

Using a linear colour scale

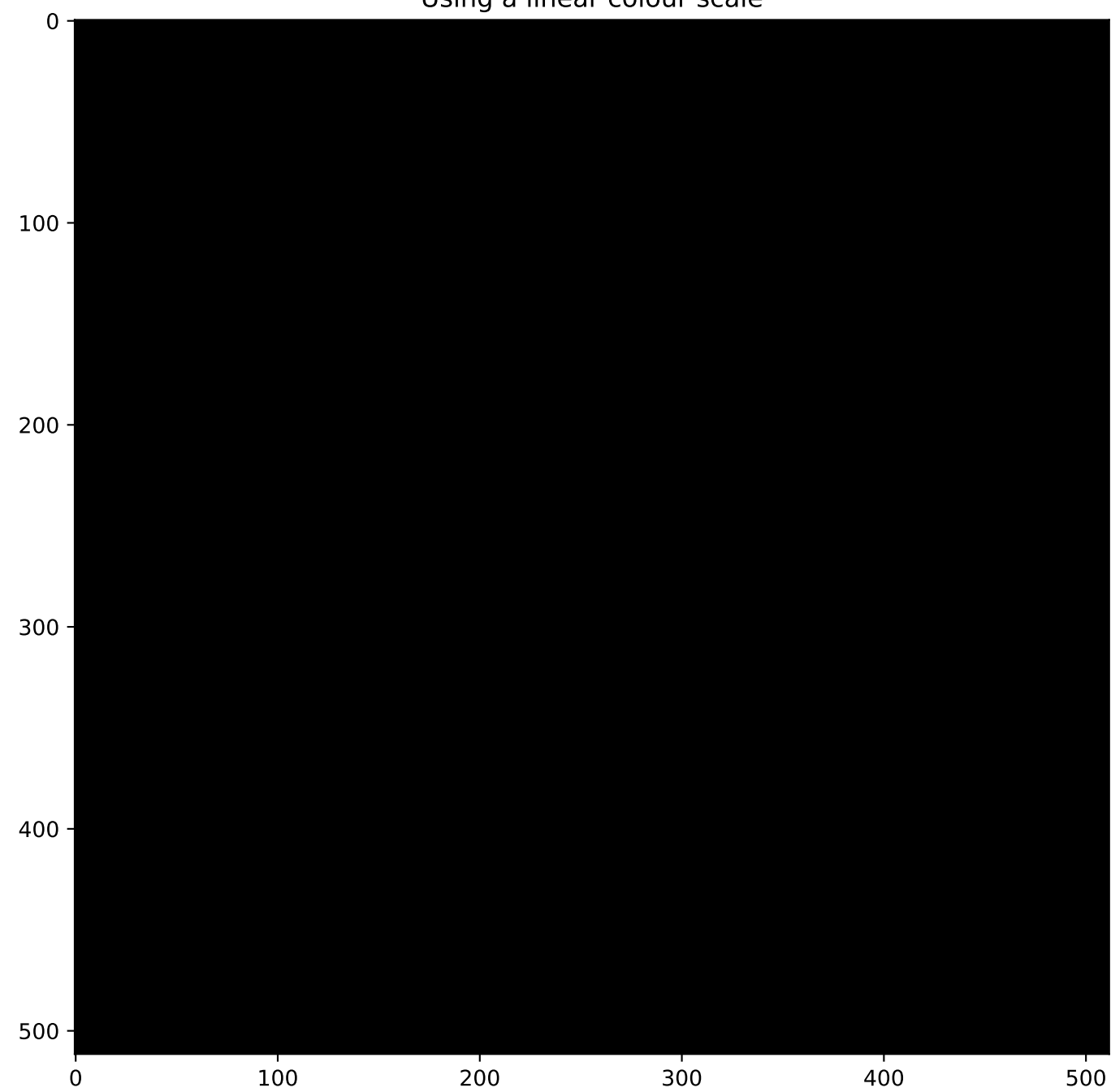
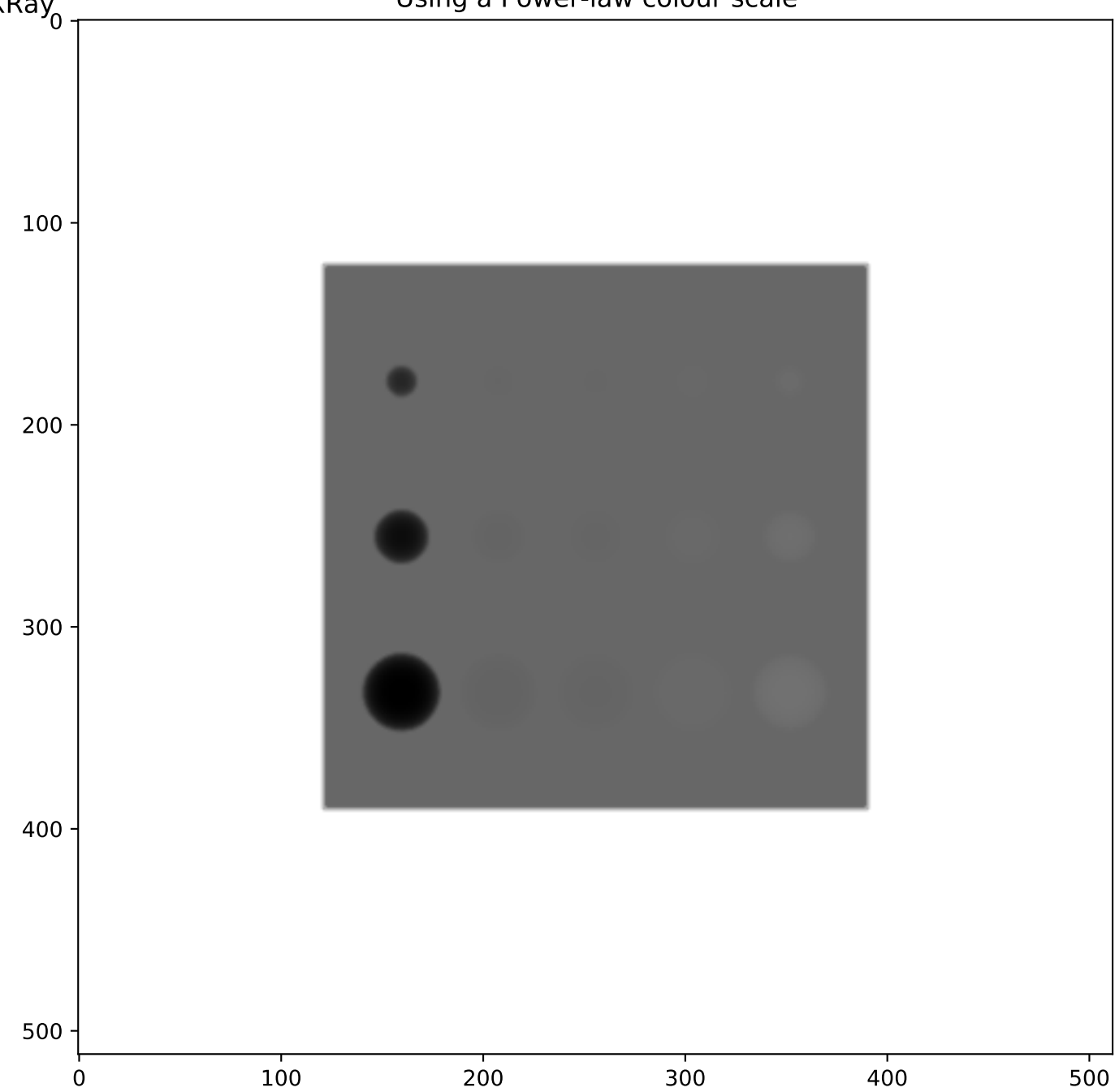


Image simulated using gVirtualXRay₀



Using a Power-law colour scale

