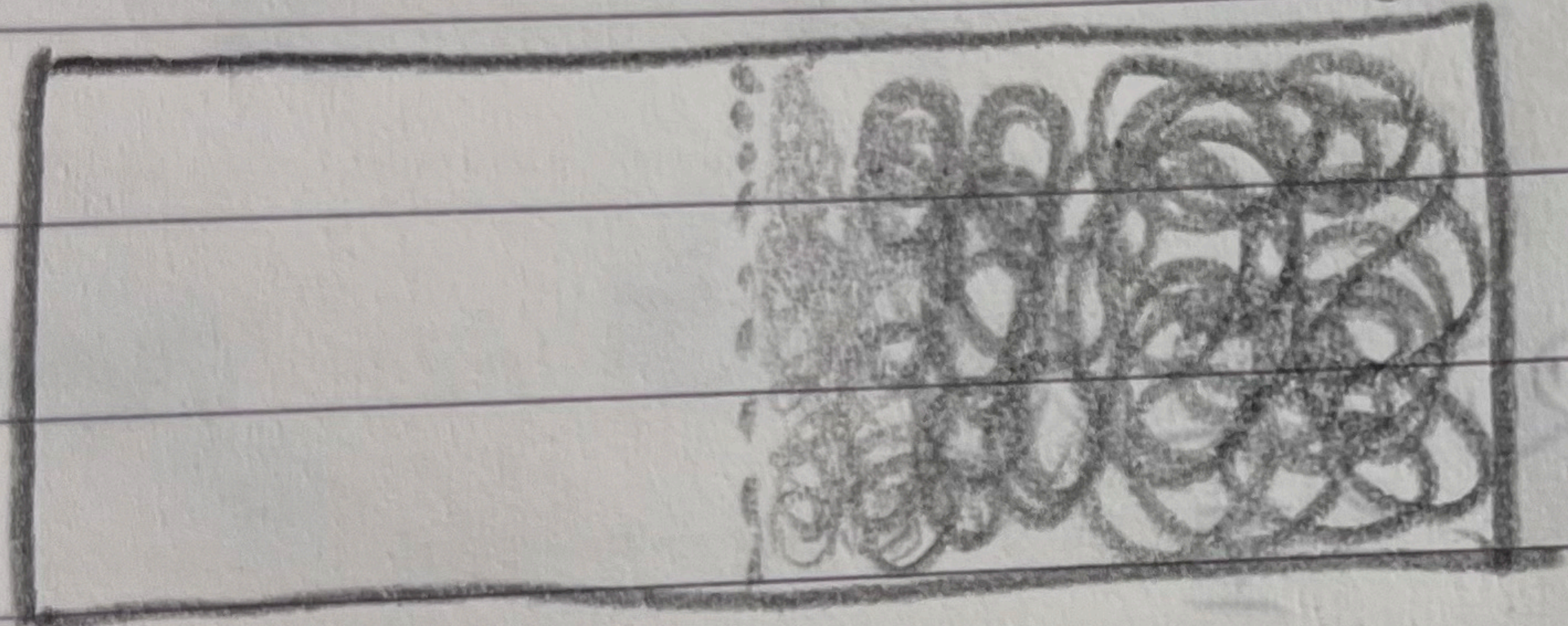


1.

Noise taken Friction



Gradient