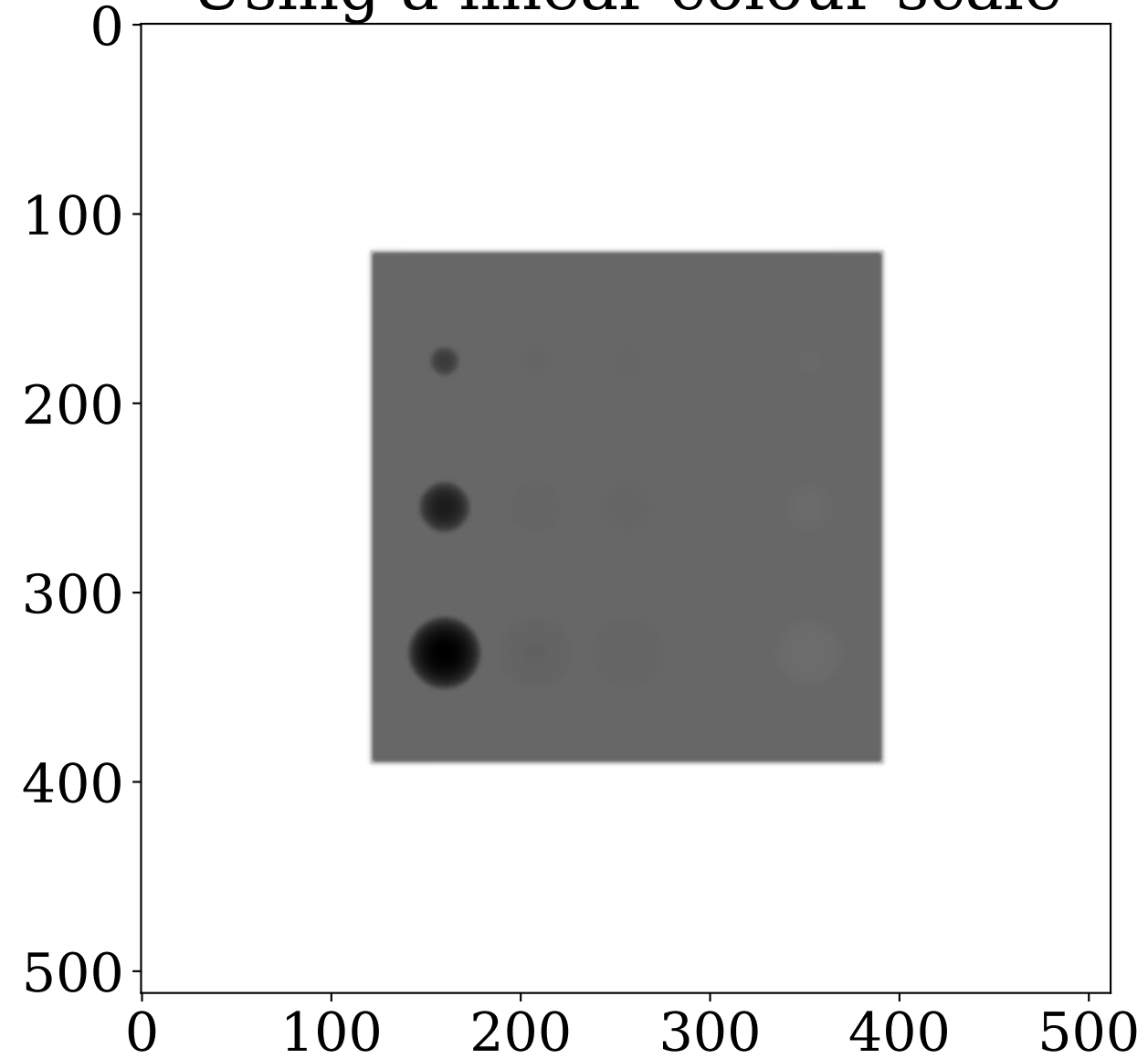


Image simulated using gVirtuosity,
integration on GPU

Using a linear colour scale



Using a Power-law colour scale

