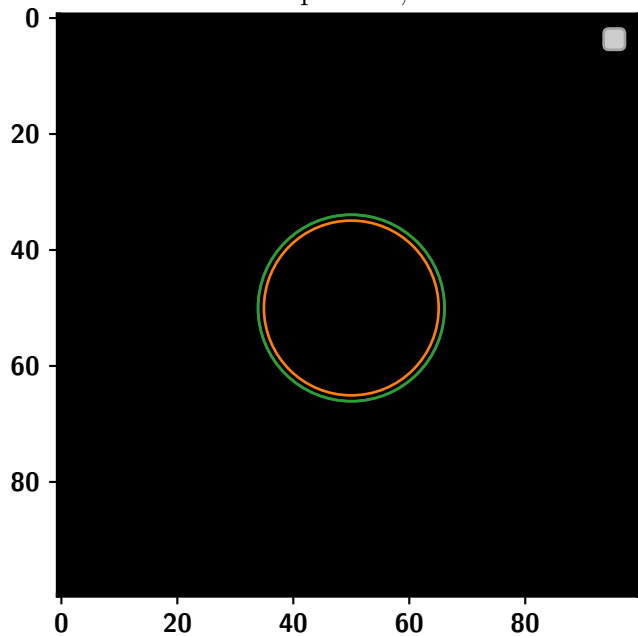
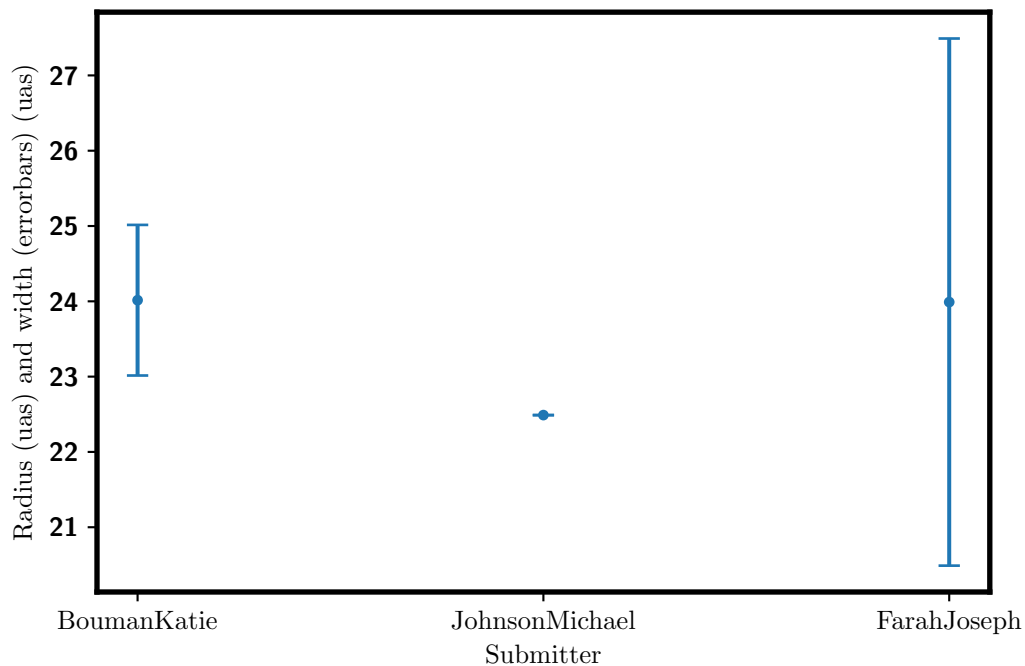
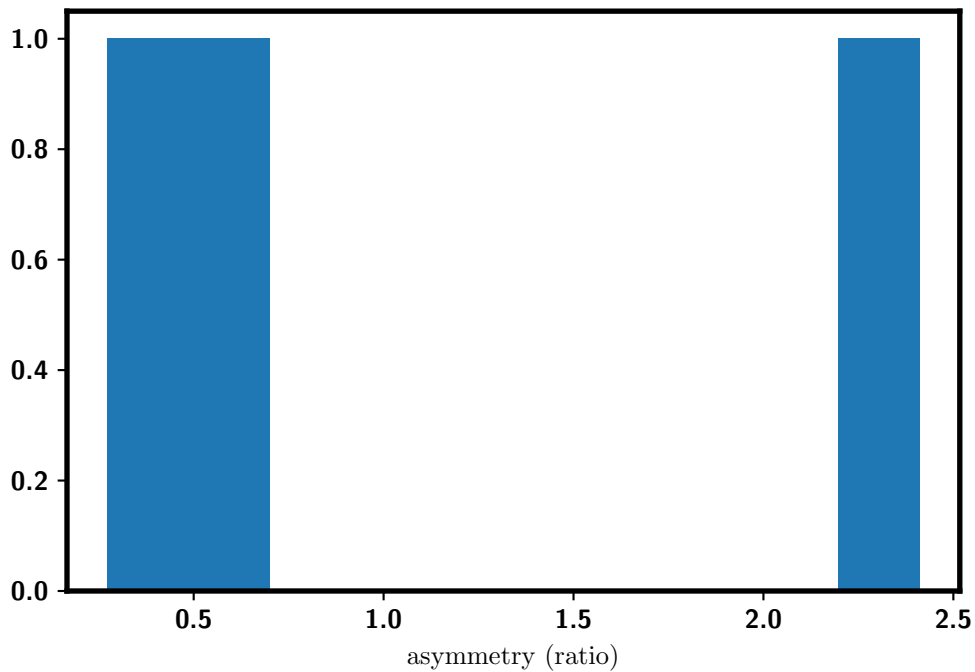
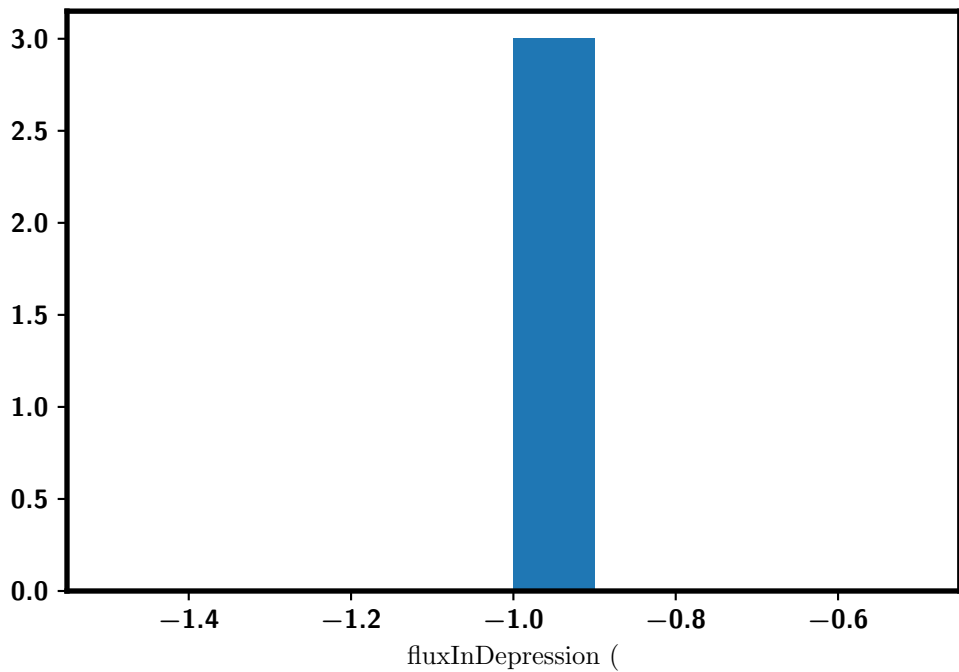


