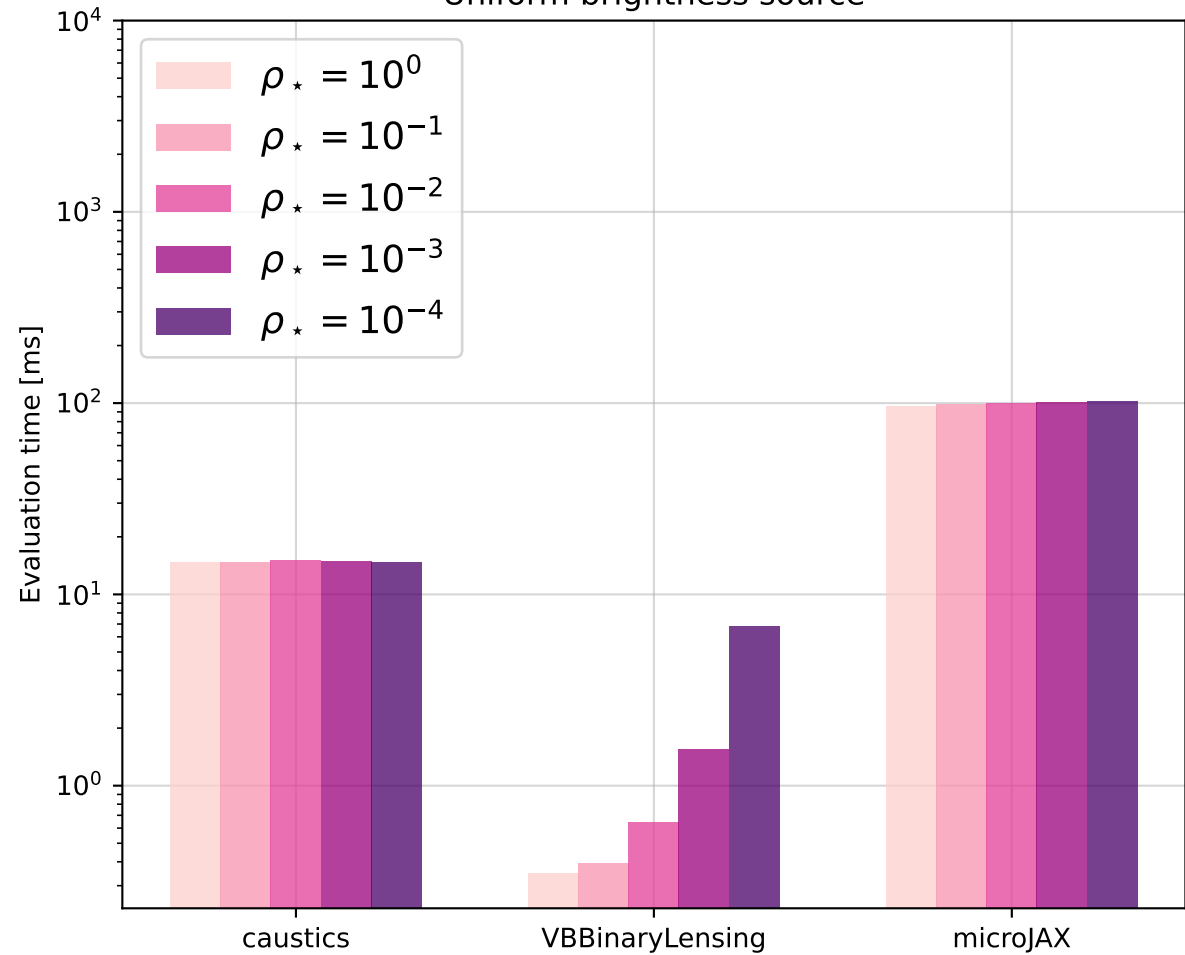


Uniform brightness source



Limb-darkened source

