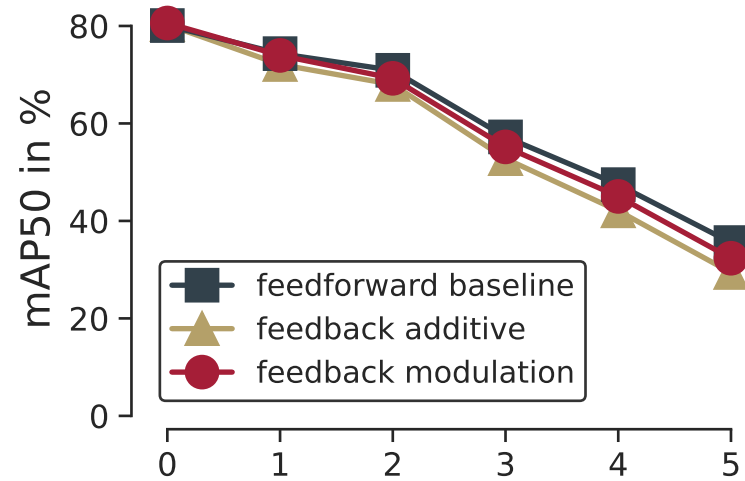
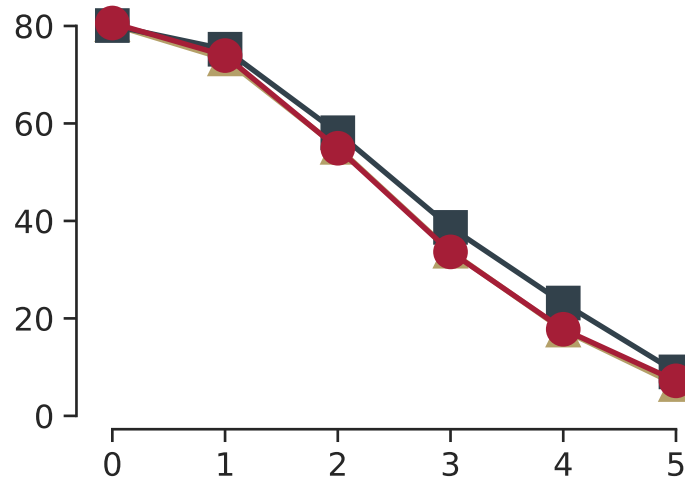


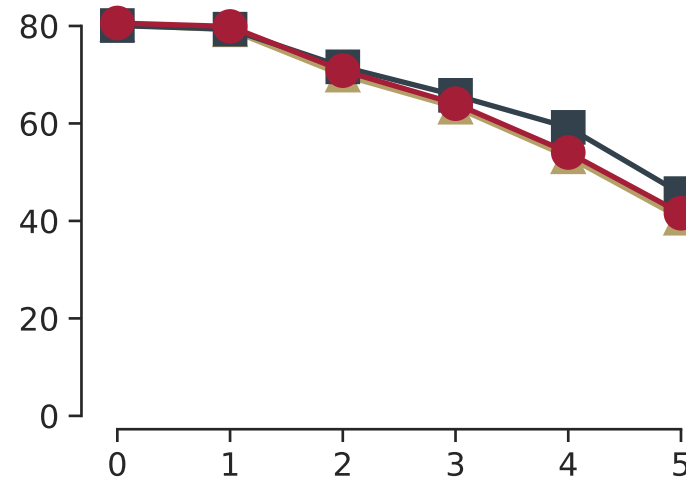
speckle noise



gaussian blur



spatter



saturate