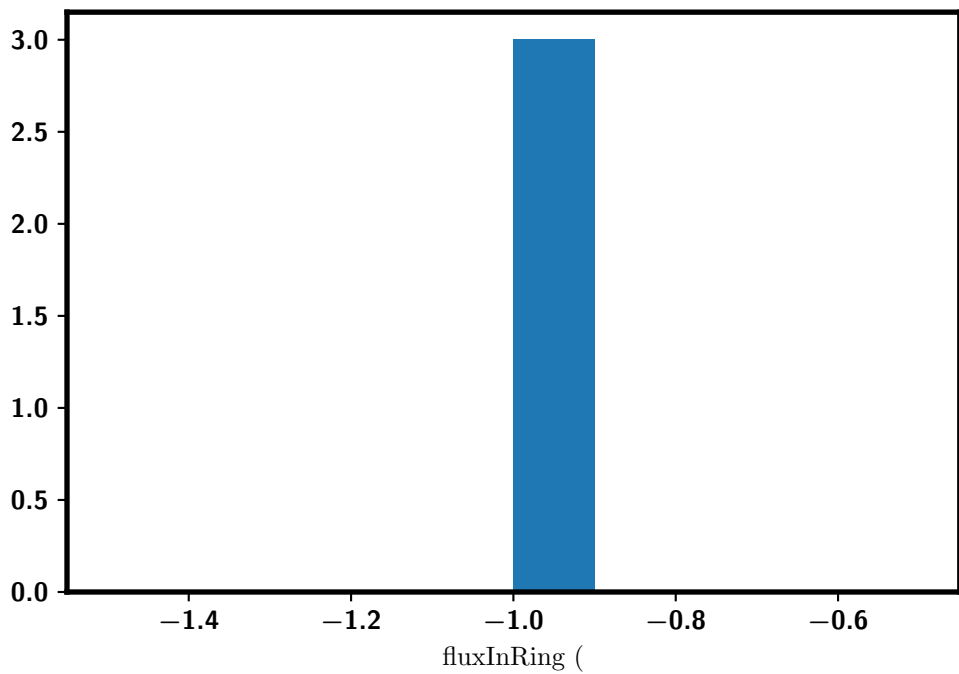
Radius comparison, all models

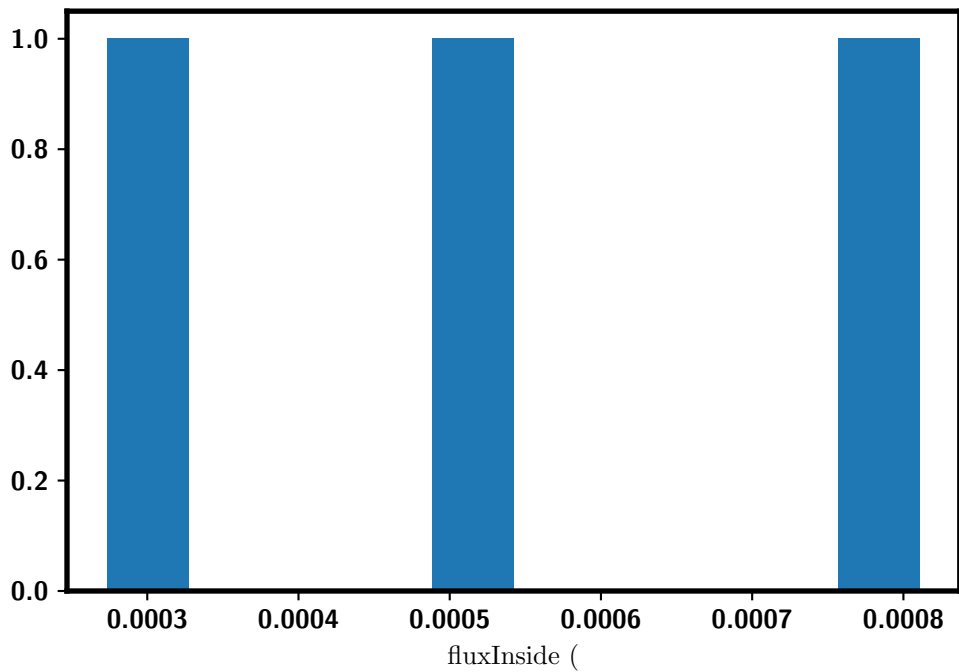


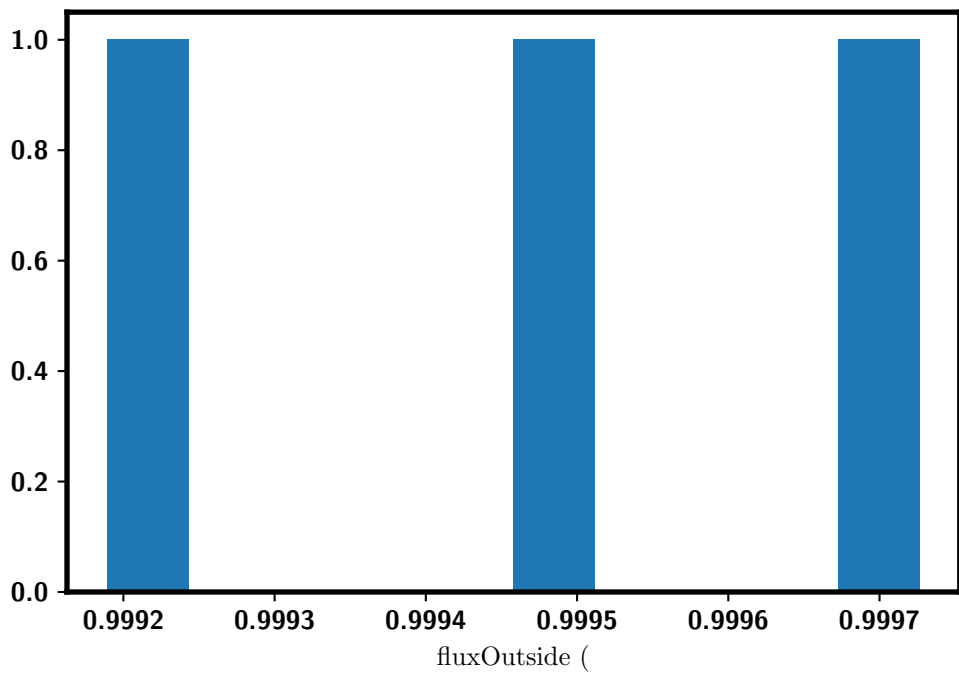


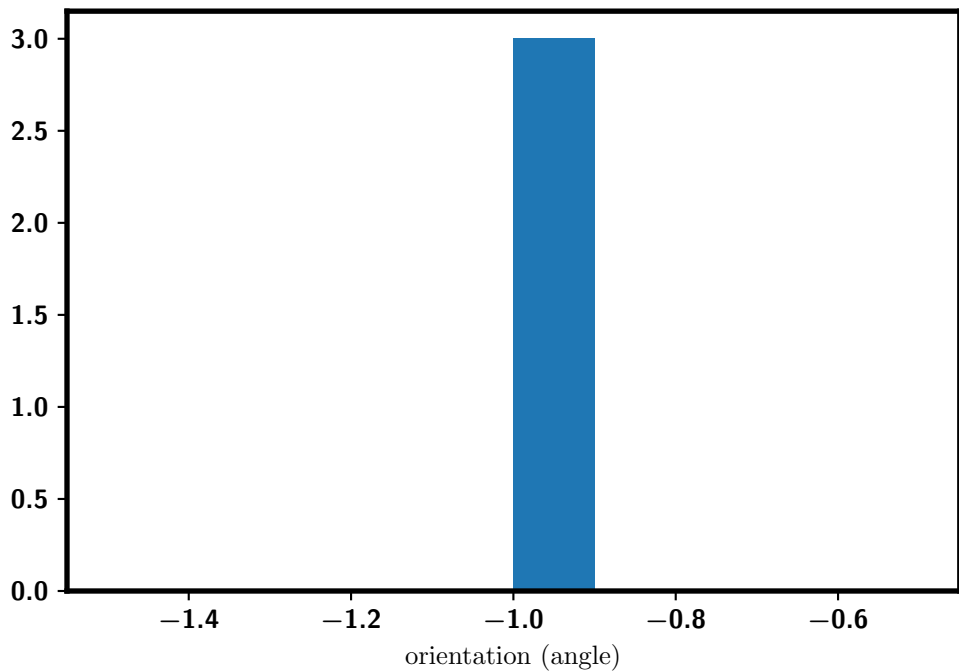




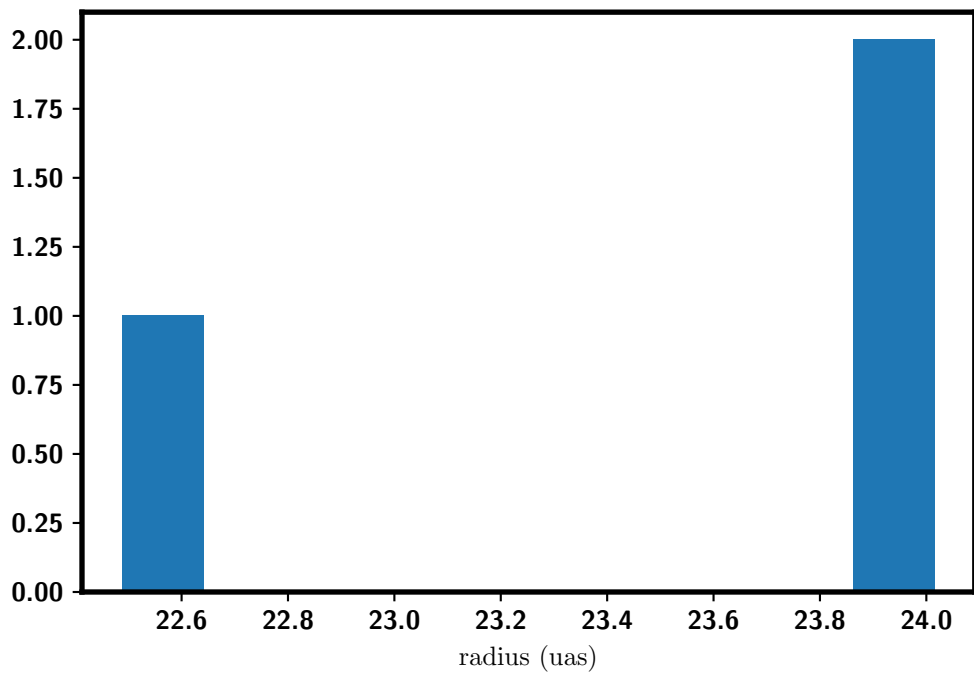


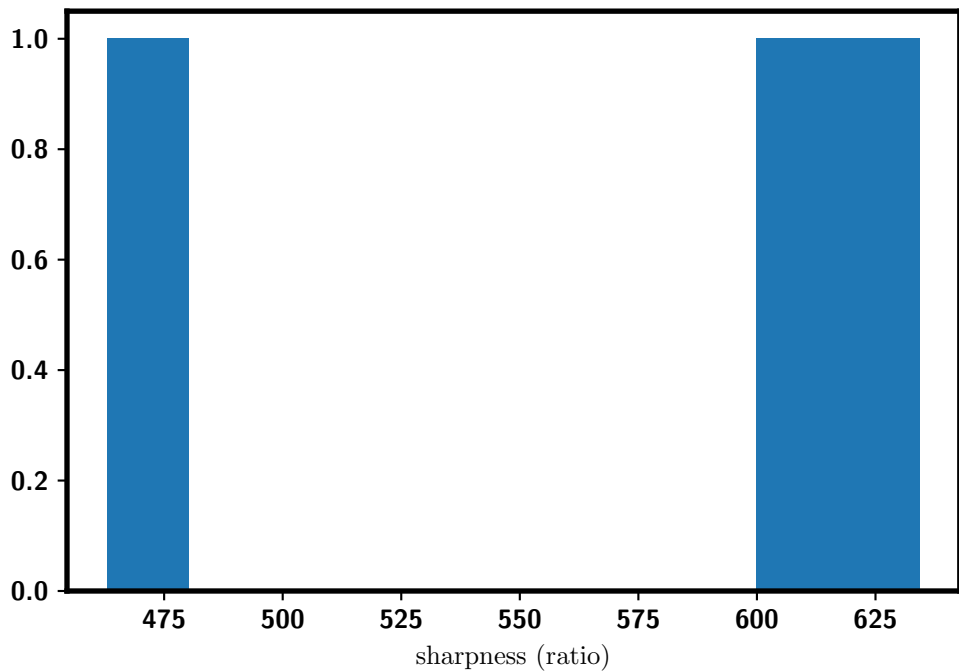


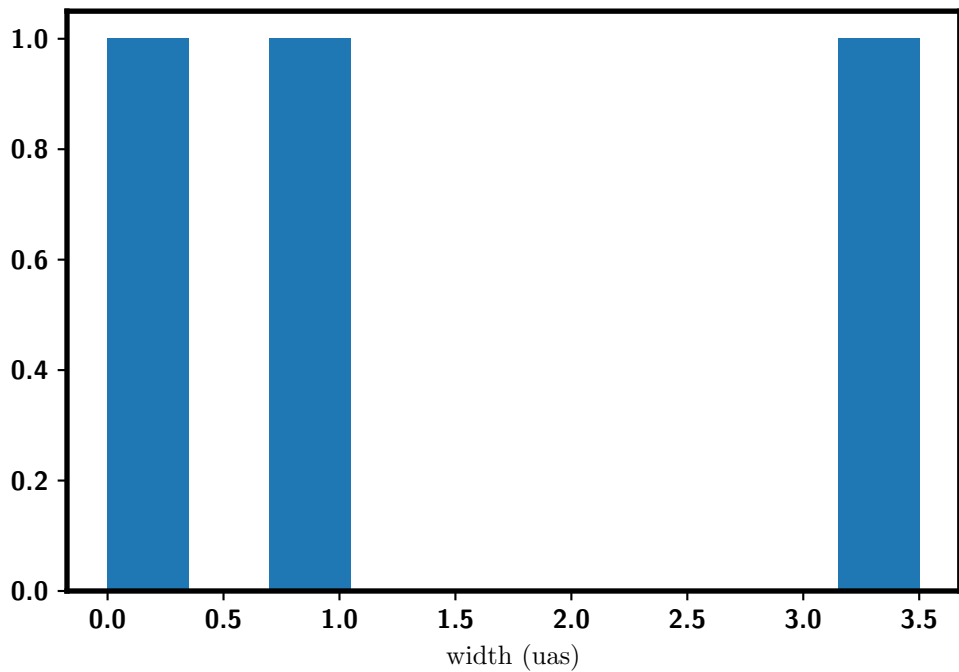




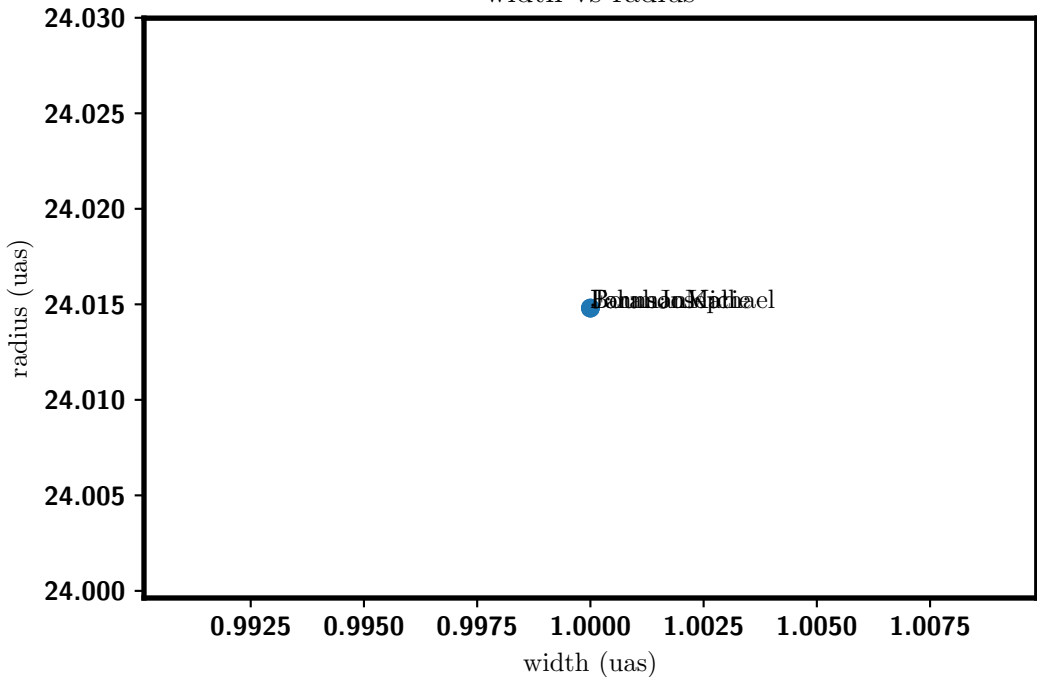




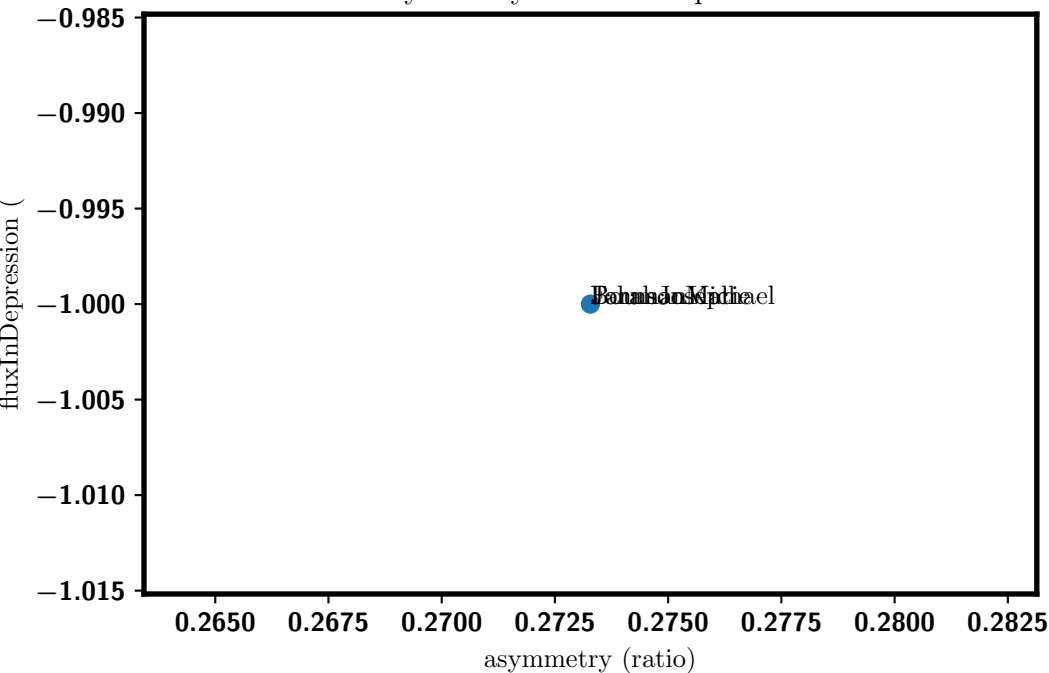




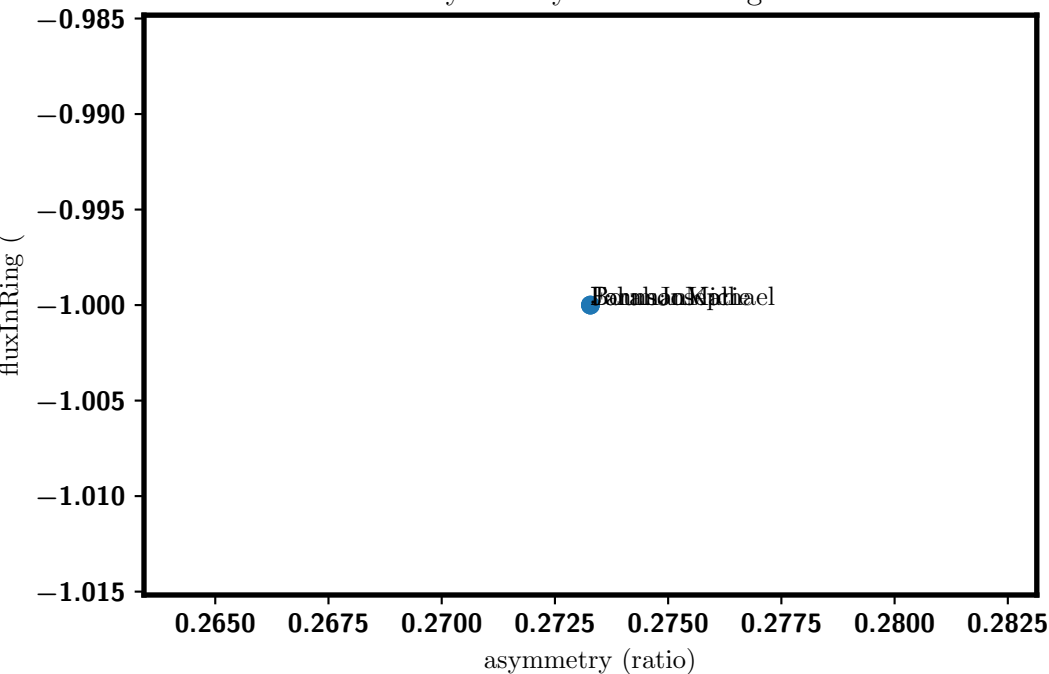
width vs radius



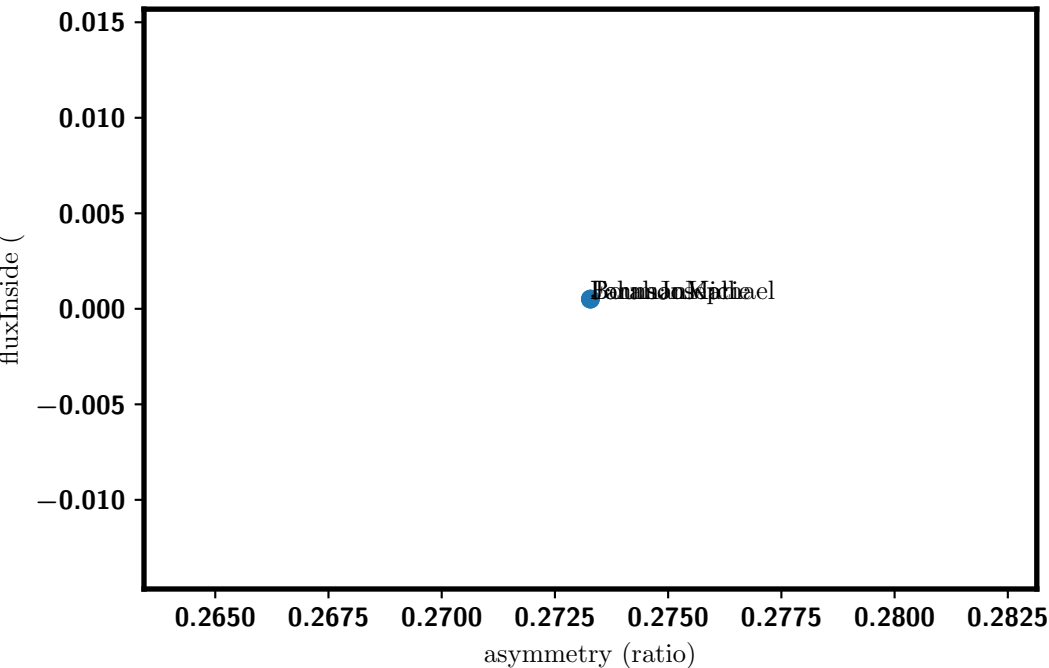
asymmetry vs fluxInDepression



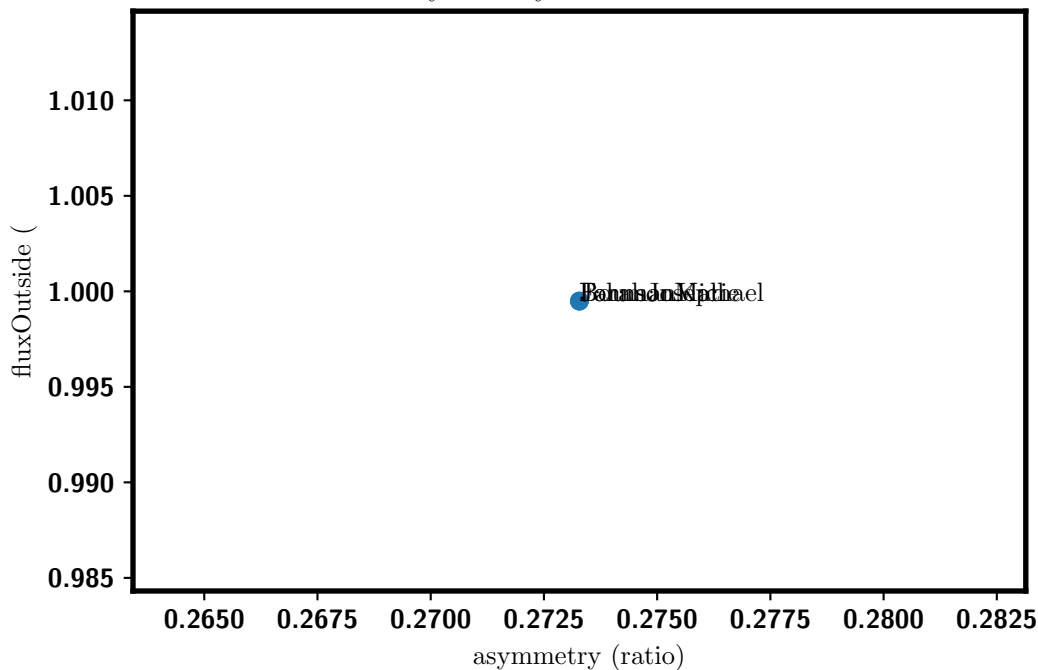
asymmetry vs fluxInRing



asymmetry vs fluxInside

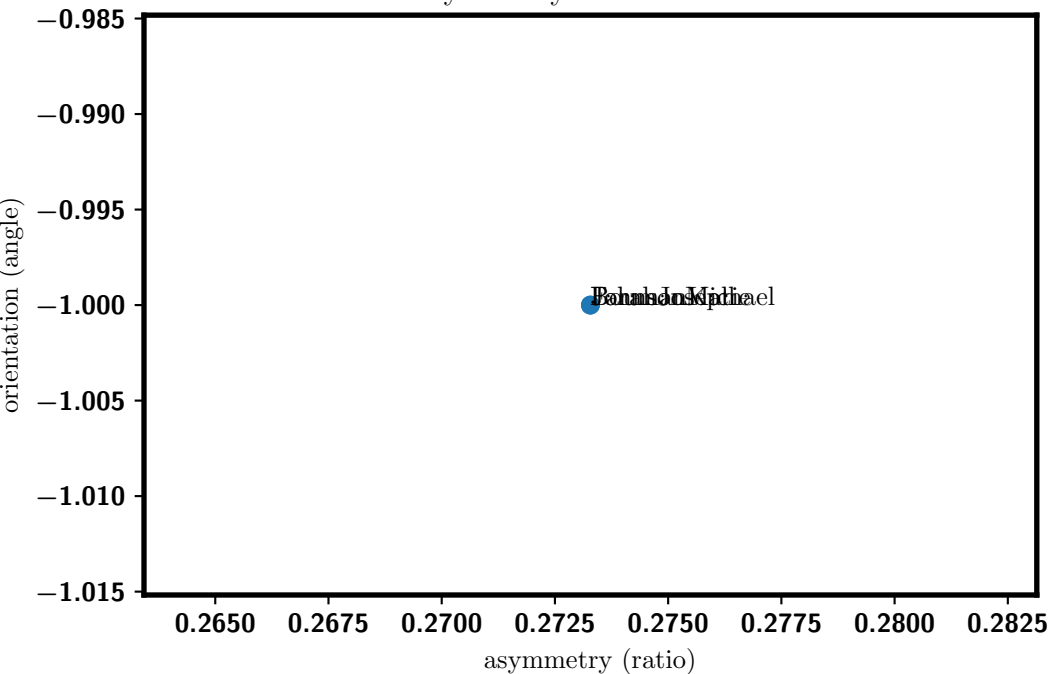


asymmetry vs fluxOutside

