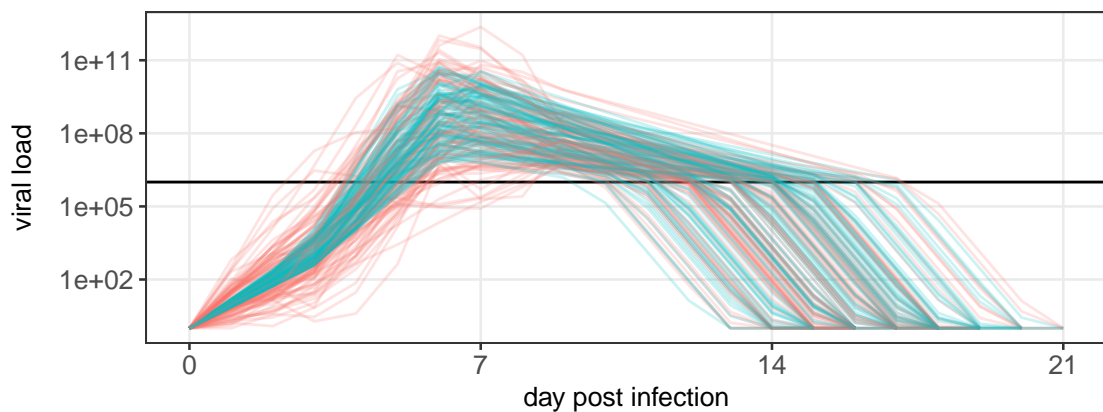
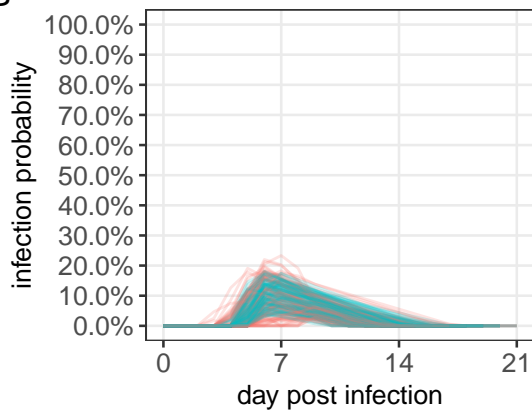


A

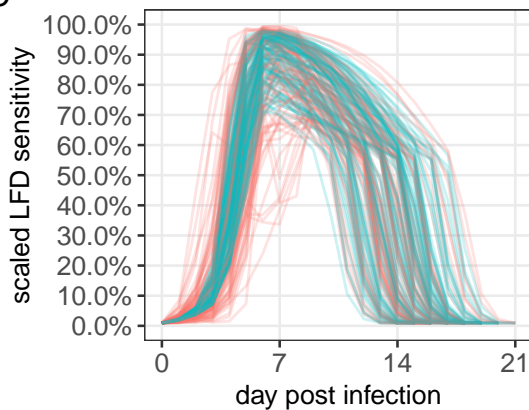
— additional VL noise — default Larremore



B



C



D

