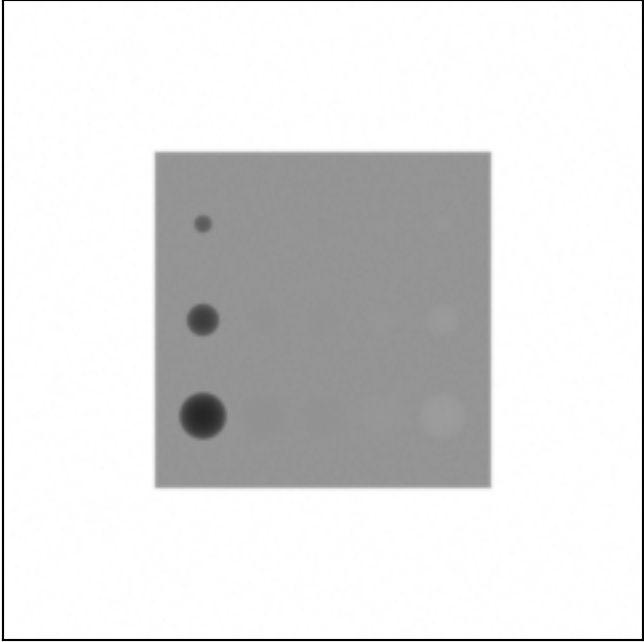


Gate (ground truth)



gVirtualXRay (with noise)