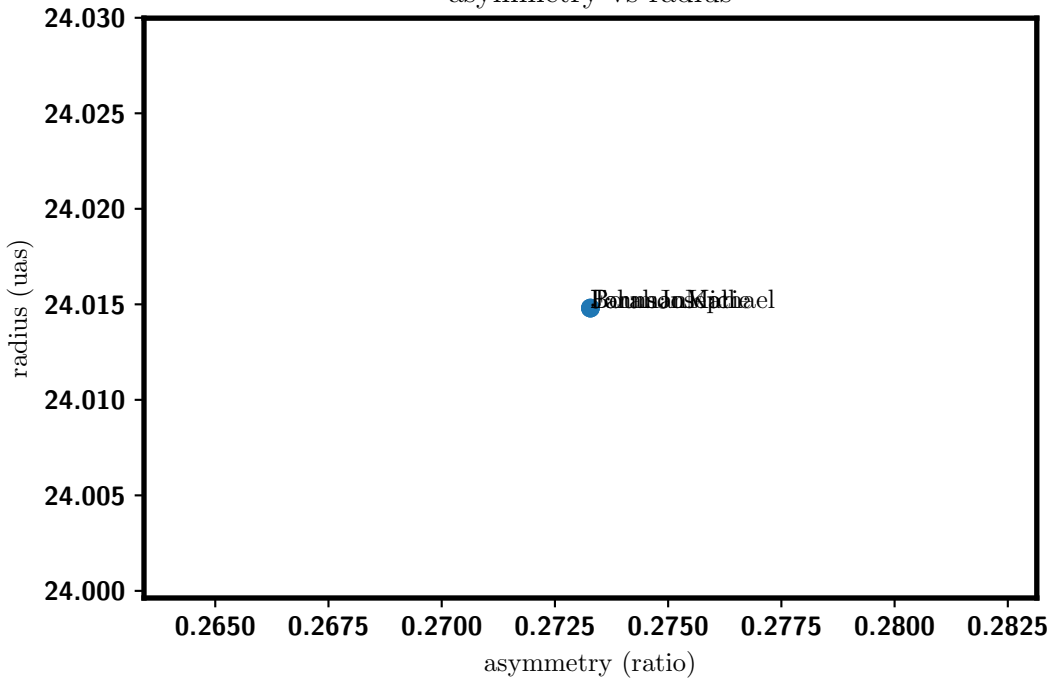


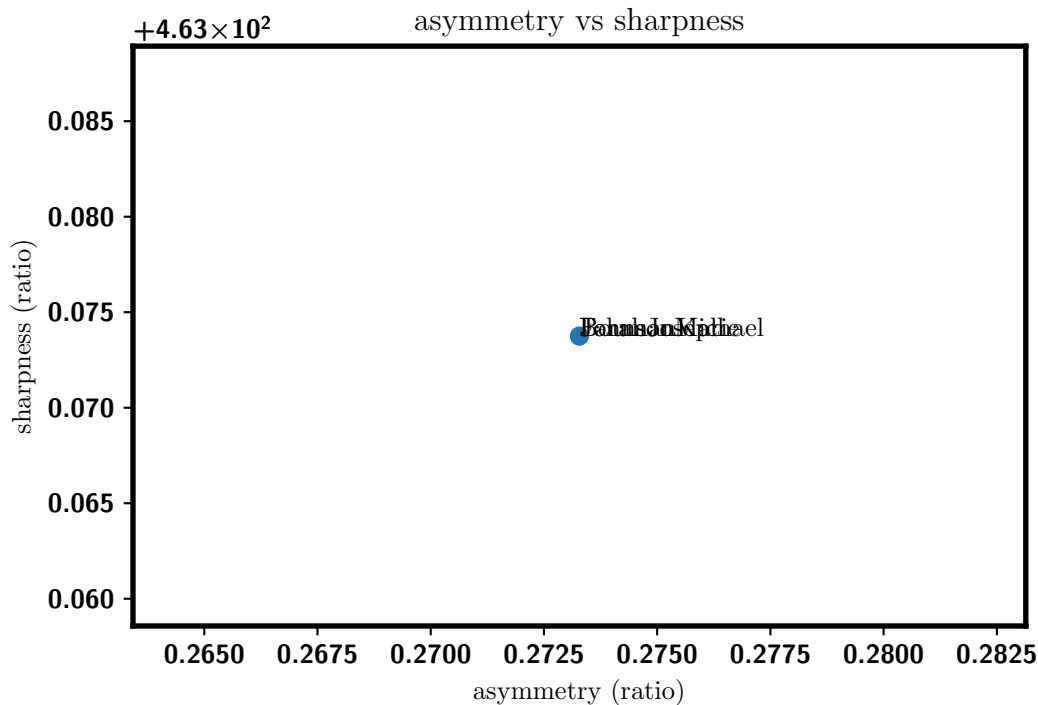


asymmetry vs orientation

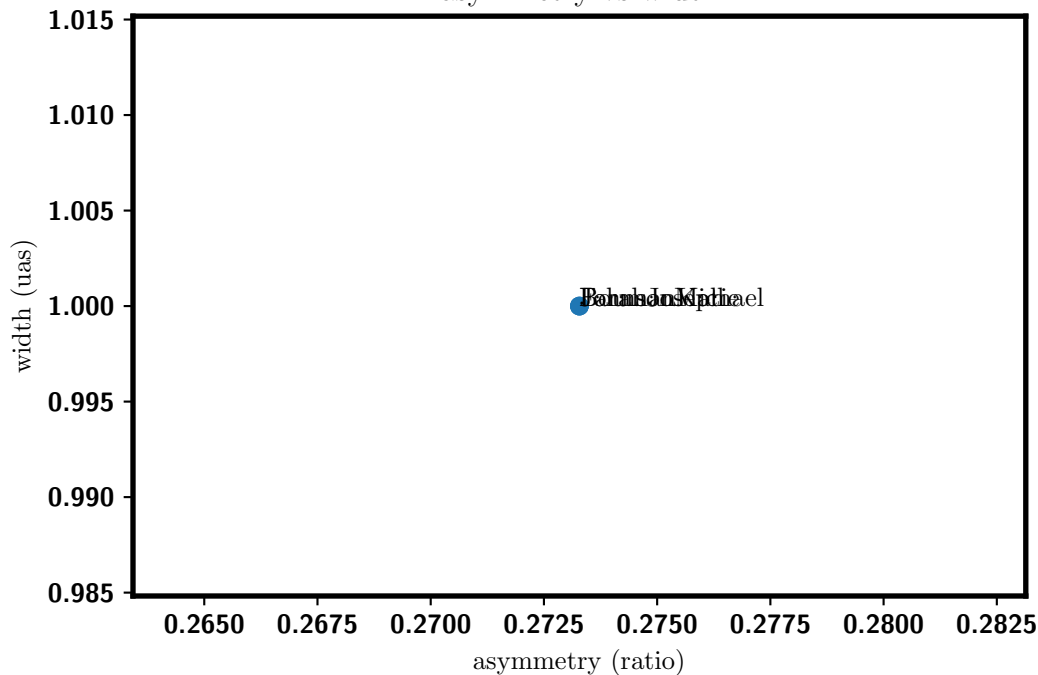


asymmetry vs radius

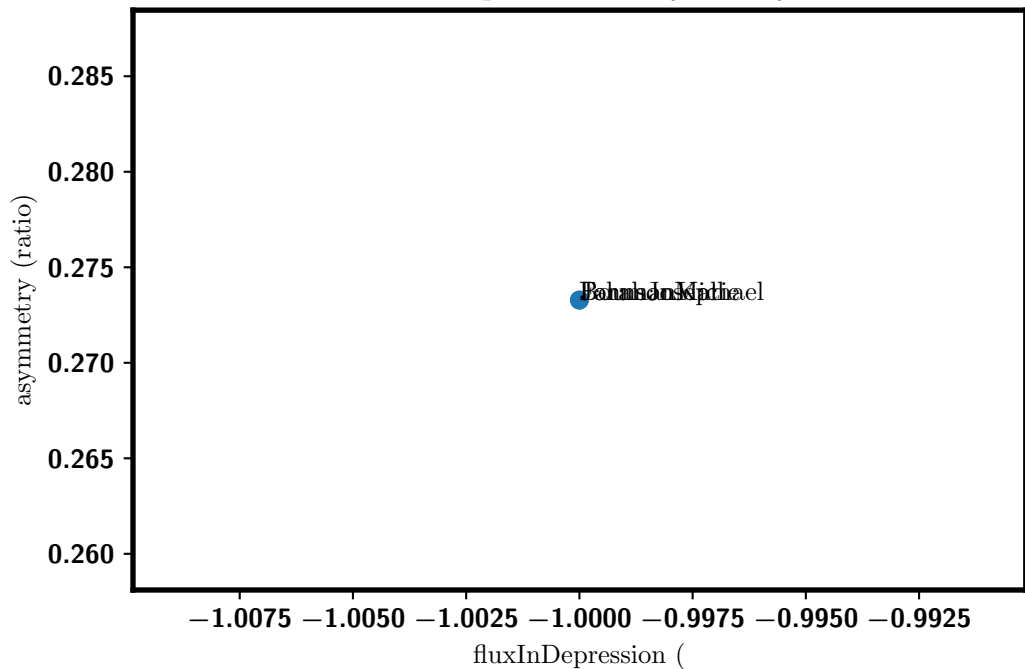




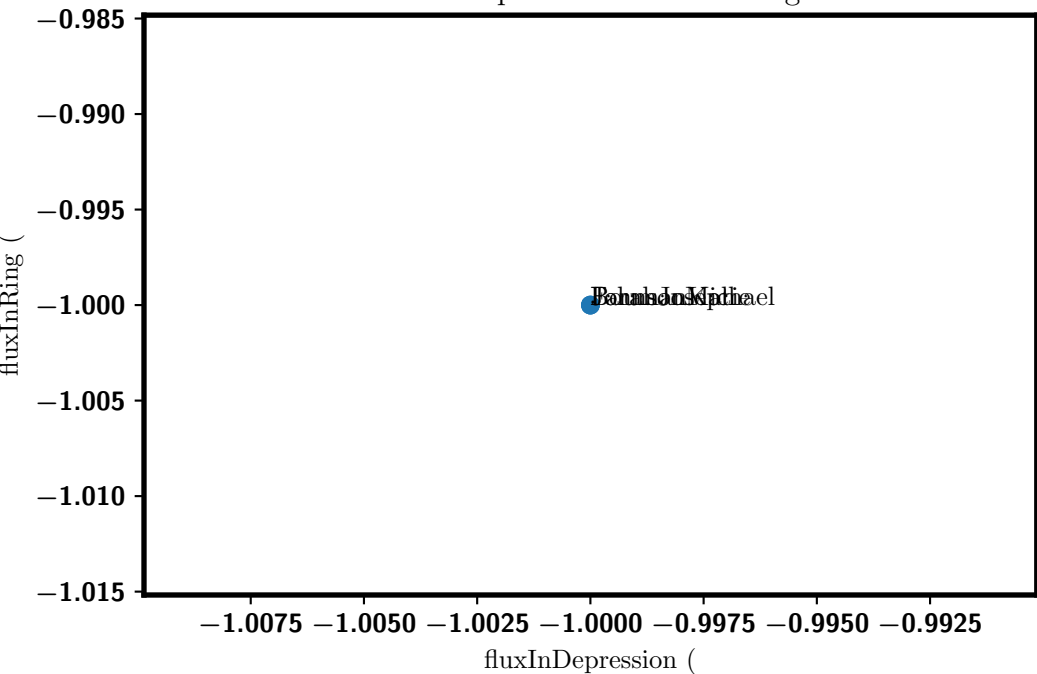
asymmetry vs width



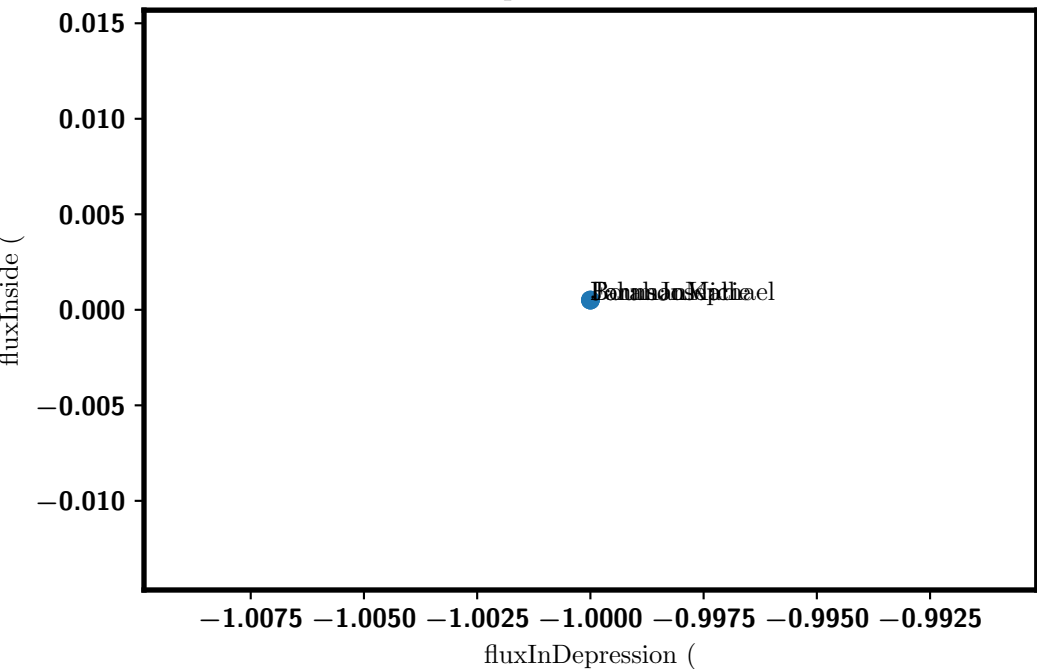
fluxInDepression vs asymmetry



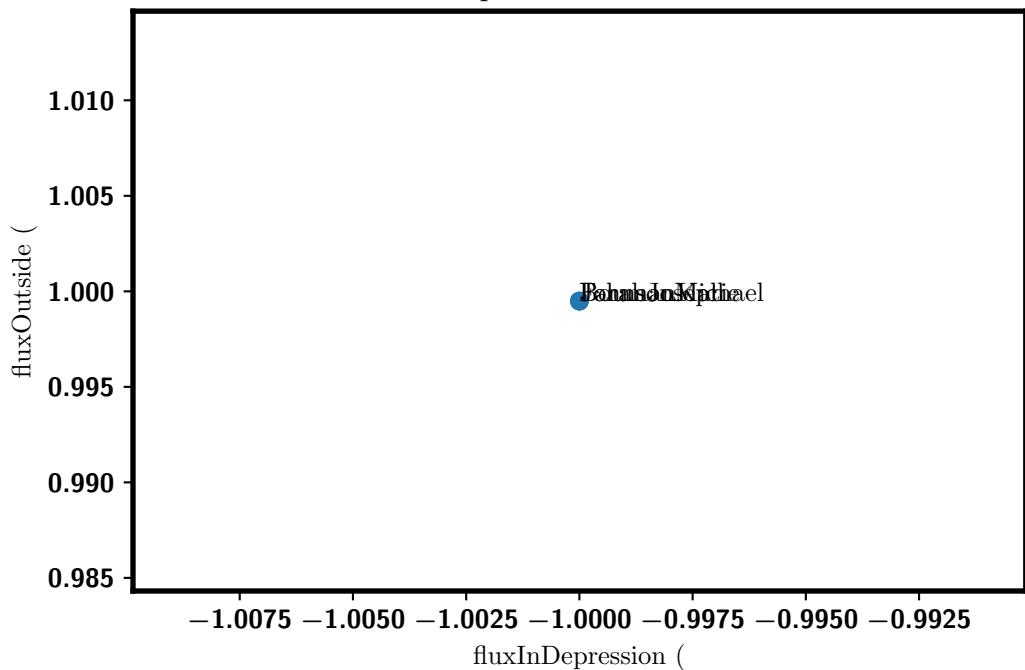
fluxInDepression vs fluxInRing



fluxInDepression vs fluxInside

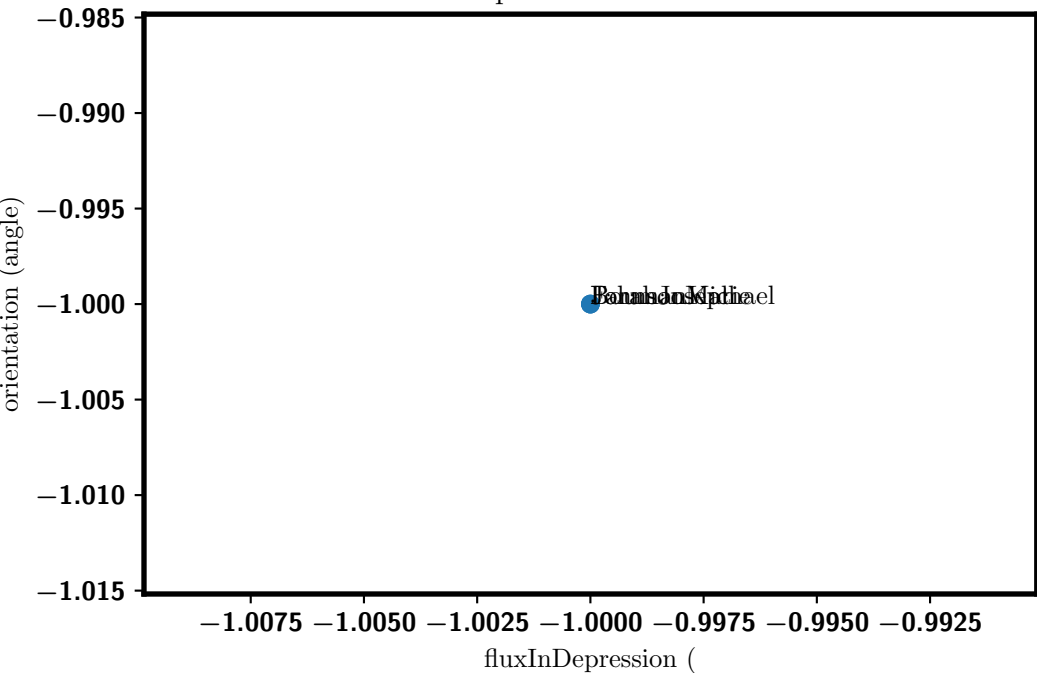


fluxInDepression vs fluxOutside

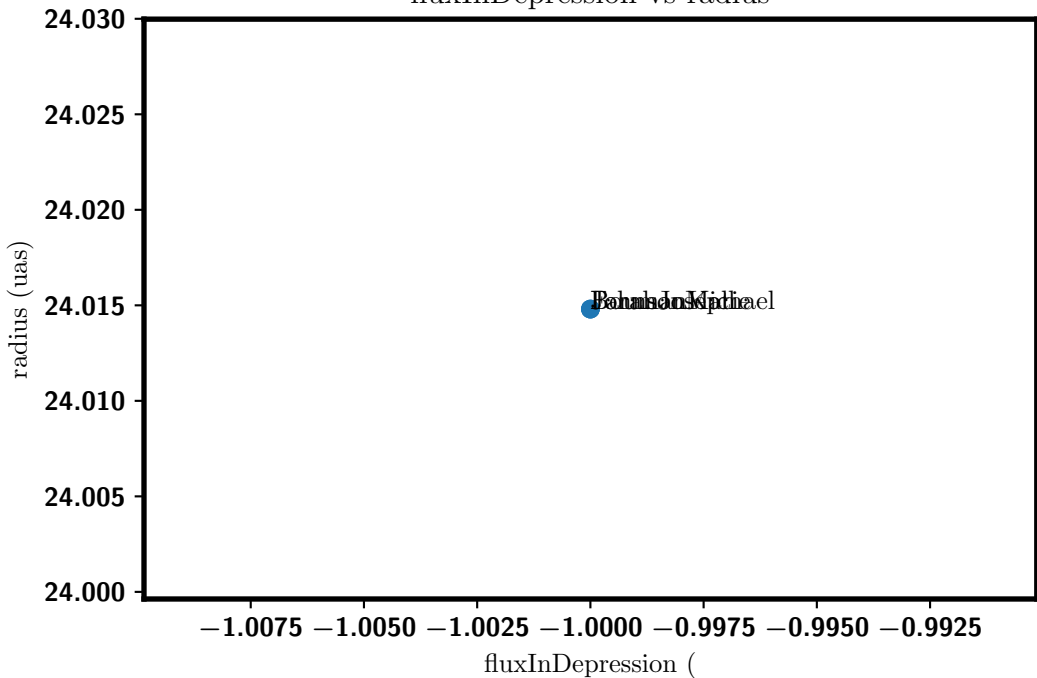


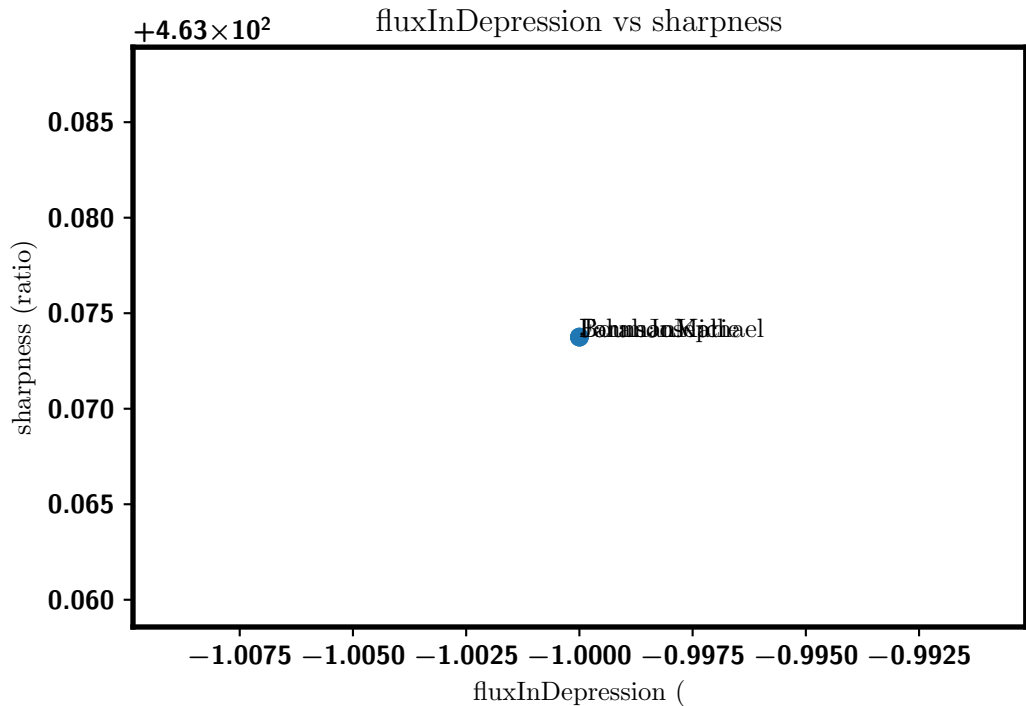


fluxInDepression vs orientation

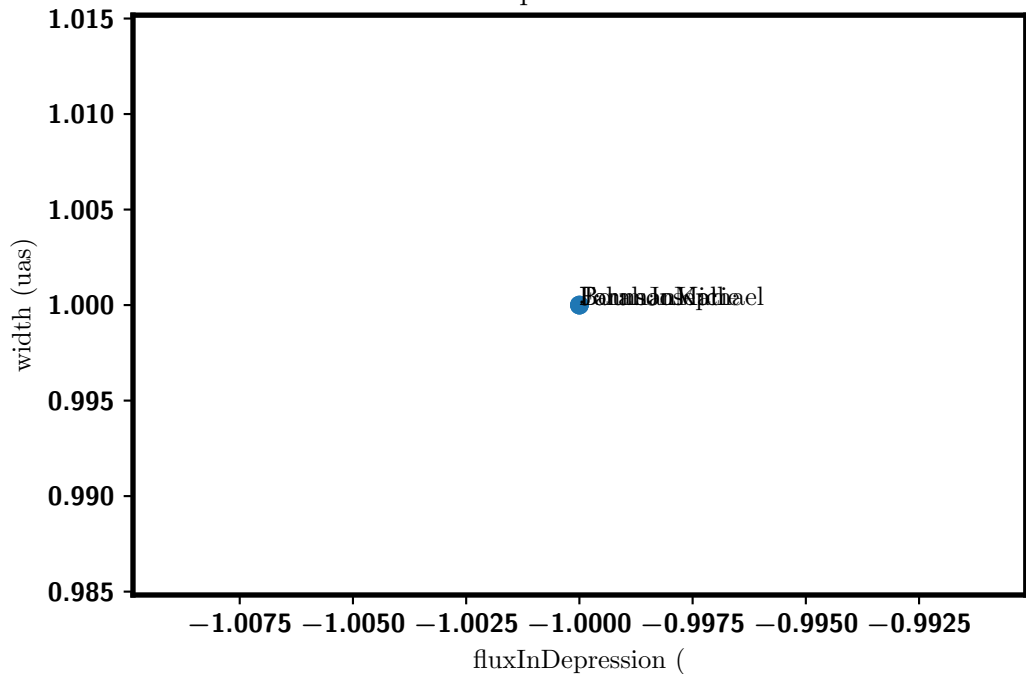


fluxInDepression vs radius

