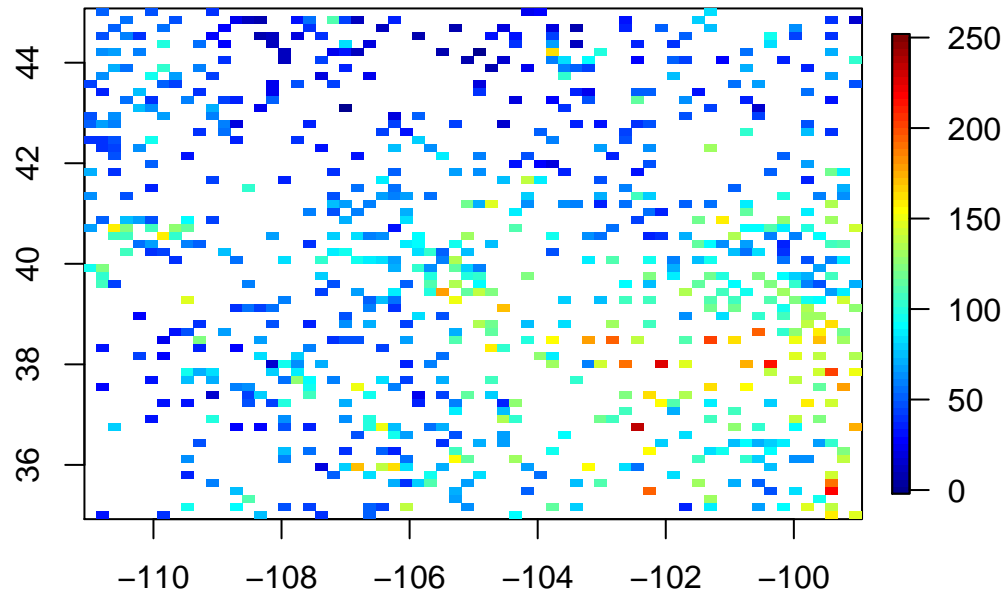


Image



Smoothed Image (same z-scale)

