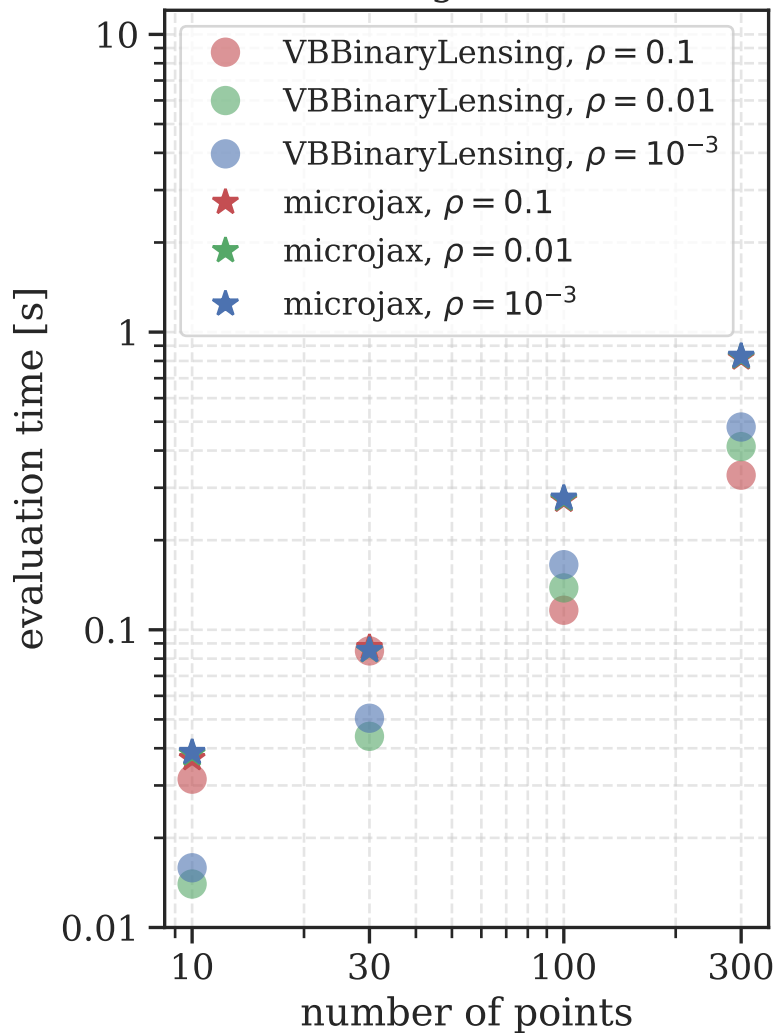


uniform brightness source



limb-darkening source