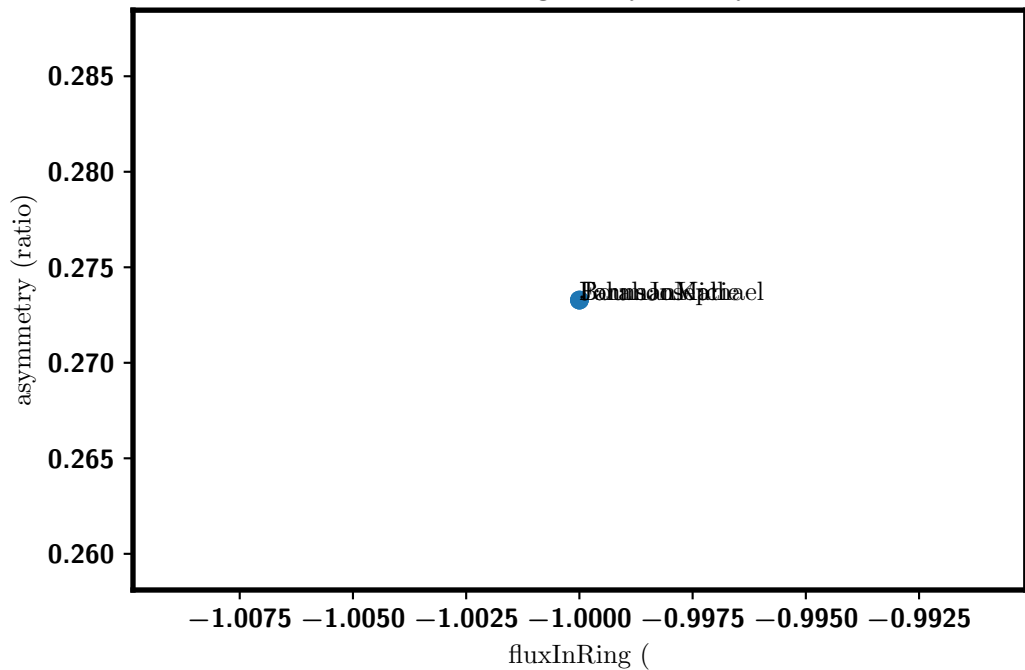




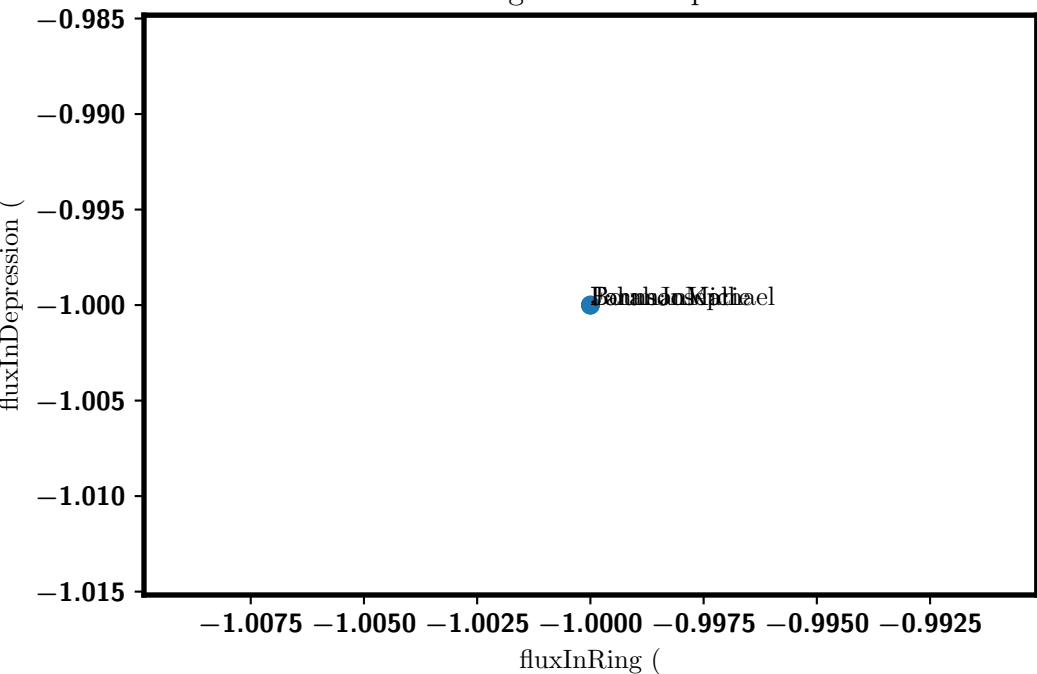
fluxInDepression vs width



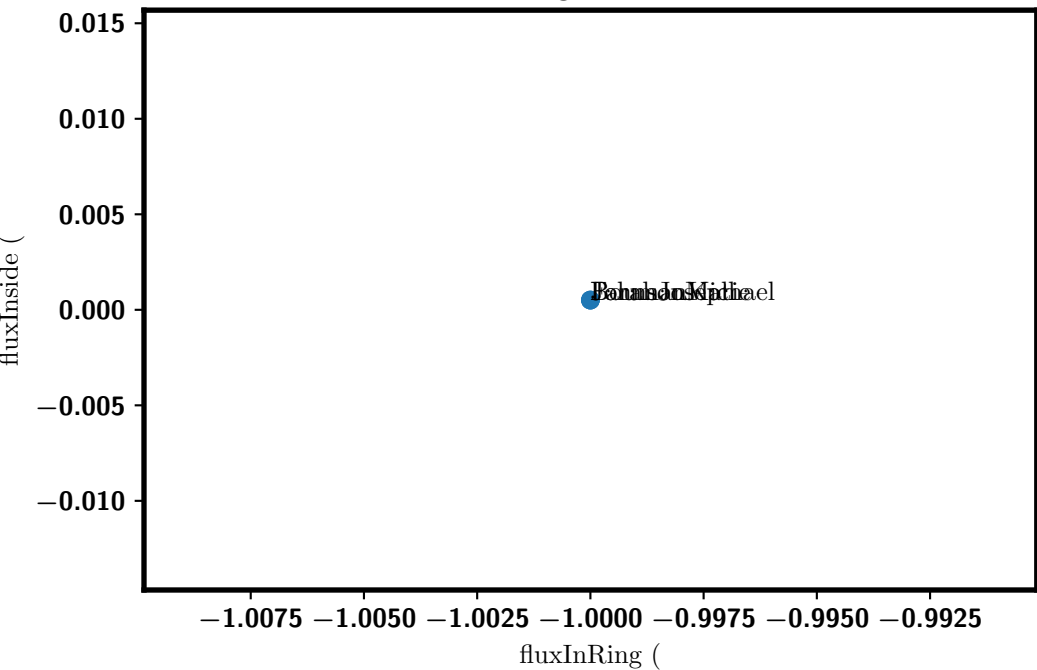
fluxInRing vs asymmetry



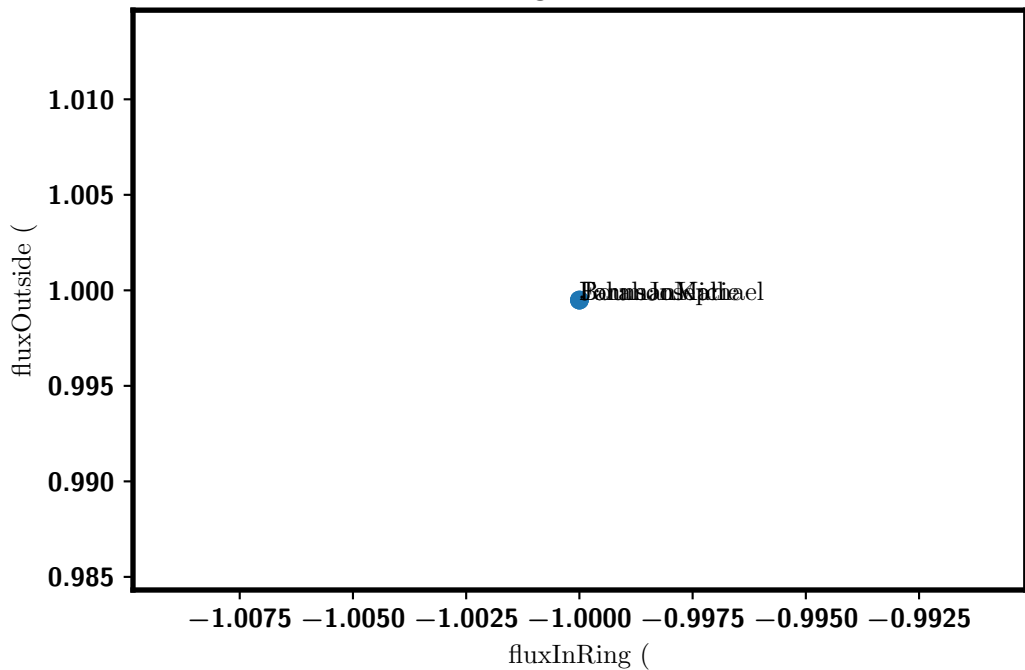
fluxInRing vs fluxInDepression



fluxInRing vs fluxInside

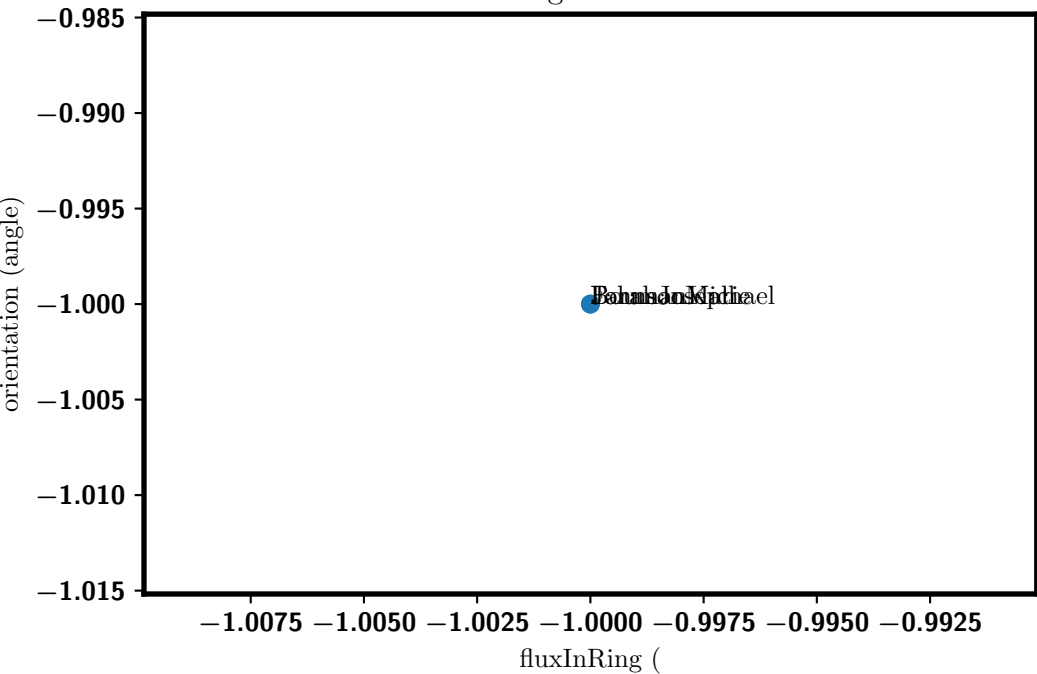


fluxInRing vs fluxOutside

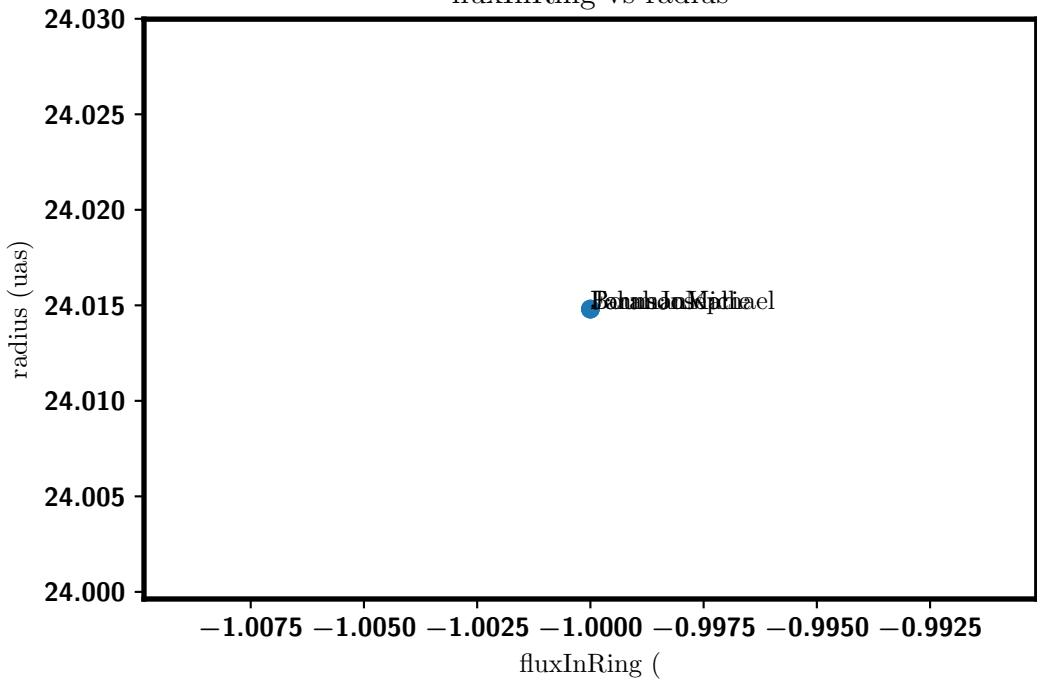


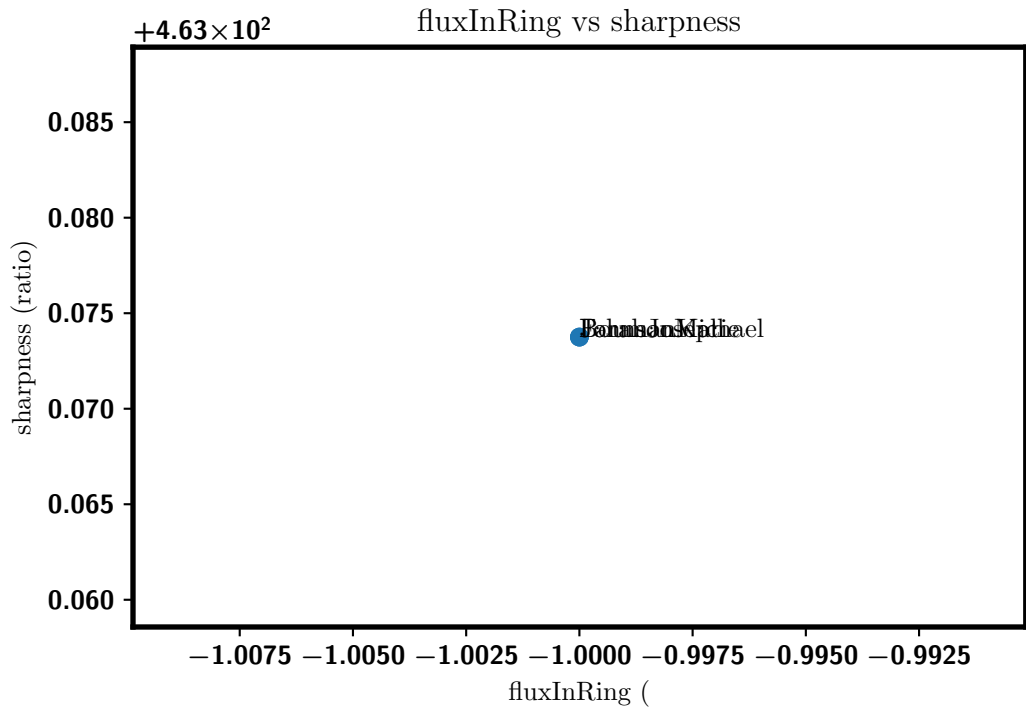


fluxInRing vs orientation

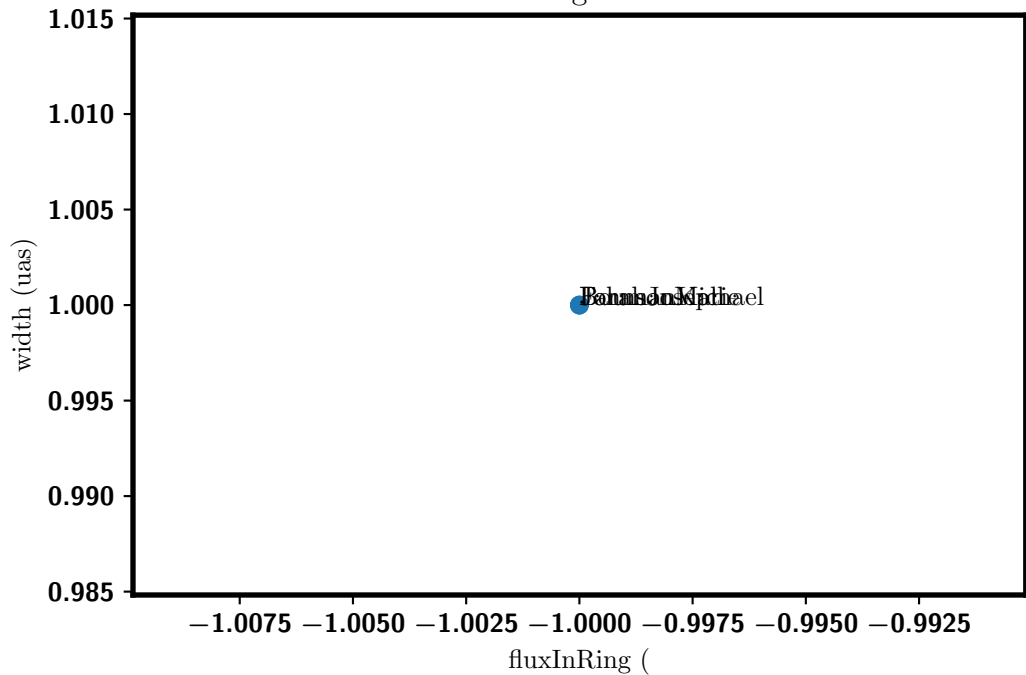


fluxInRing vs radius

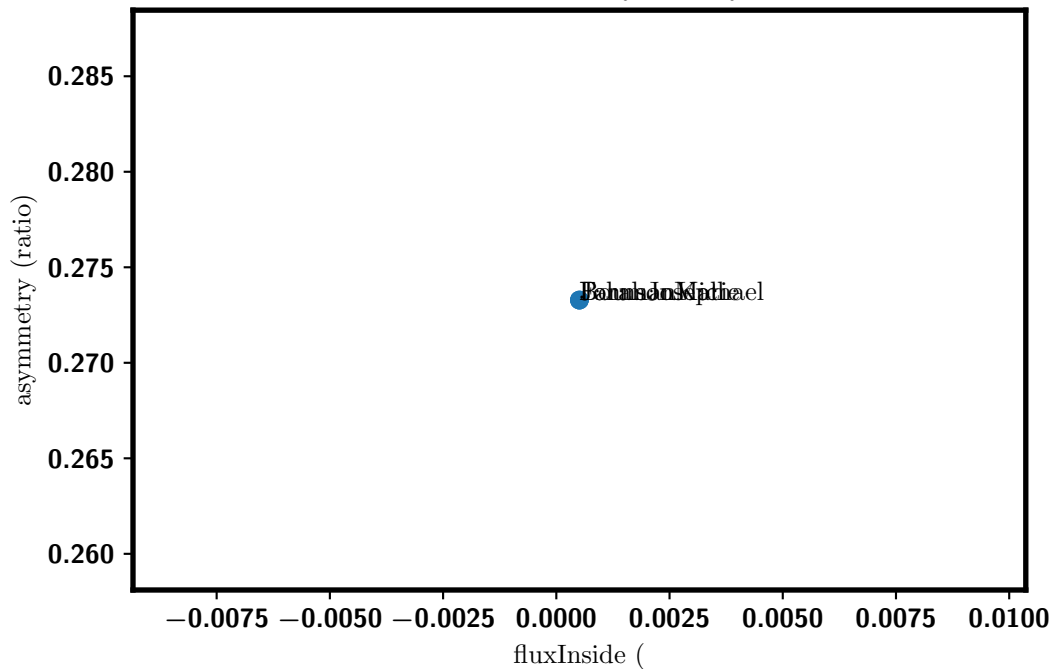




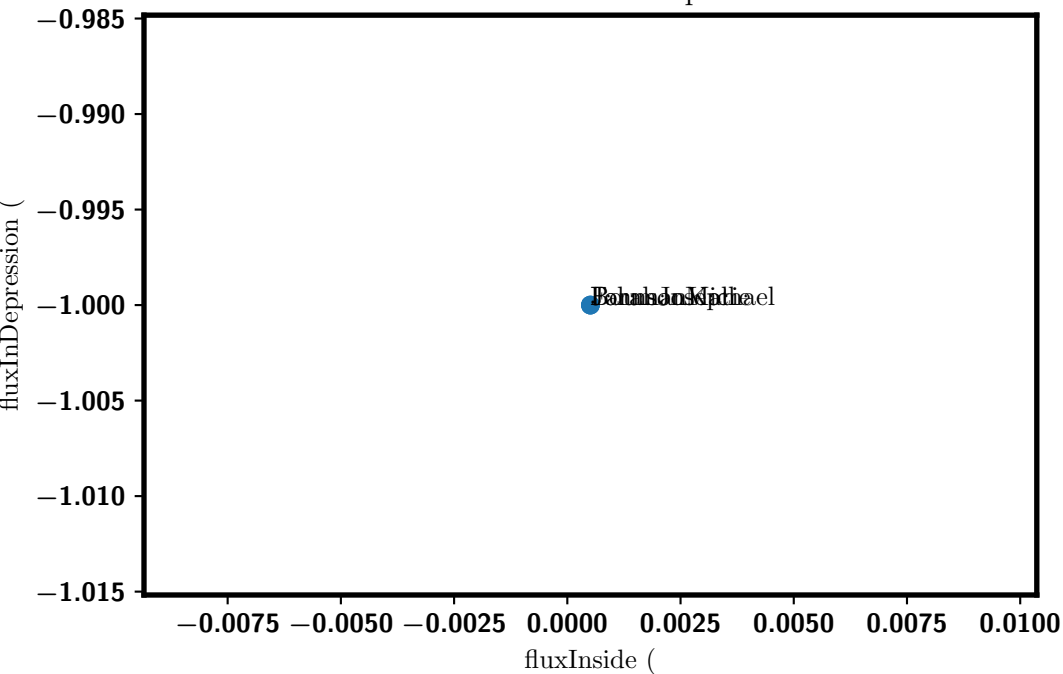
fluxInRing vs width



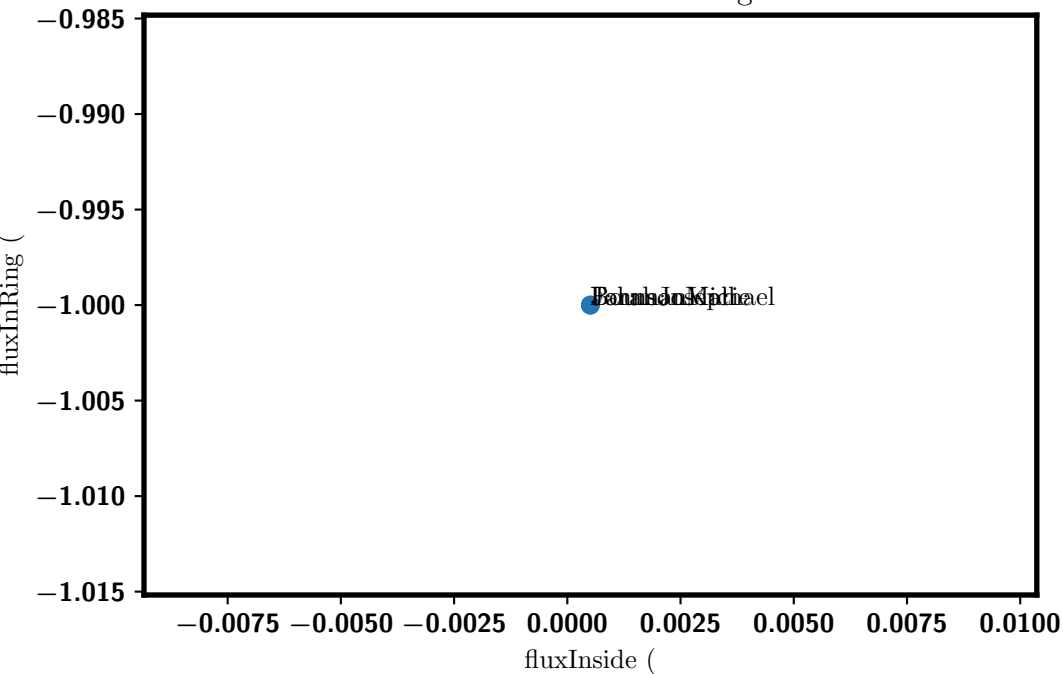
fluxInside vs asymmetry



