

Using a linear colour scale

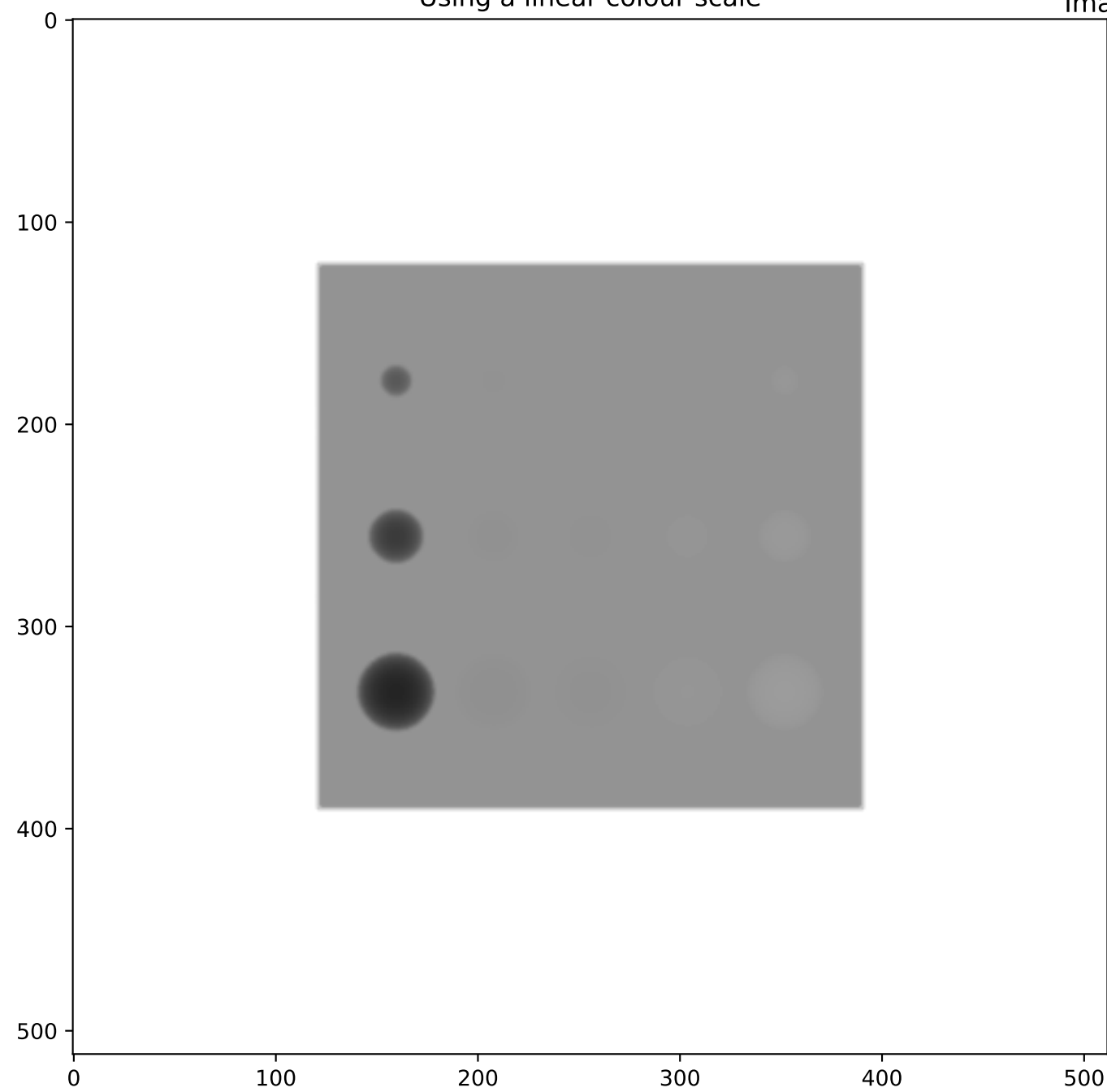
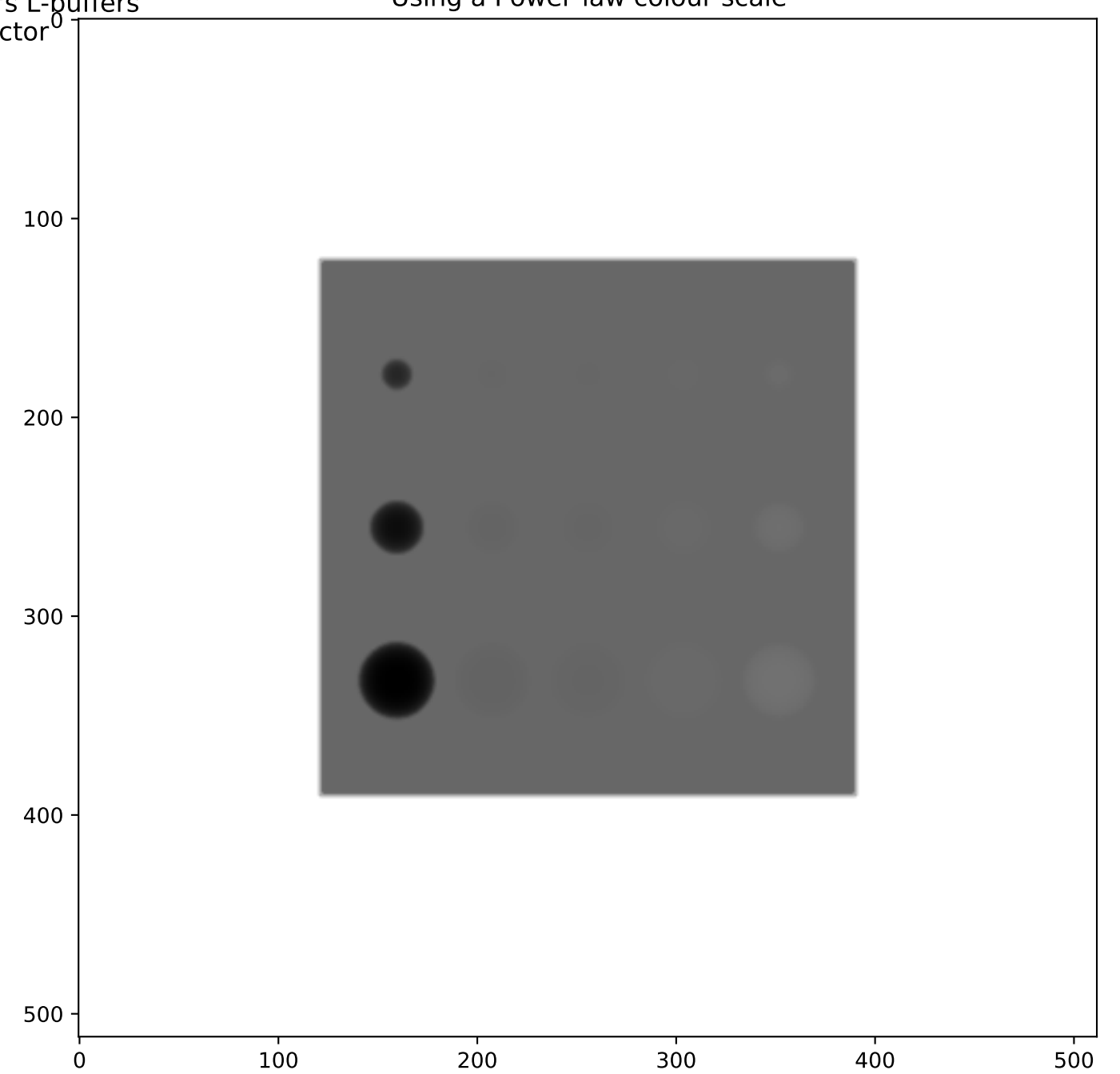


Image simulated using gVirtualXRay's L-buffers
with the response of the detector



Using a Power-law colour scale

