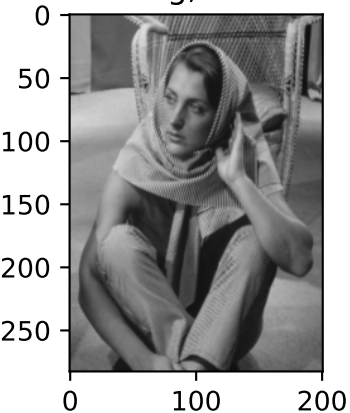
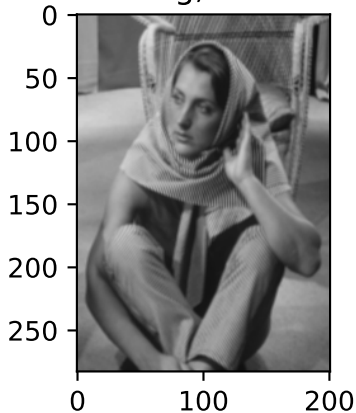


Smoothing, kernel 3x3



Smoothing, kernel 5x5



Smoothing, kernel 10x10