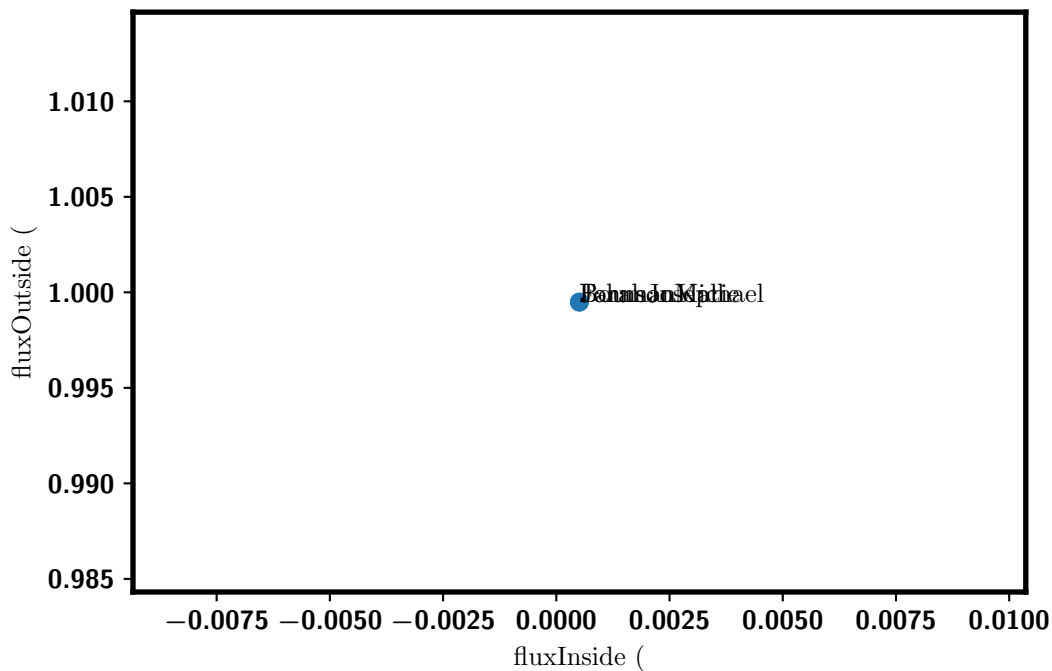
fluxInside vs fluxInDepression



fluxInside vs fluxInRing

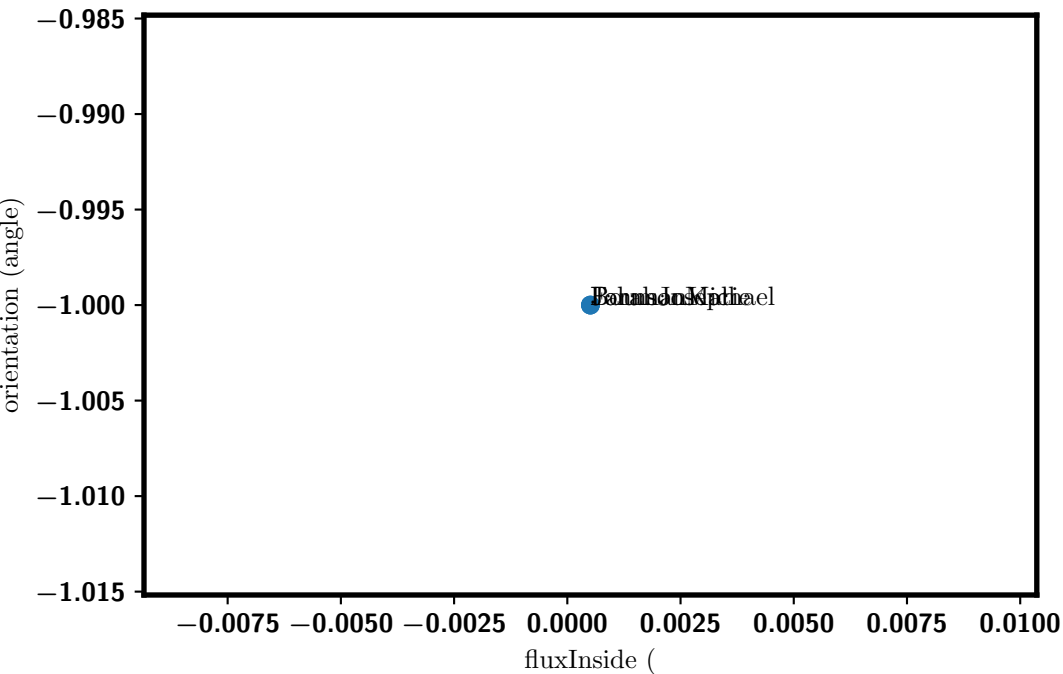


fluxInside vs fluxOutside

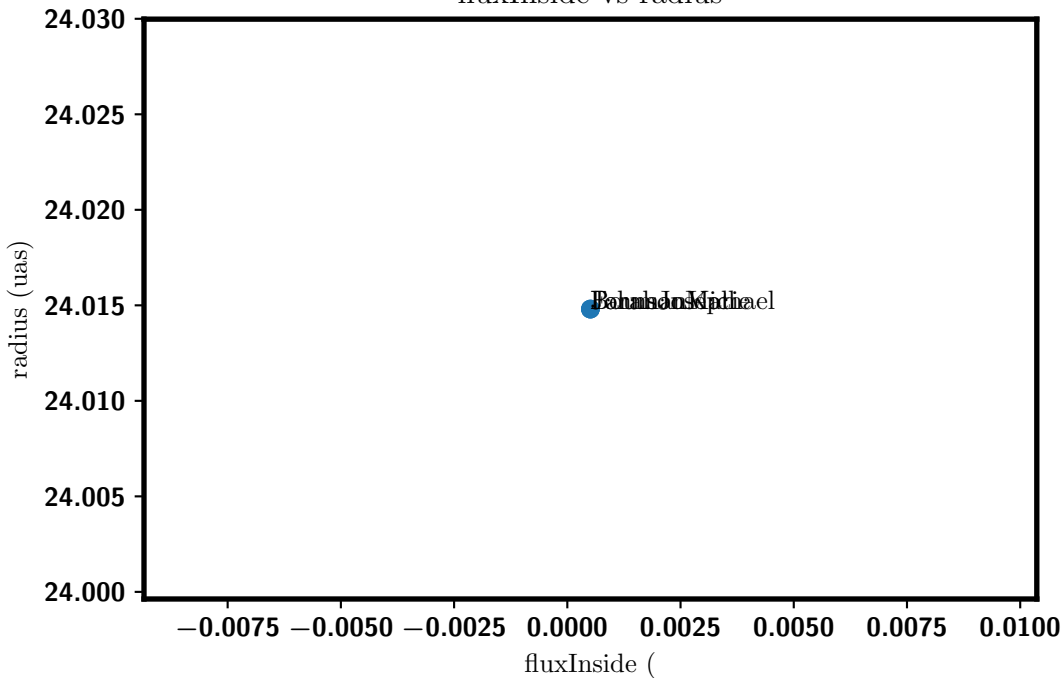


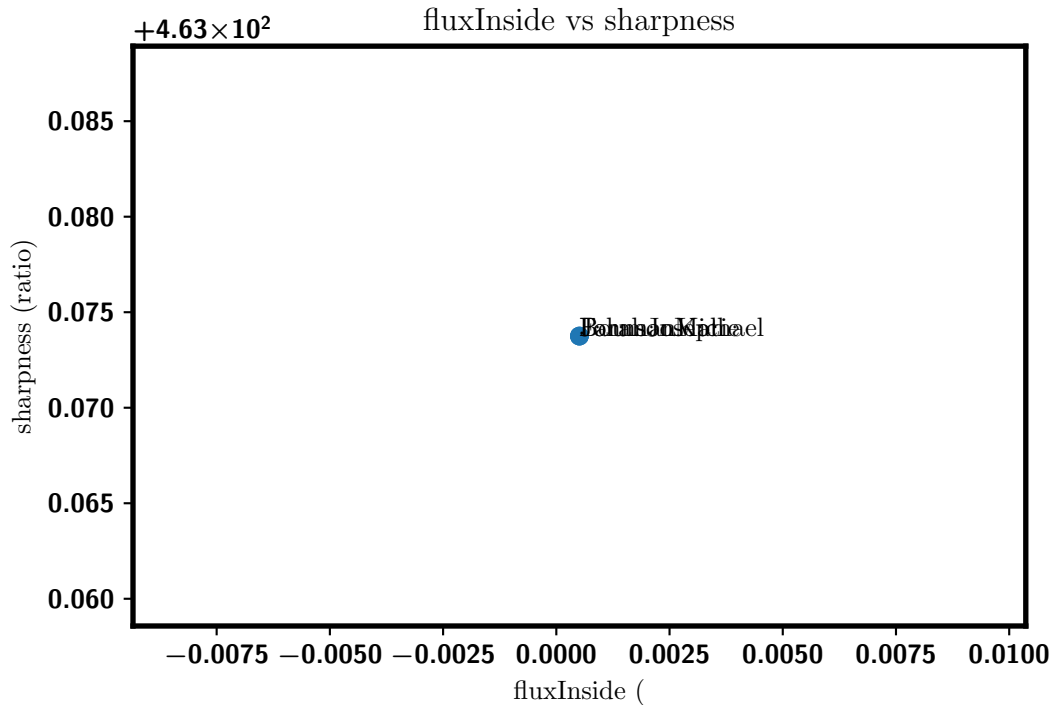


fluxInside vs orientation

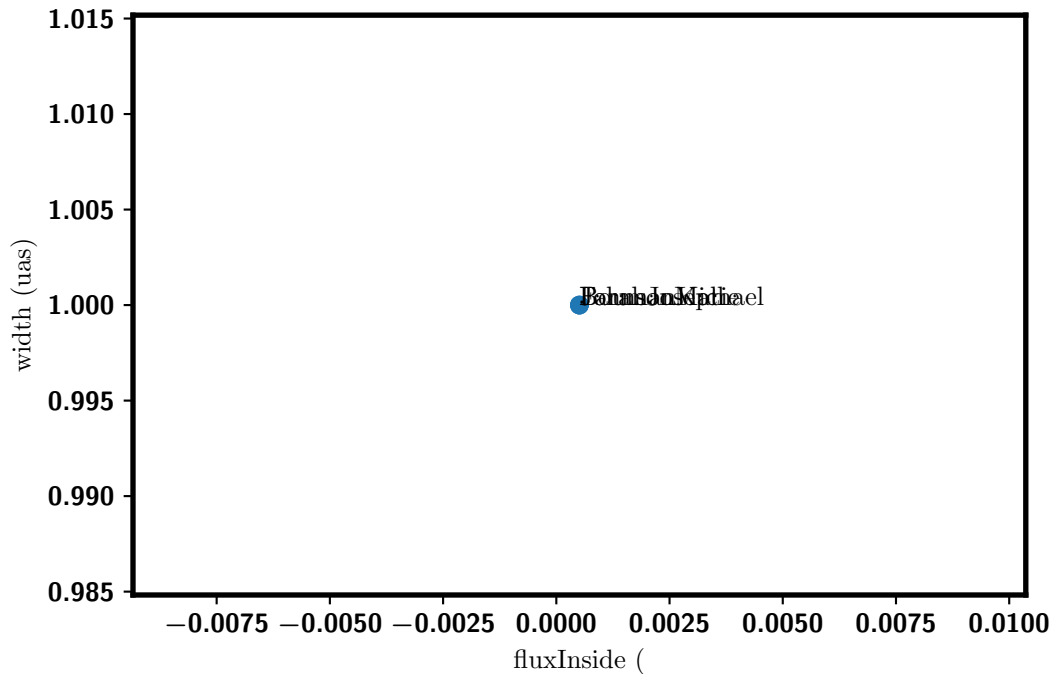


fluxInside vs radius

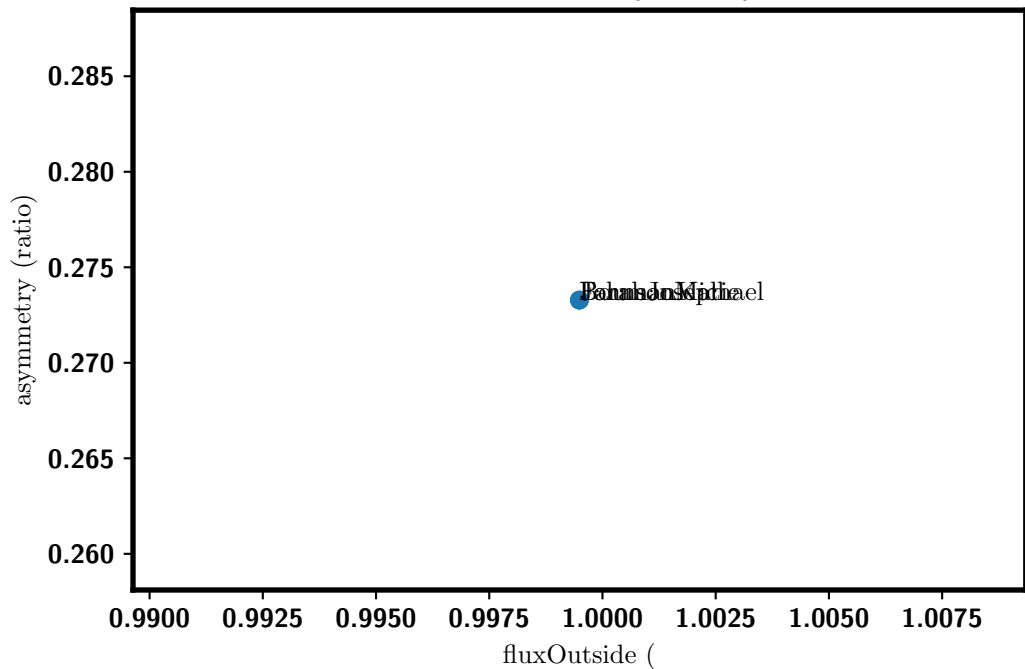




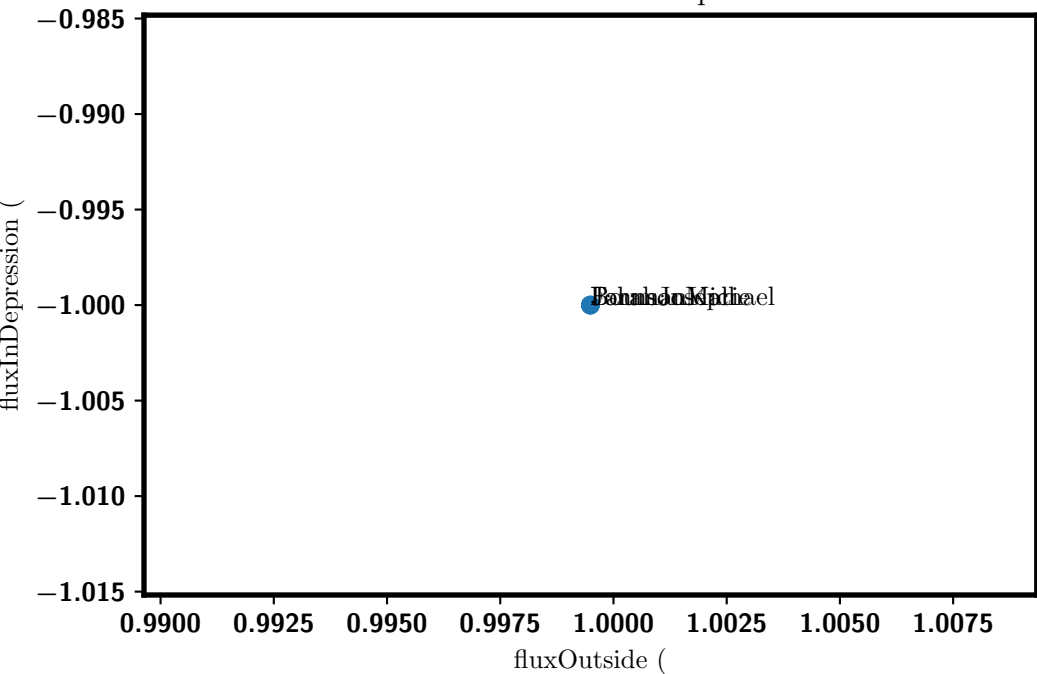
fluxInside vs width



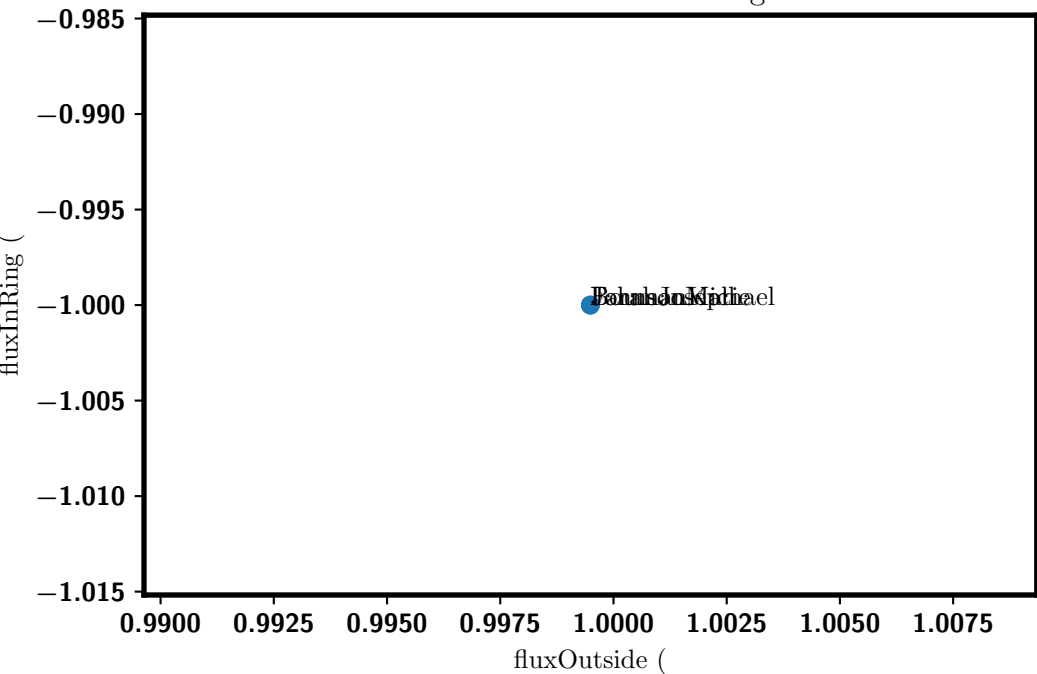
fluxOutside vs asymmetry



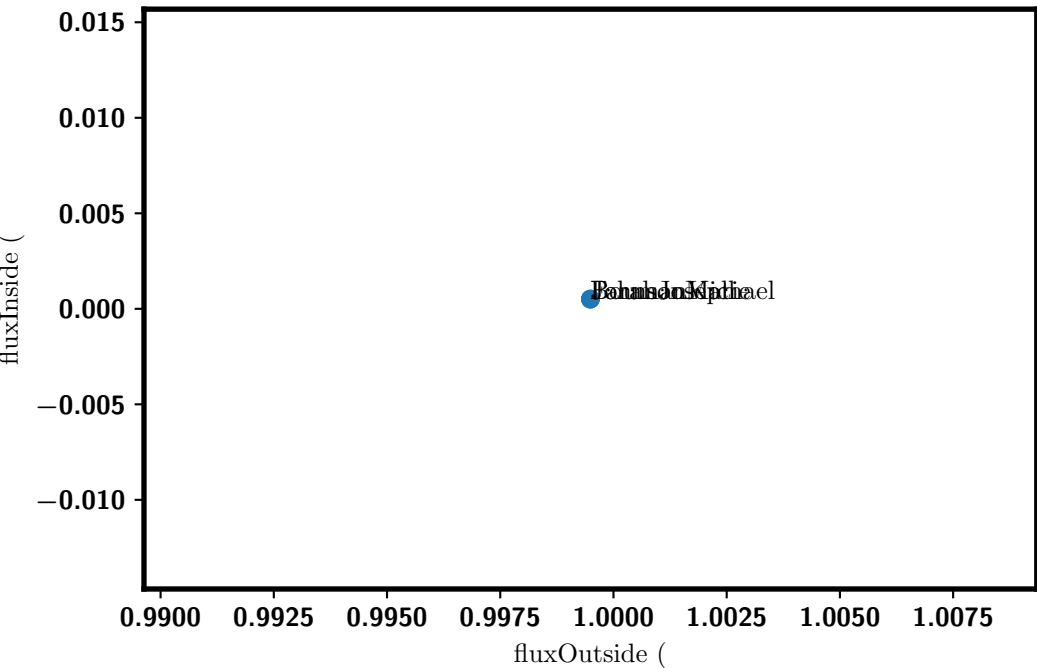
fluxOutside vs fluxInDepression



fluxOutside vs fluxInRing

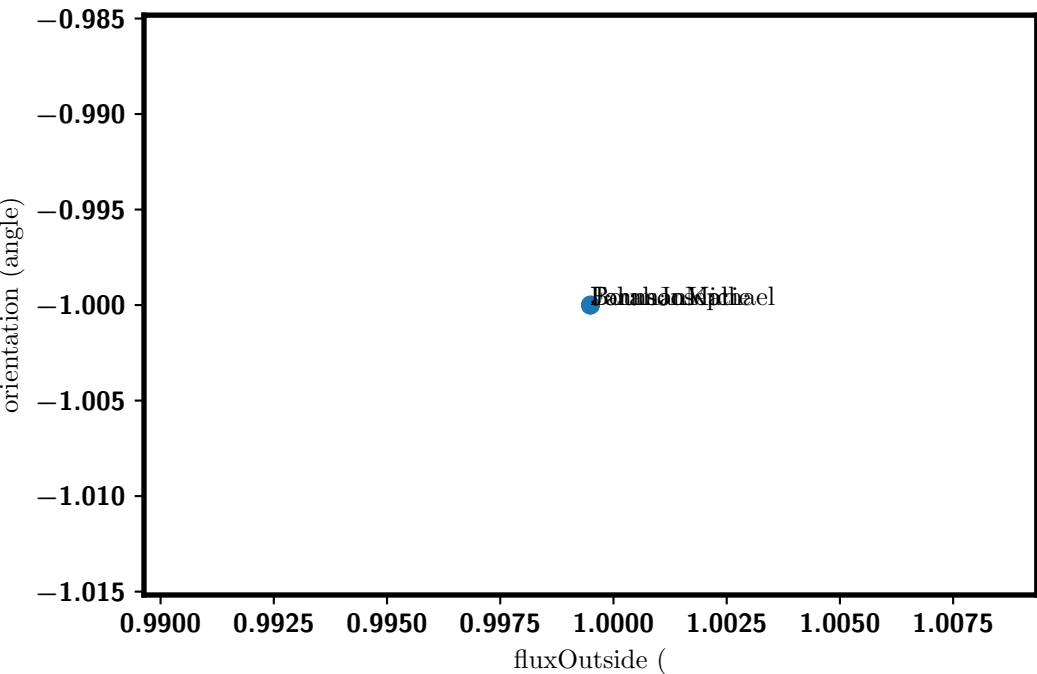


fluxOutside vs fluxInside

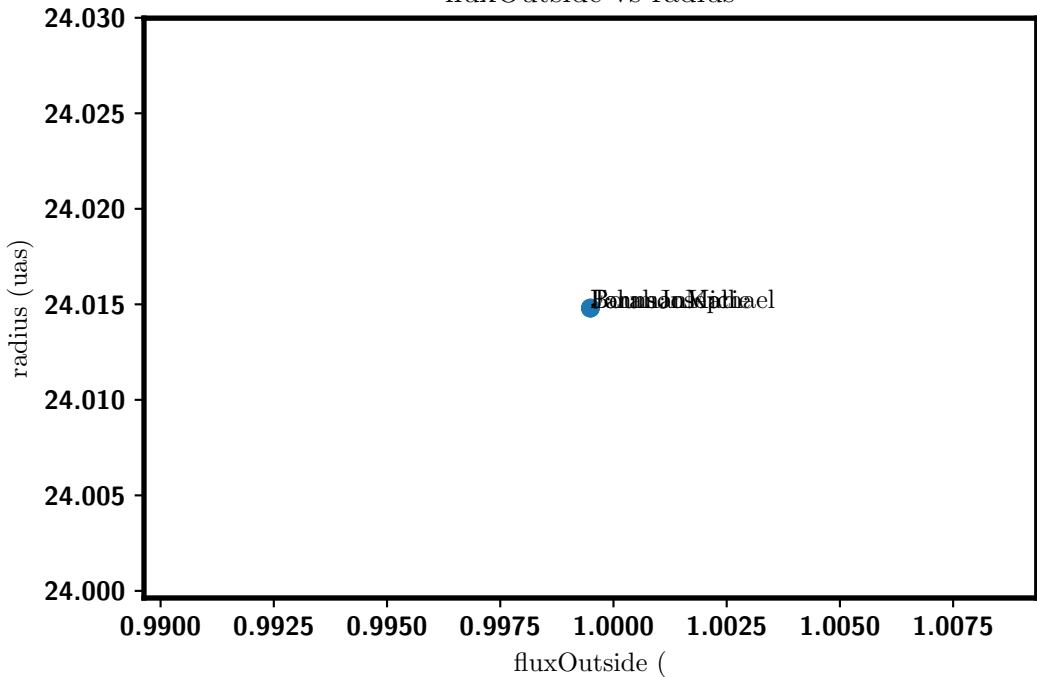


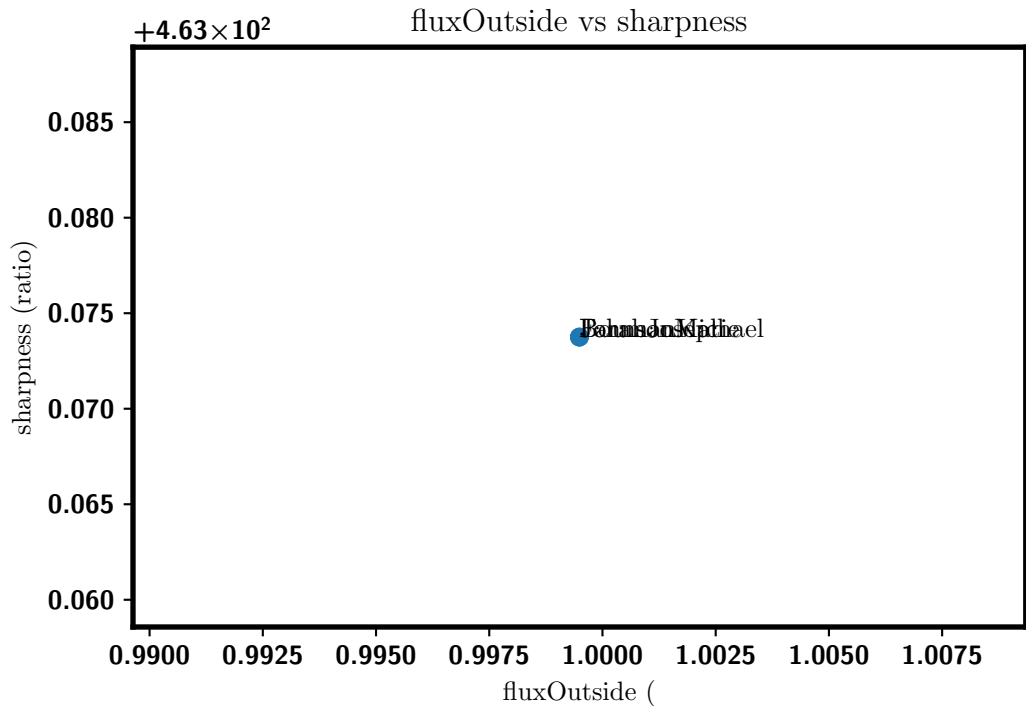


fluxOutside vs orientation

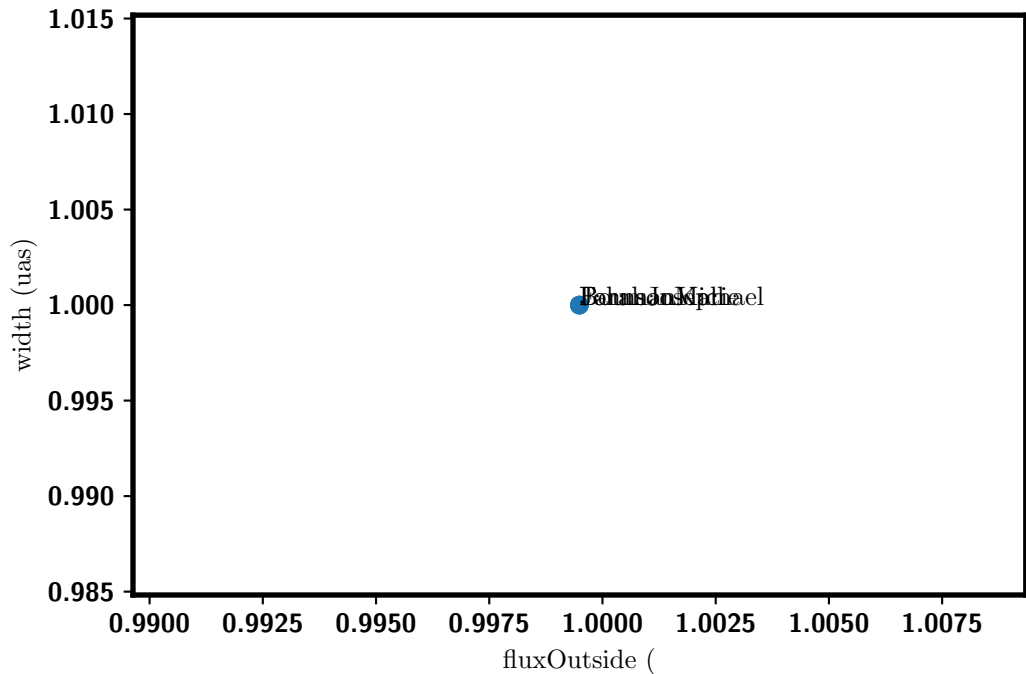


fluxOutside vs radius

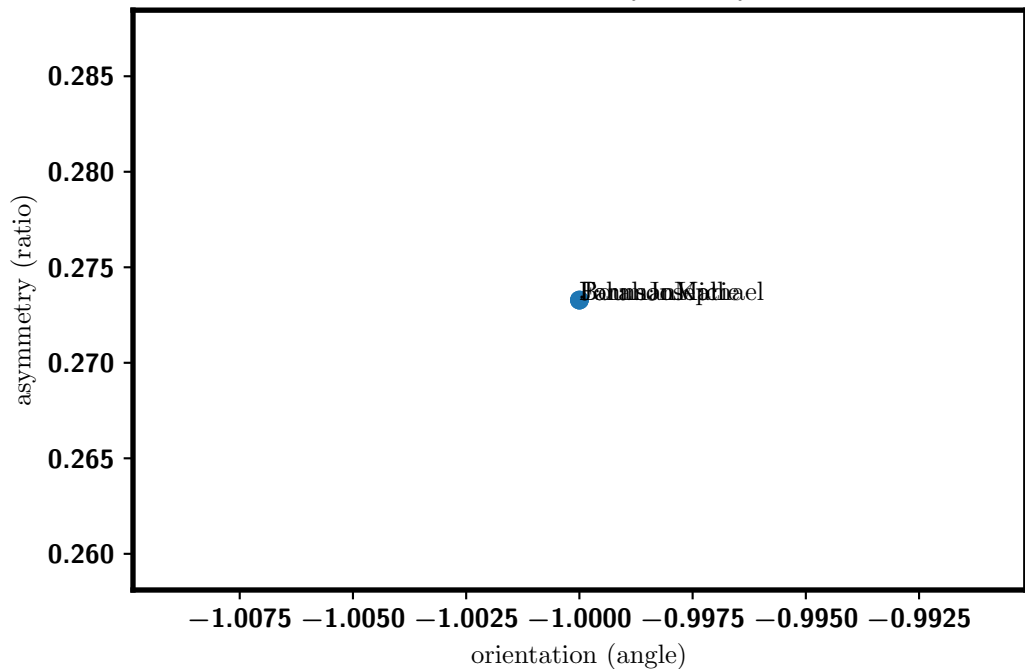




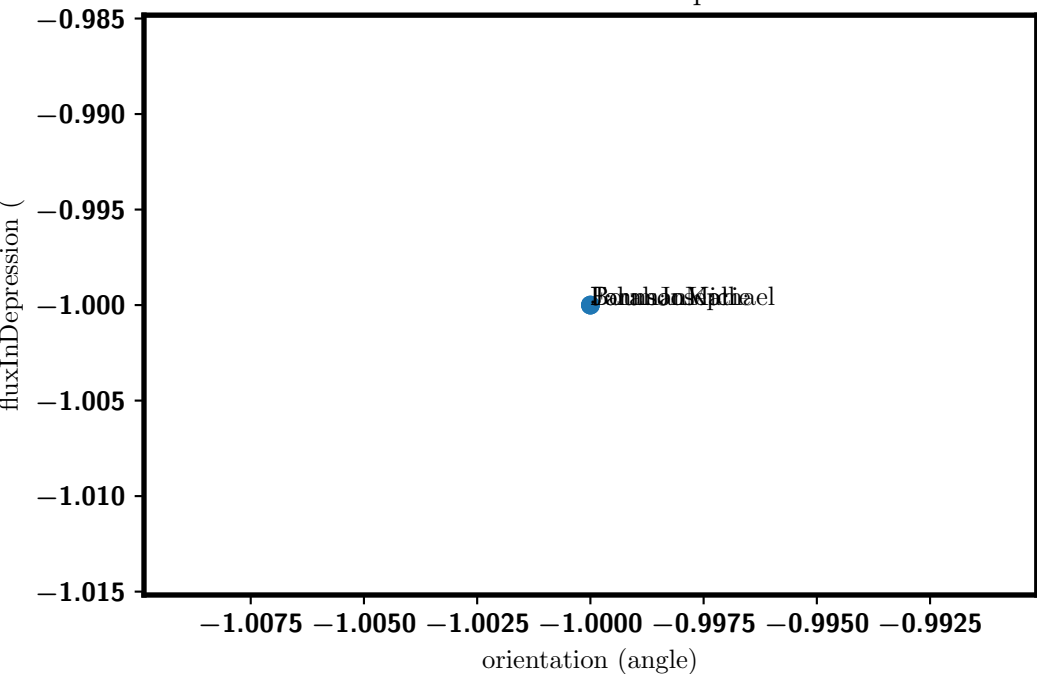
fluxOutside vs width



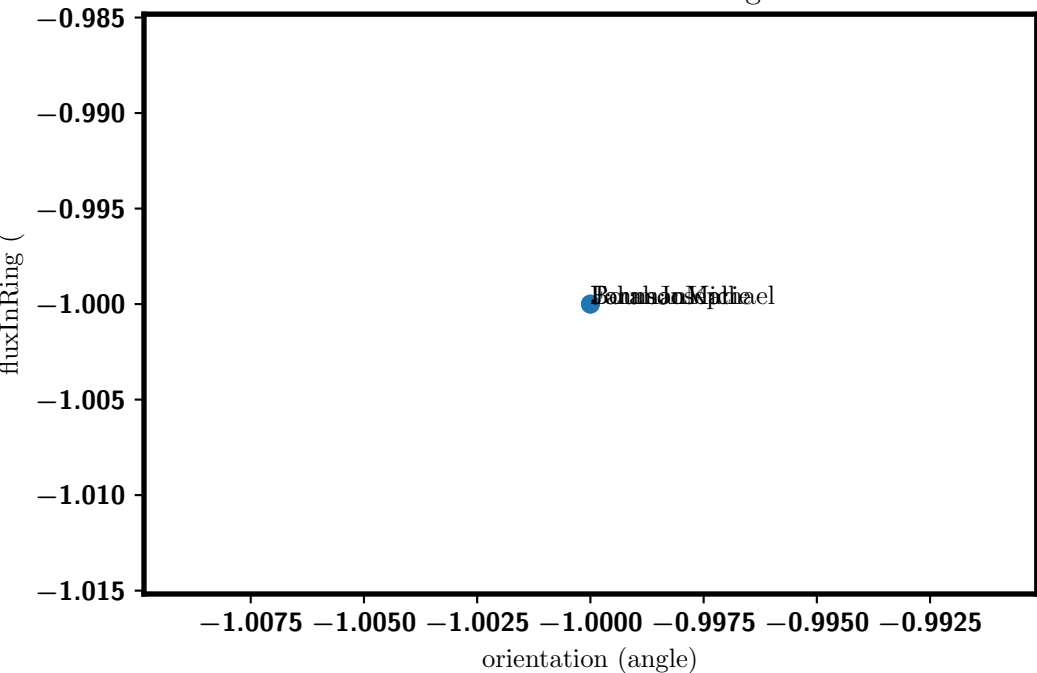
orientation vs asymmetry



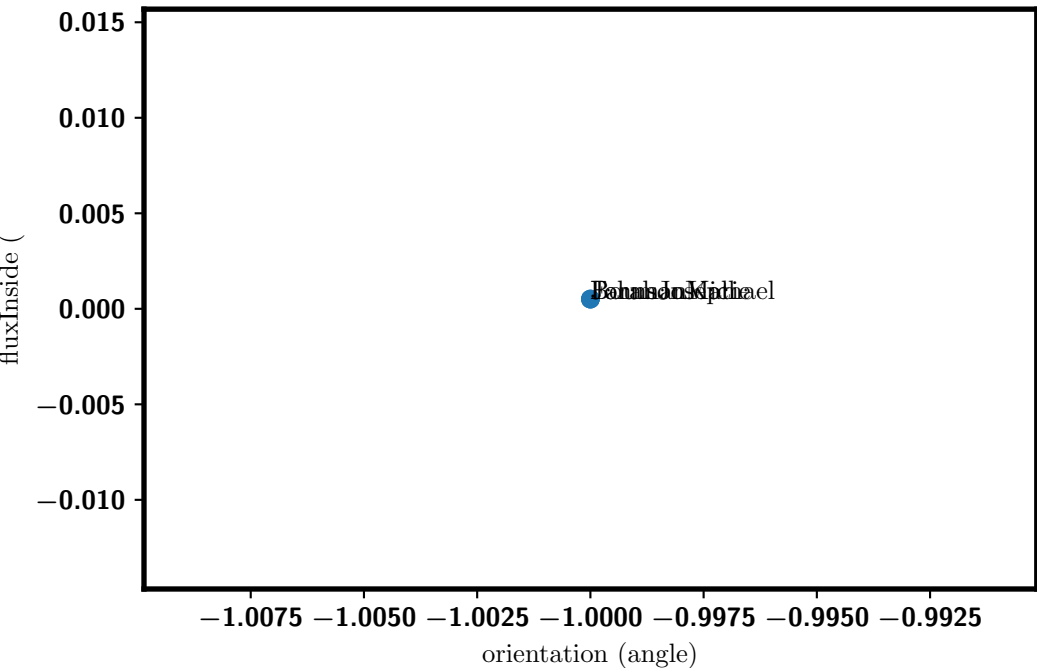
orientation vs fluxInDepression



orientation vs fluxInRing

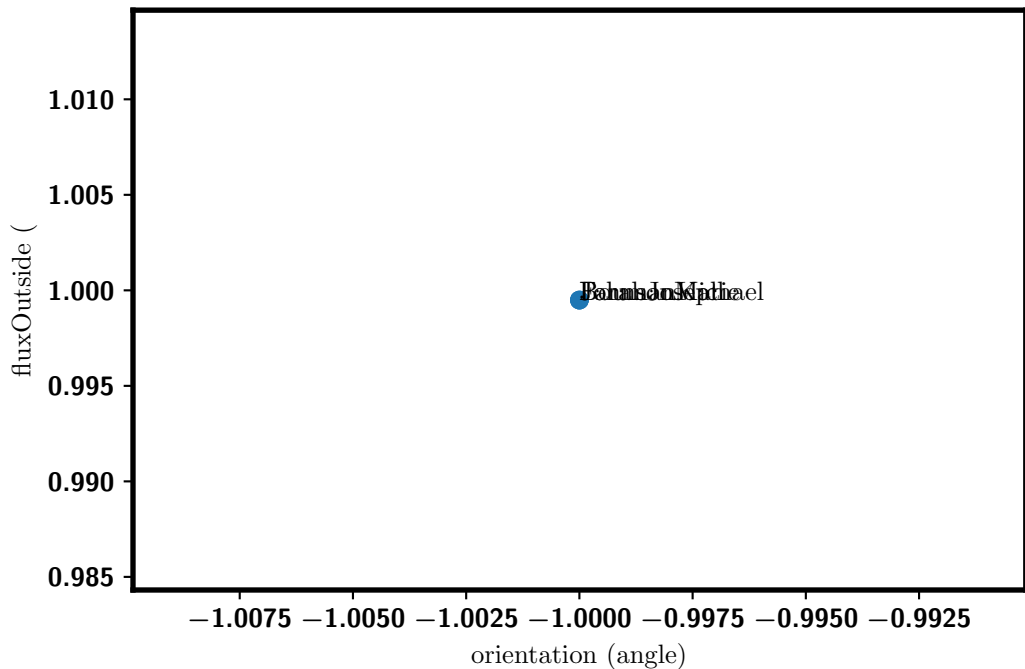


orientation vs fluxInside

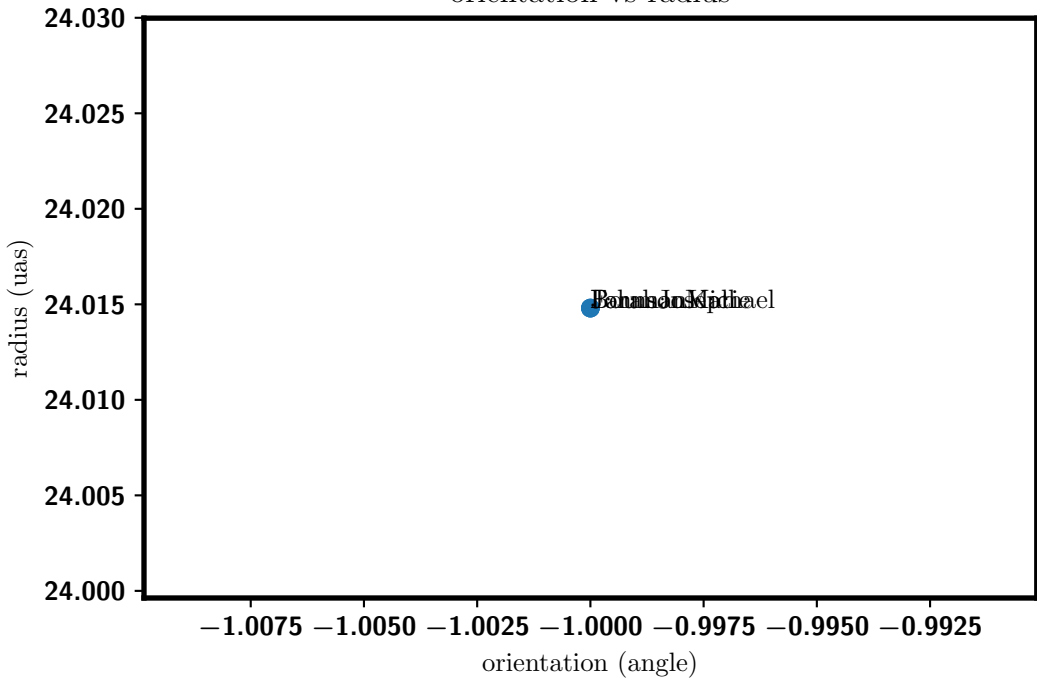


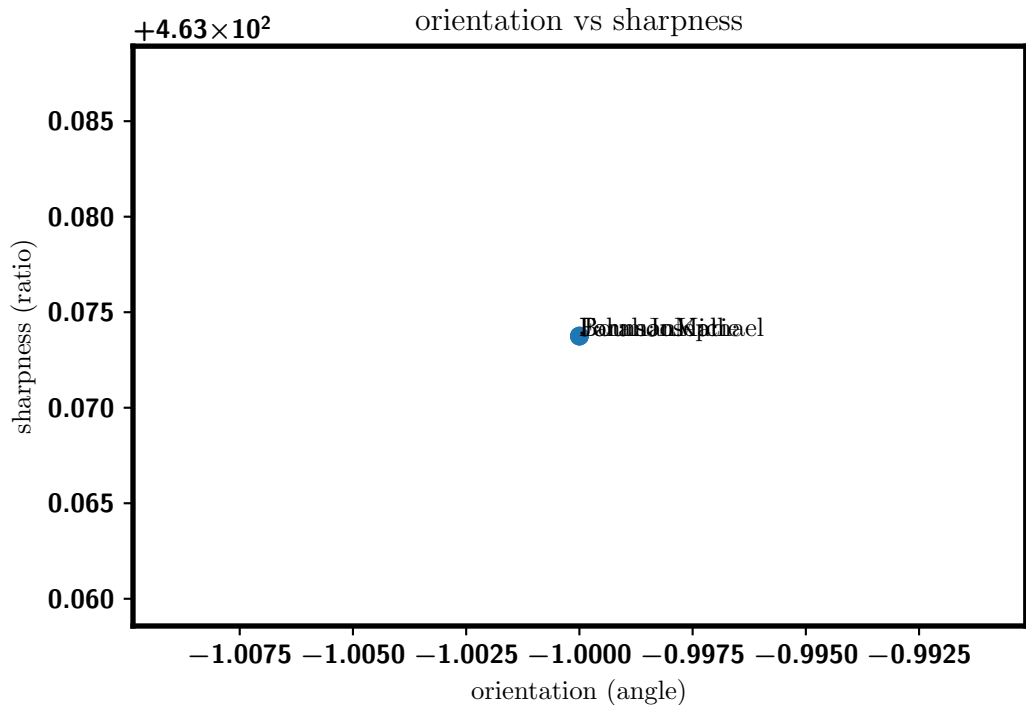


orientation vs fluxOutside

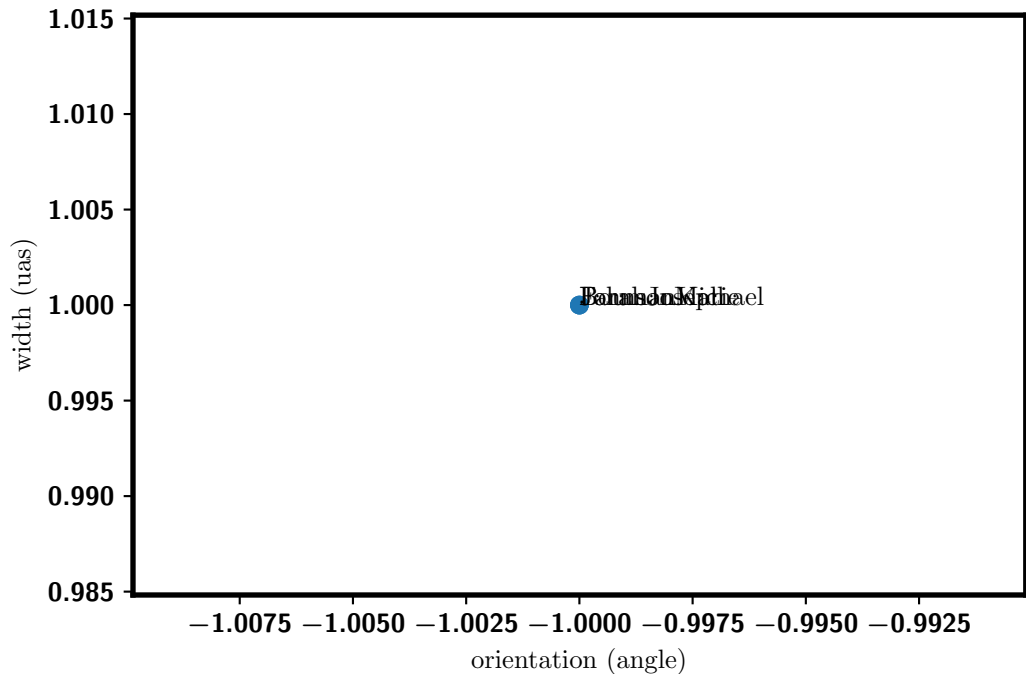


orientation vs radius

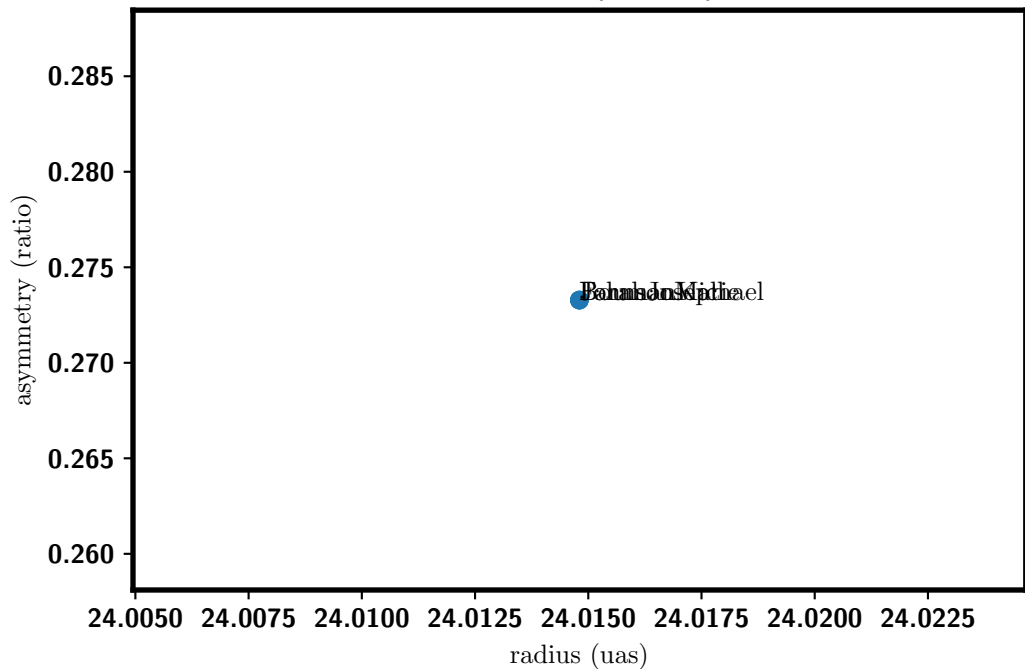




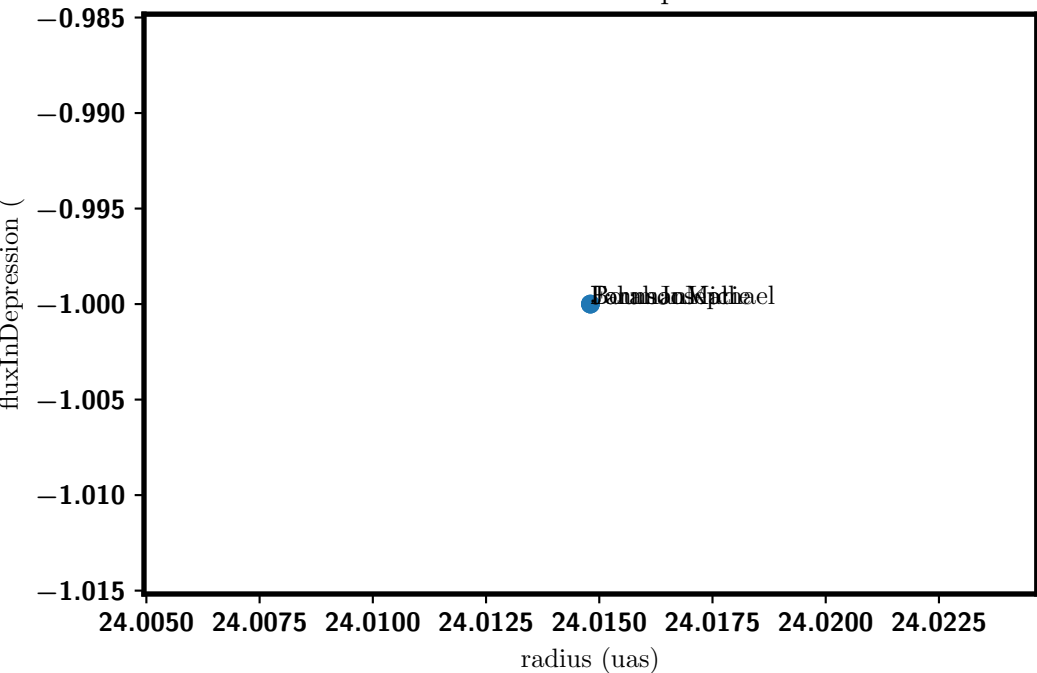
orientation vs width



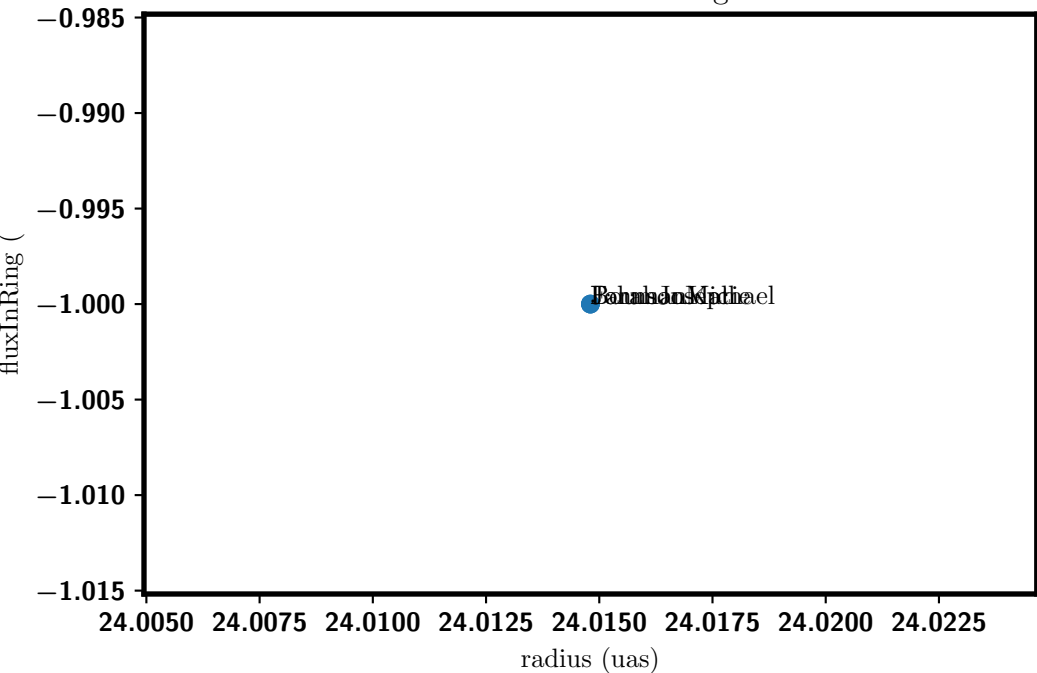
radius vs asymmetry



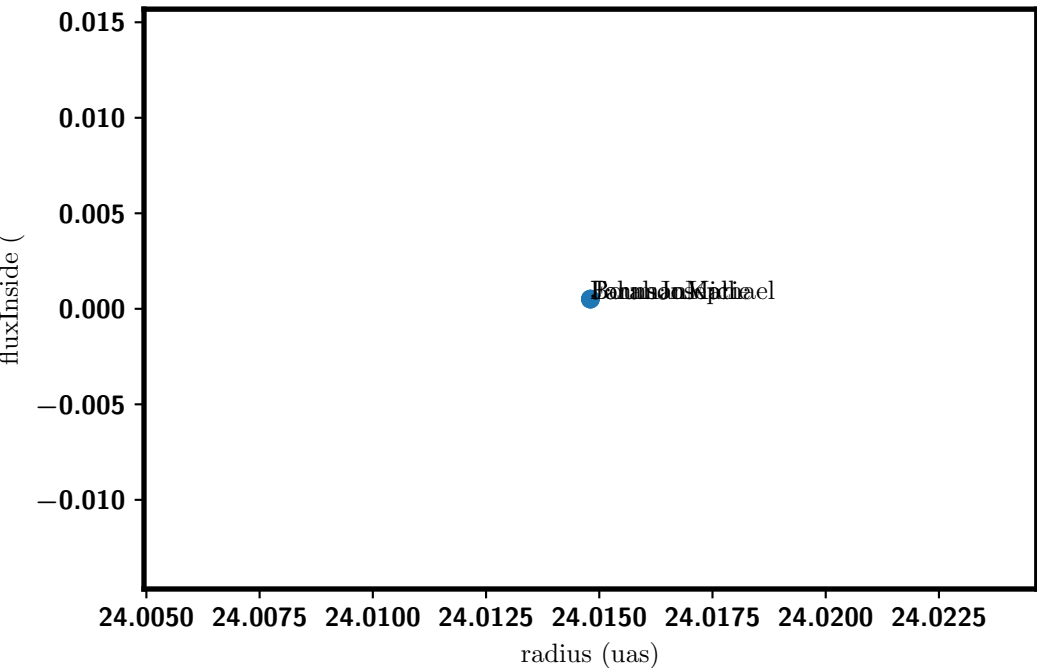
radius vs fluxInDepression



radius vs fluxInRing

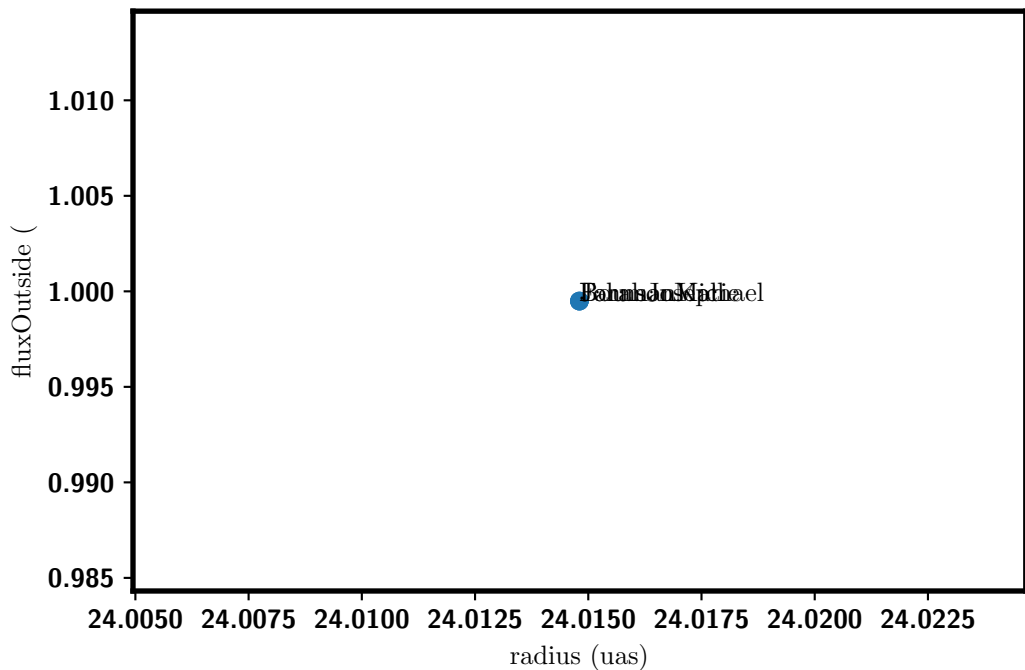


radius vs fluxInside

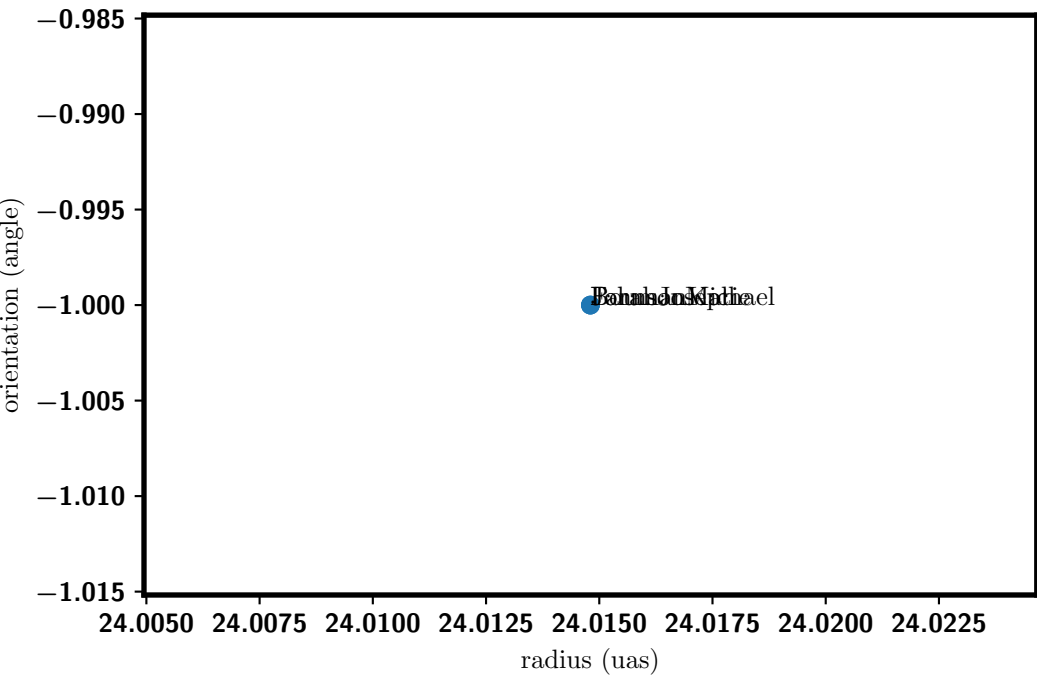


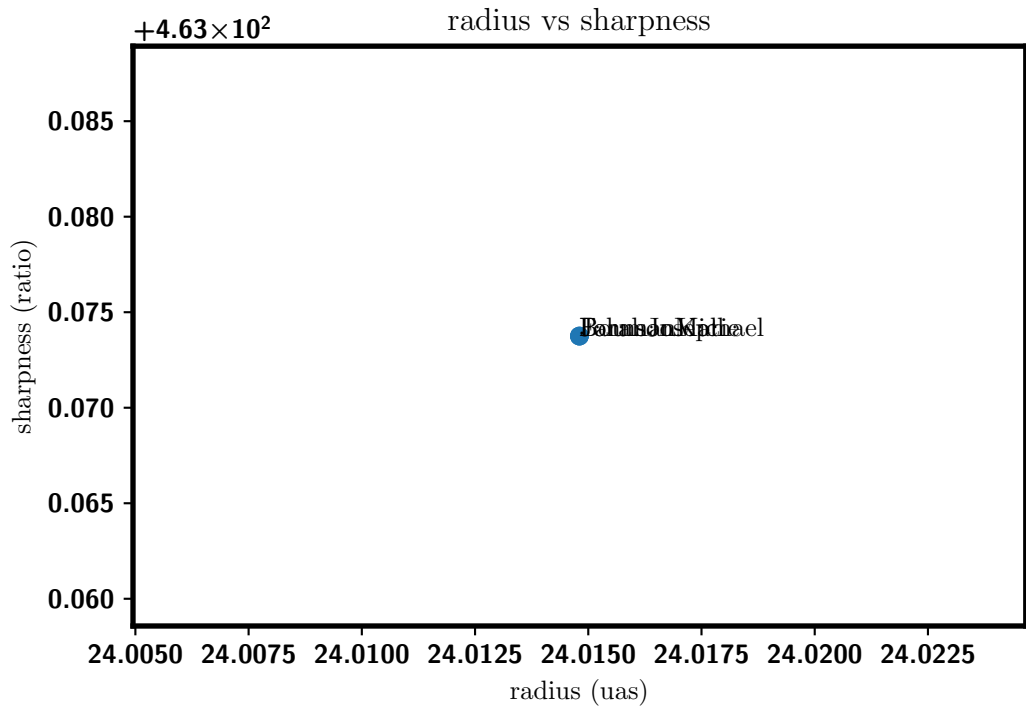


radius vs fluxOutside

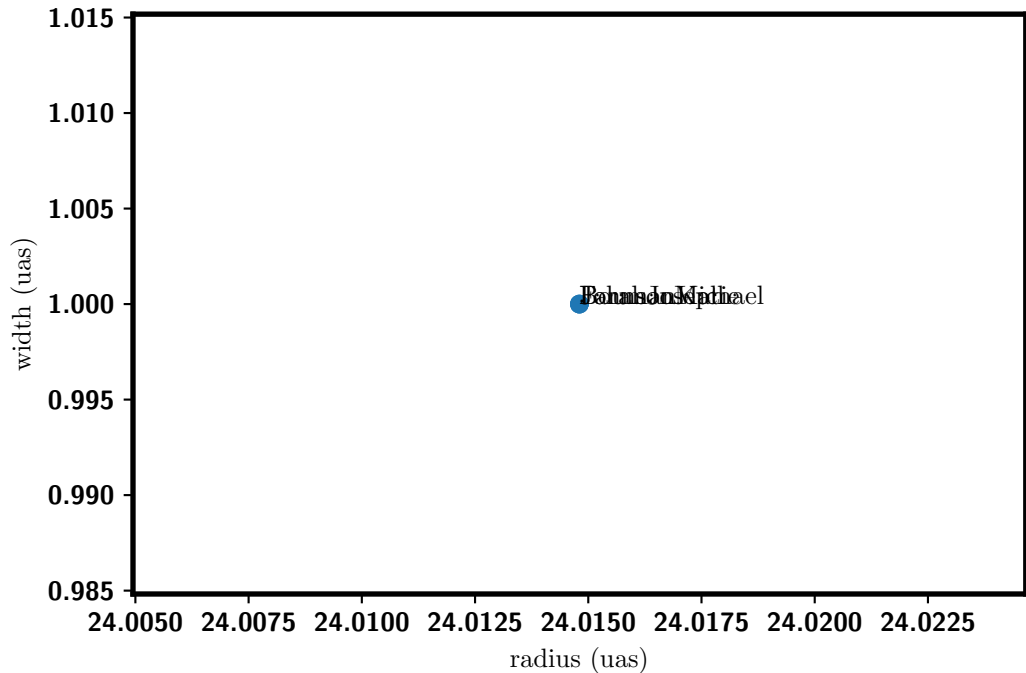


radius vs orientation

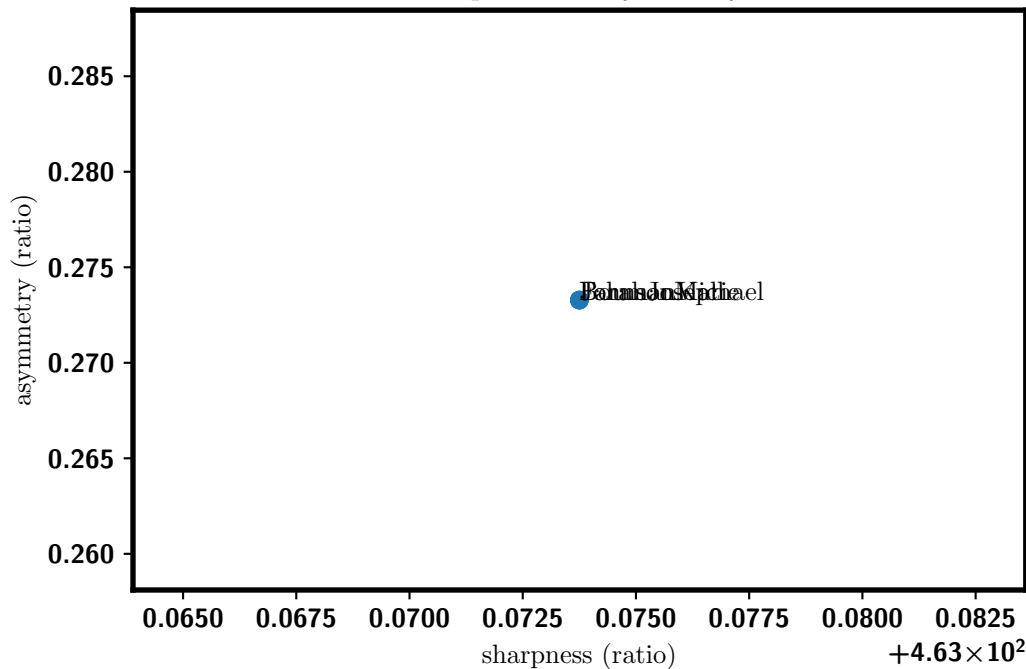




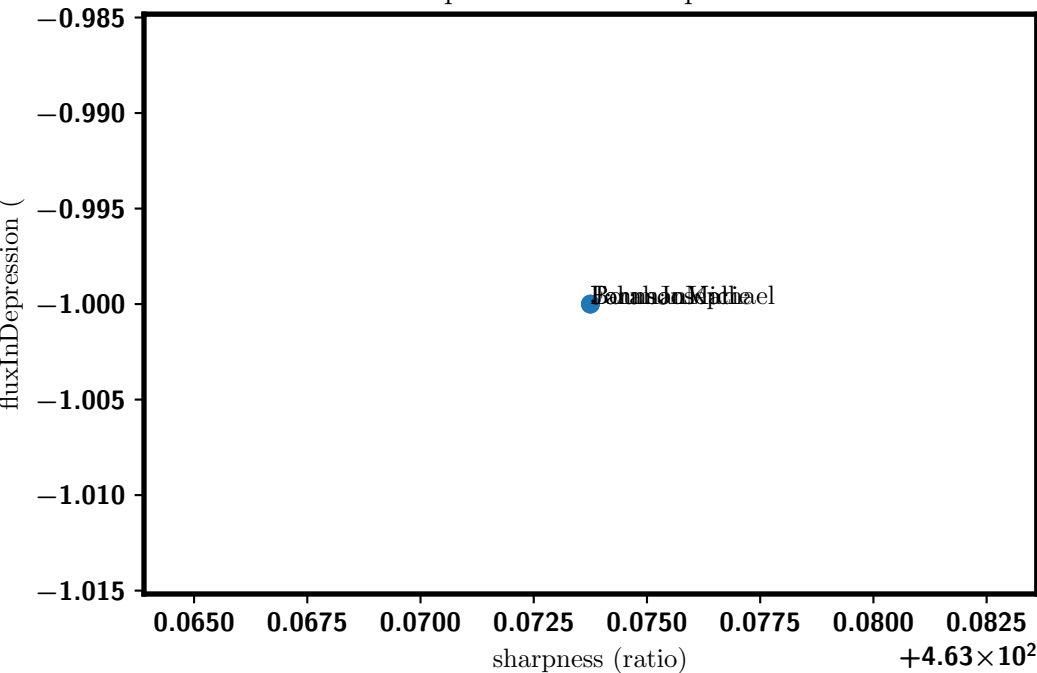
radius vs width



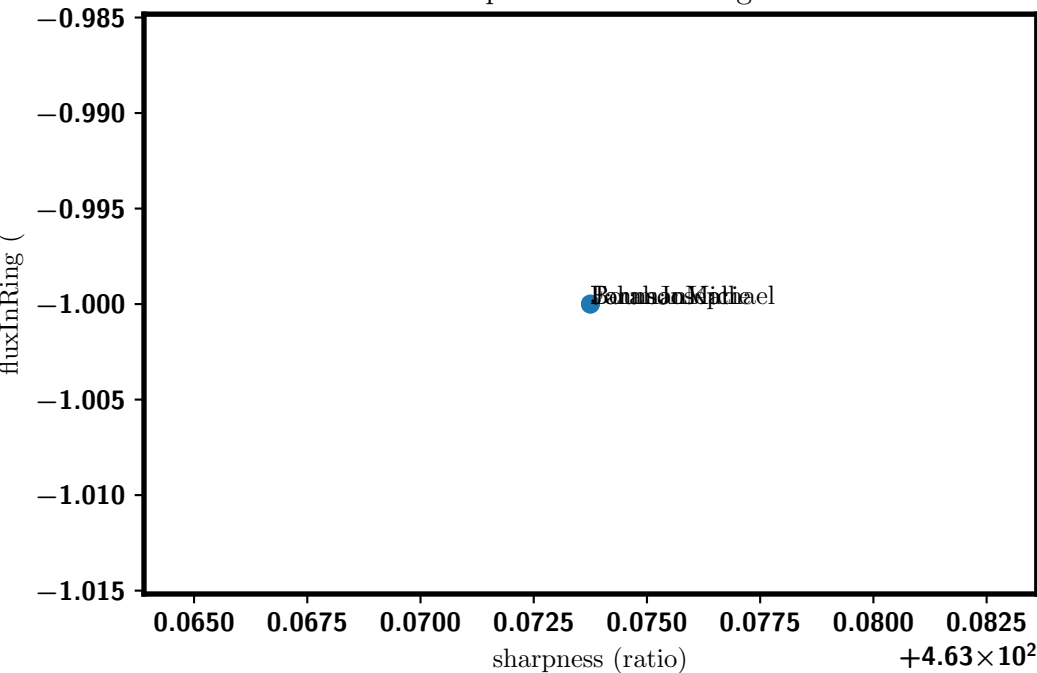
sharpness vs asymmetry



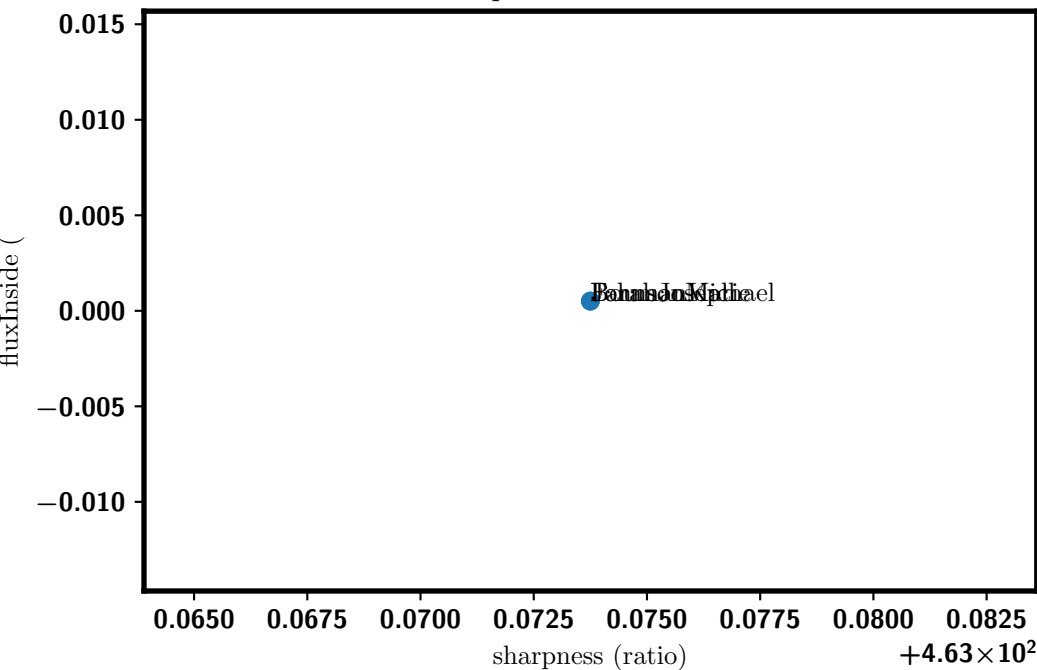
sharpness vs fluxInDepression



sharpness vs fluxInRing

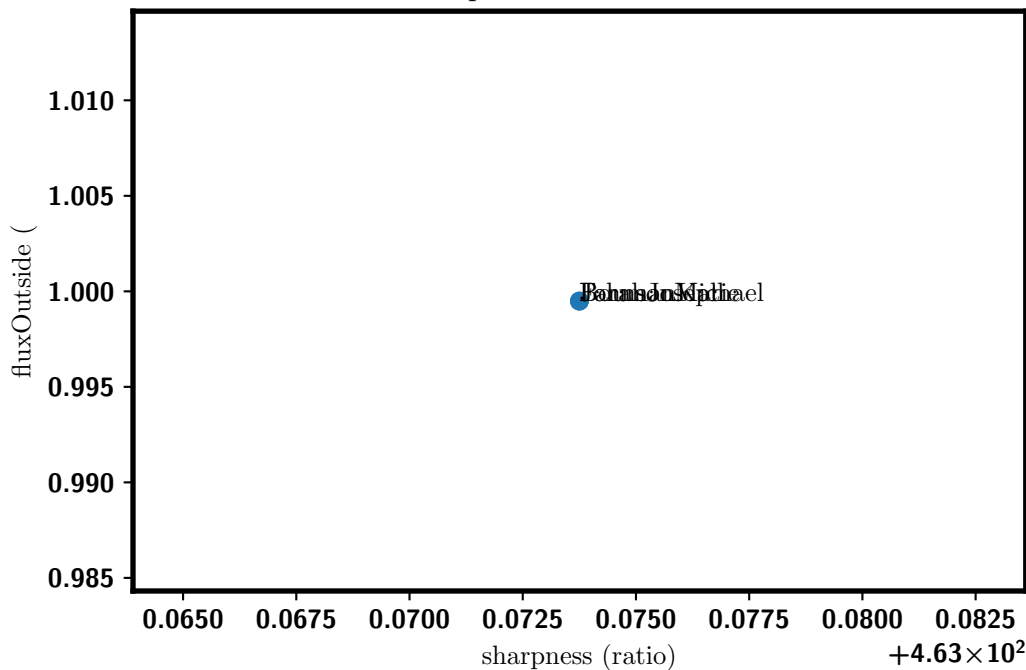


sharpness vs fluxInside

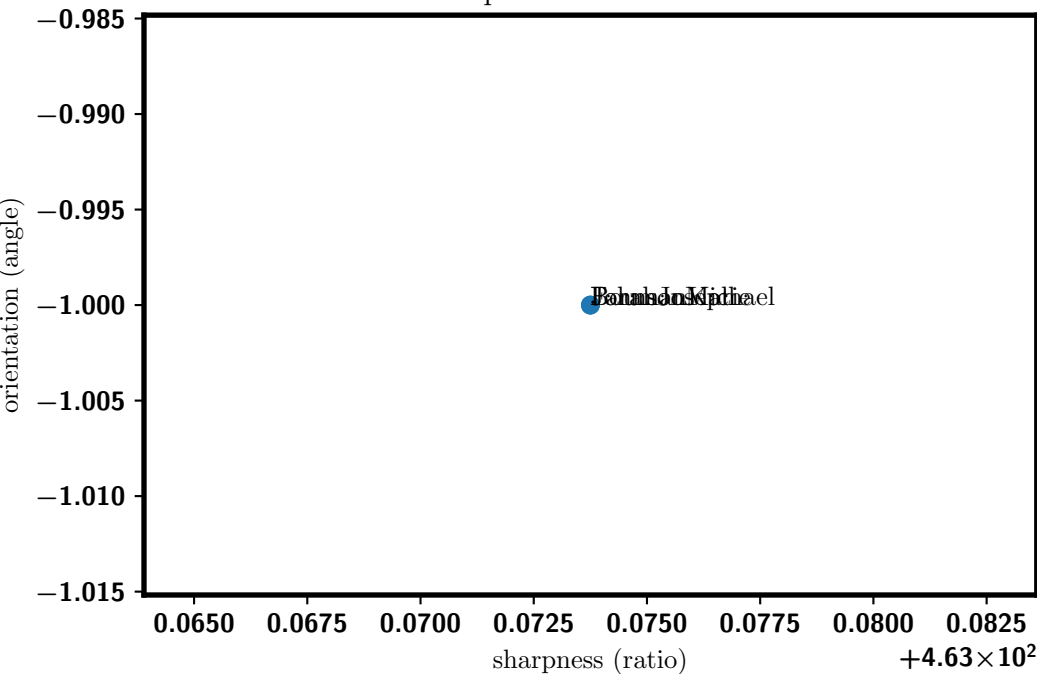




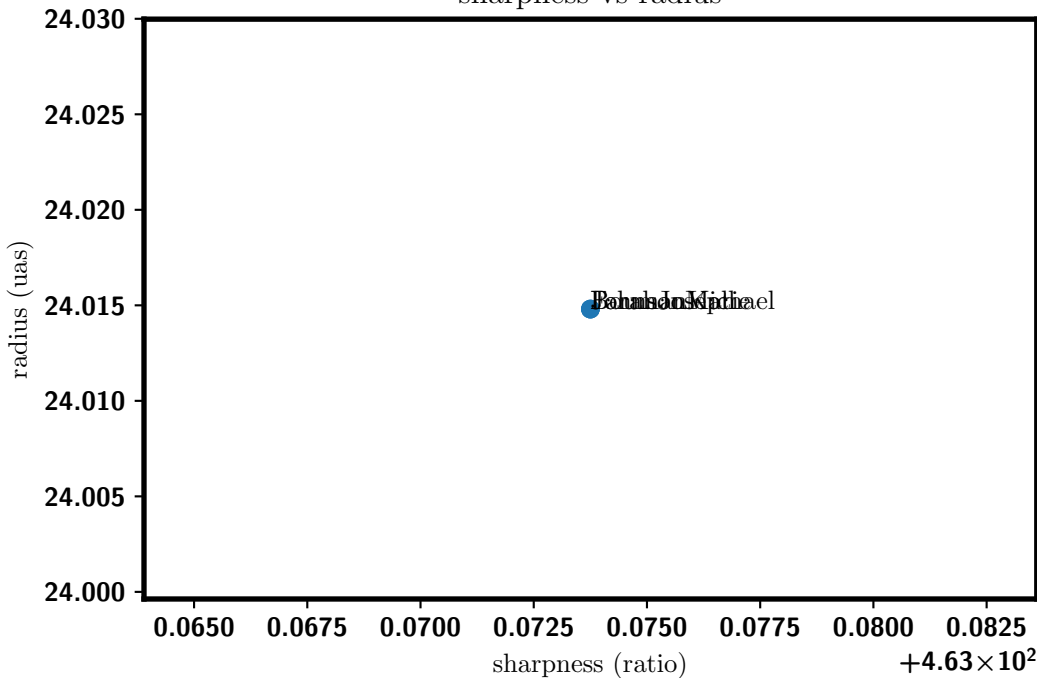
sharpness vs fluxOutside



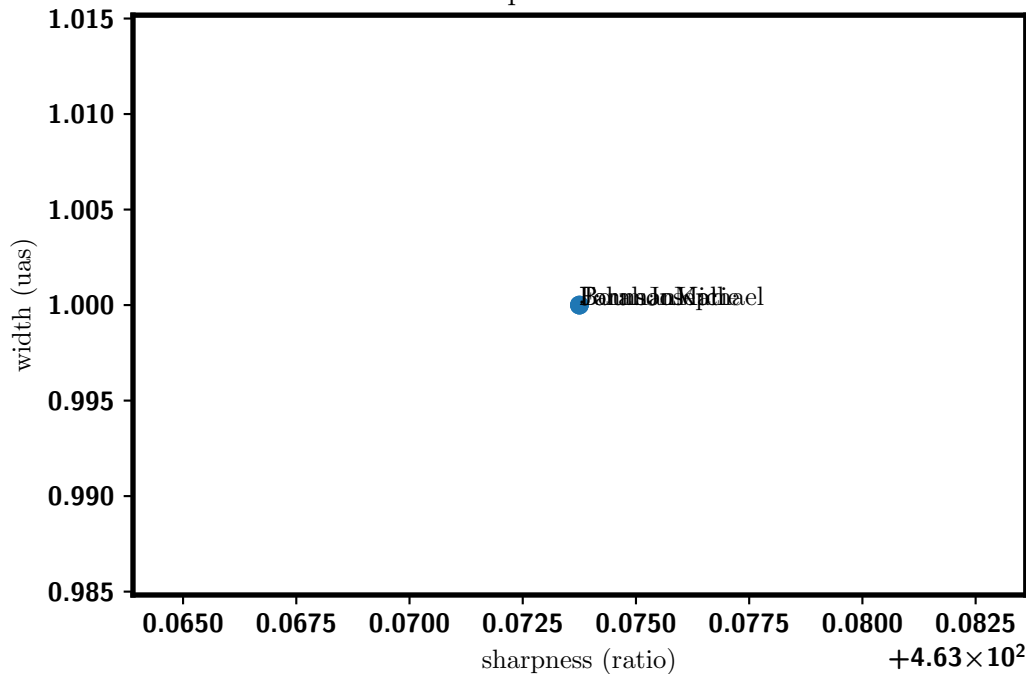
sharpness vs orientation



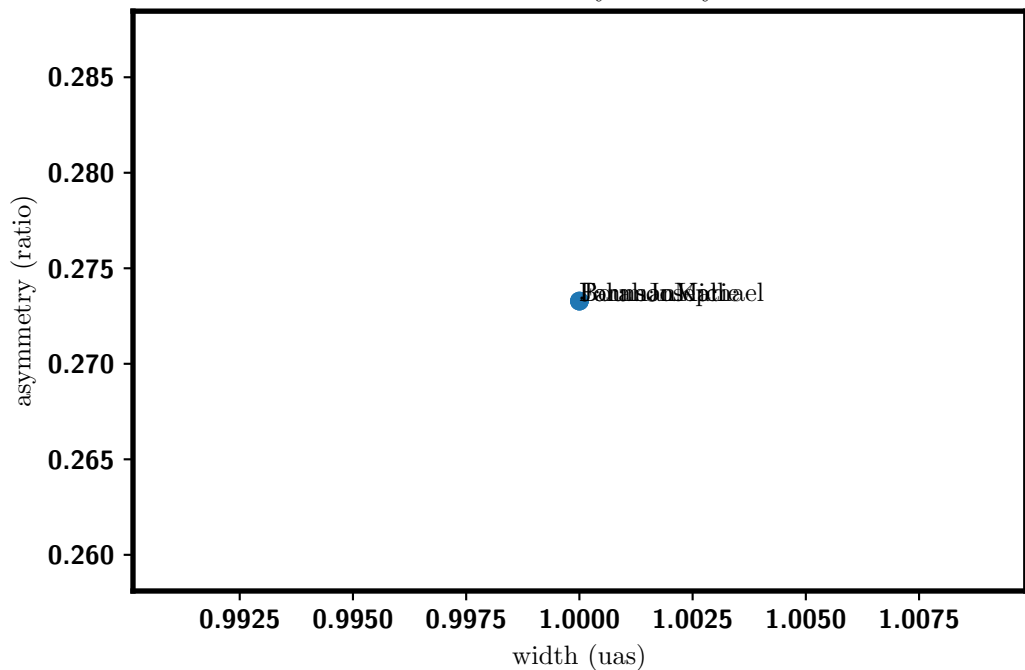
sharpness vs radius



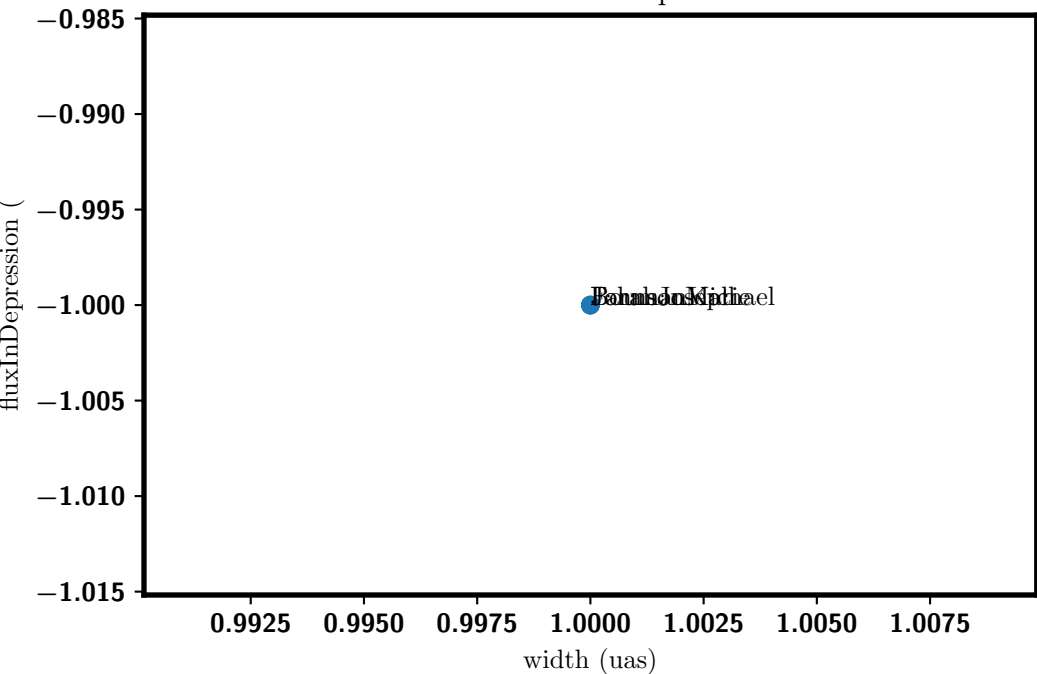
sharpness vs width



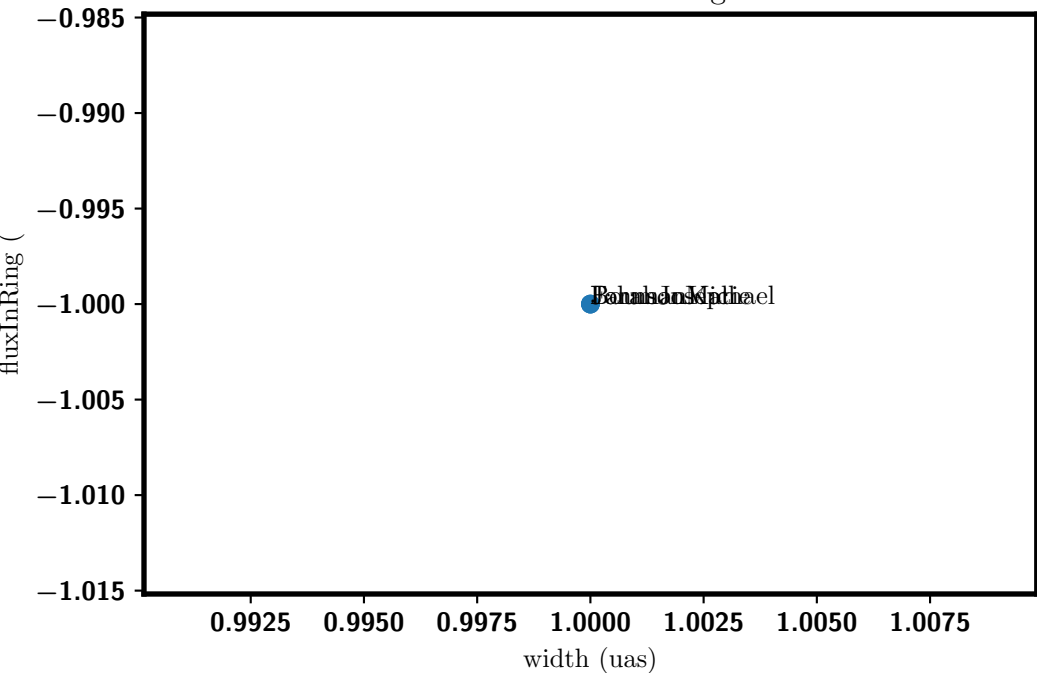
width vs asymmetry



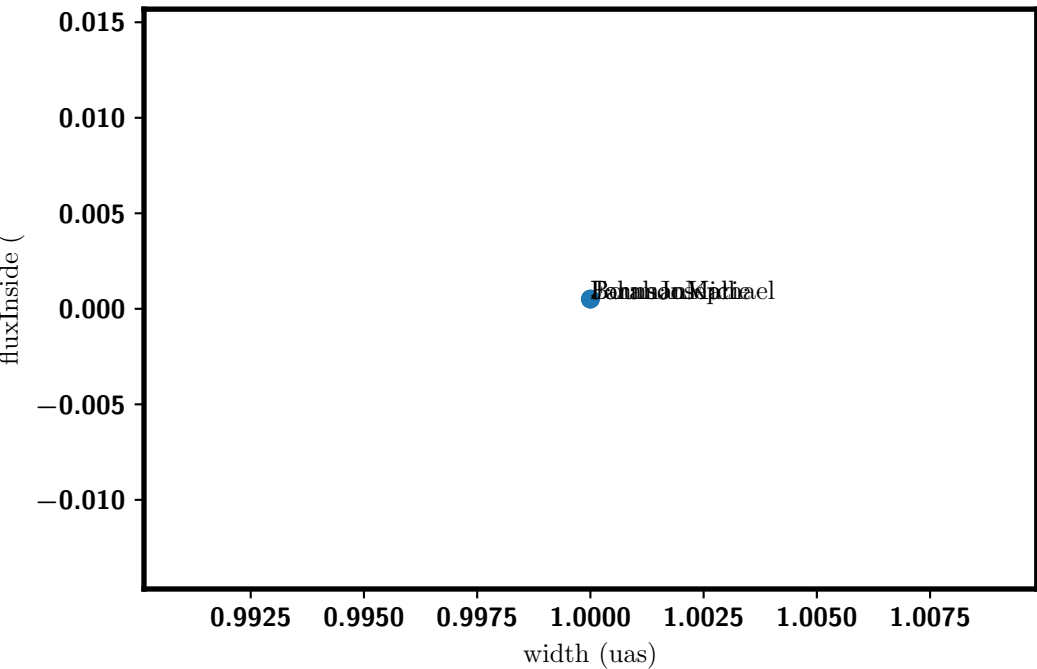
width vs fluxInDepression



width vs fluxInRing

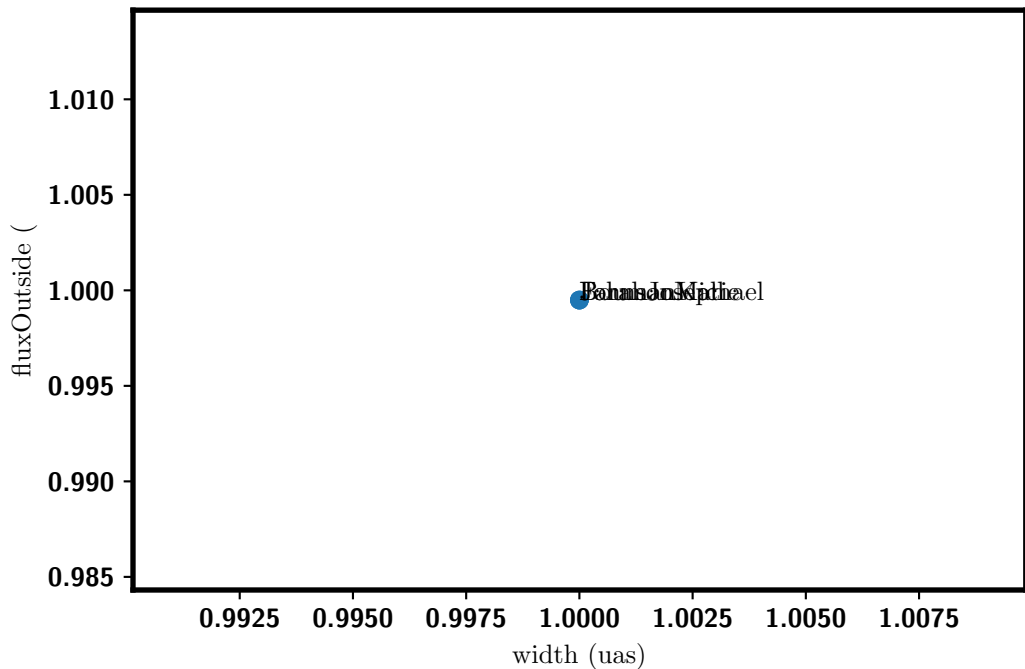


width vs fluxInside

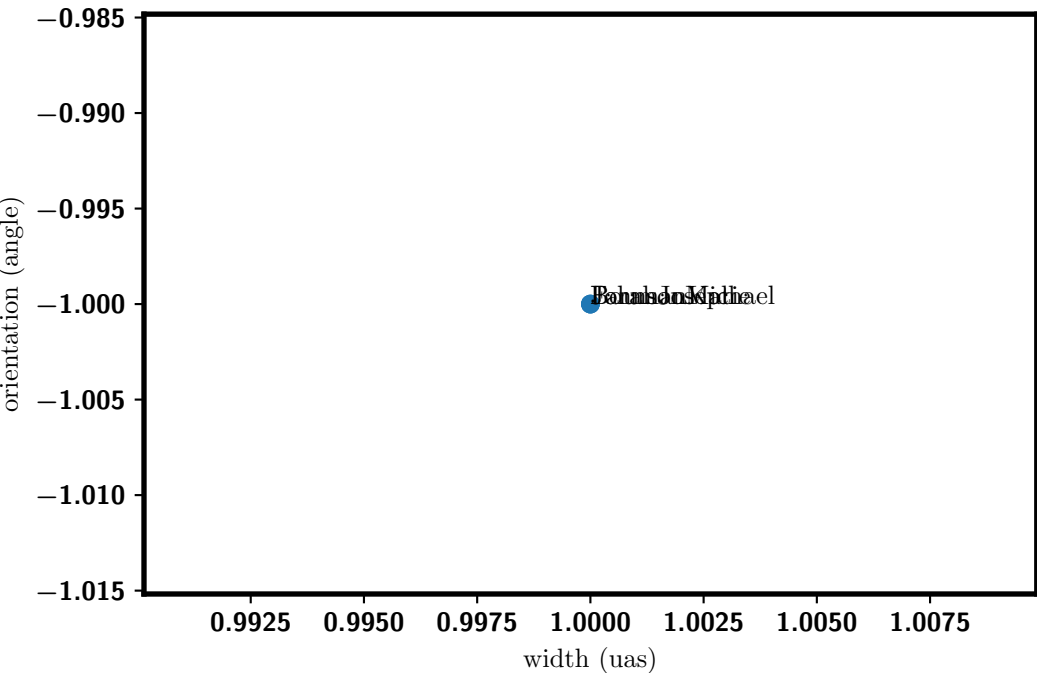




width vs fluxOutside



width vs orientation



width vs radius

