

Using a linear colour scale

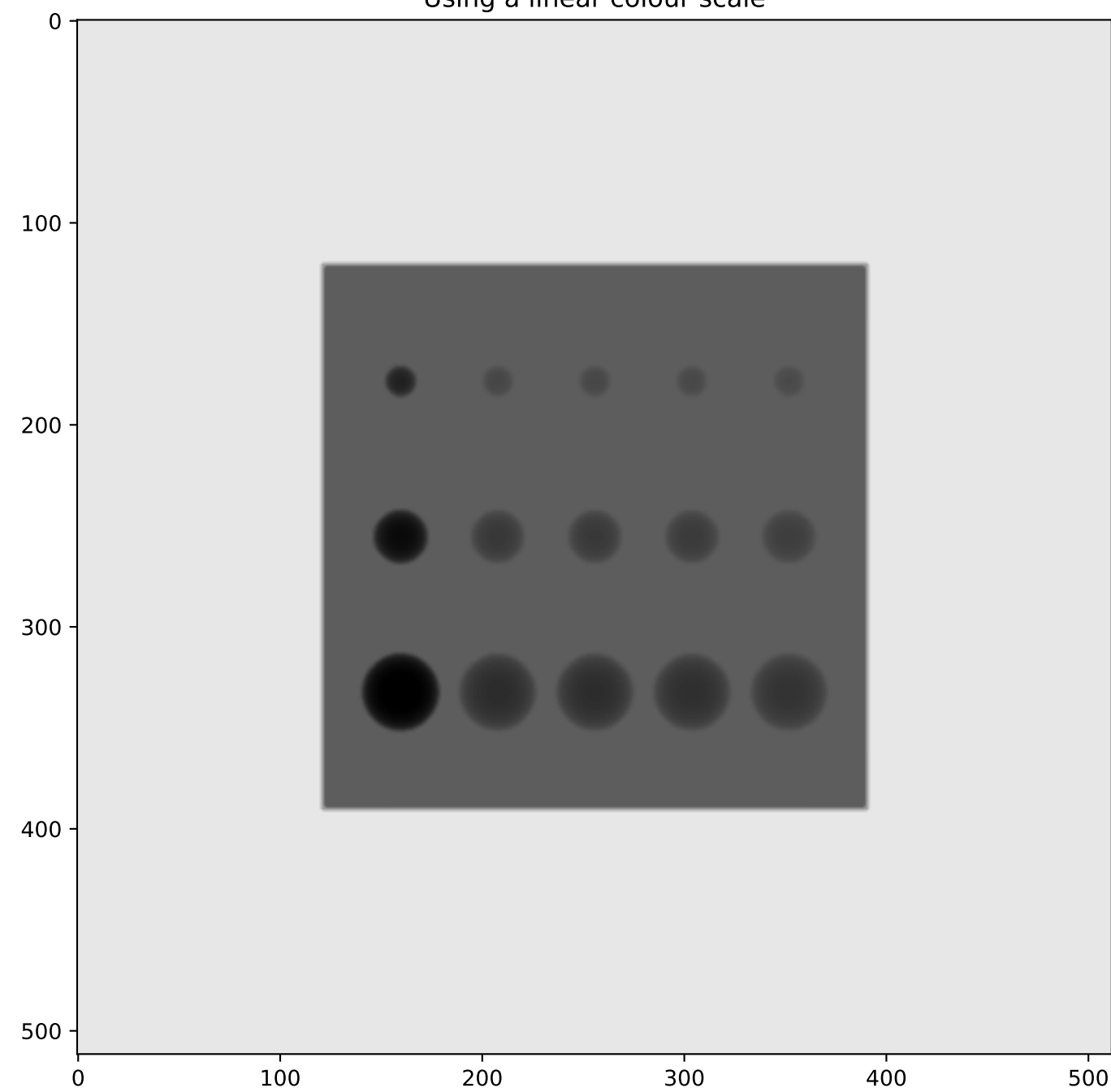
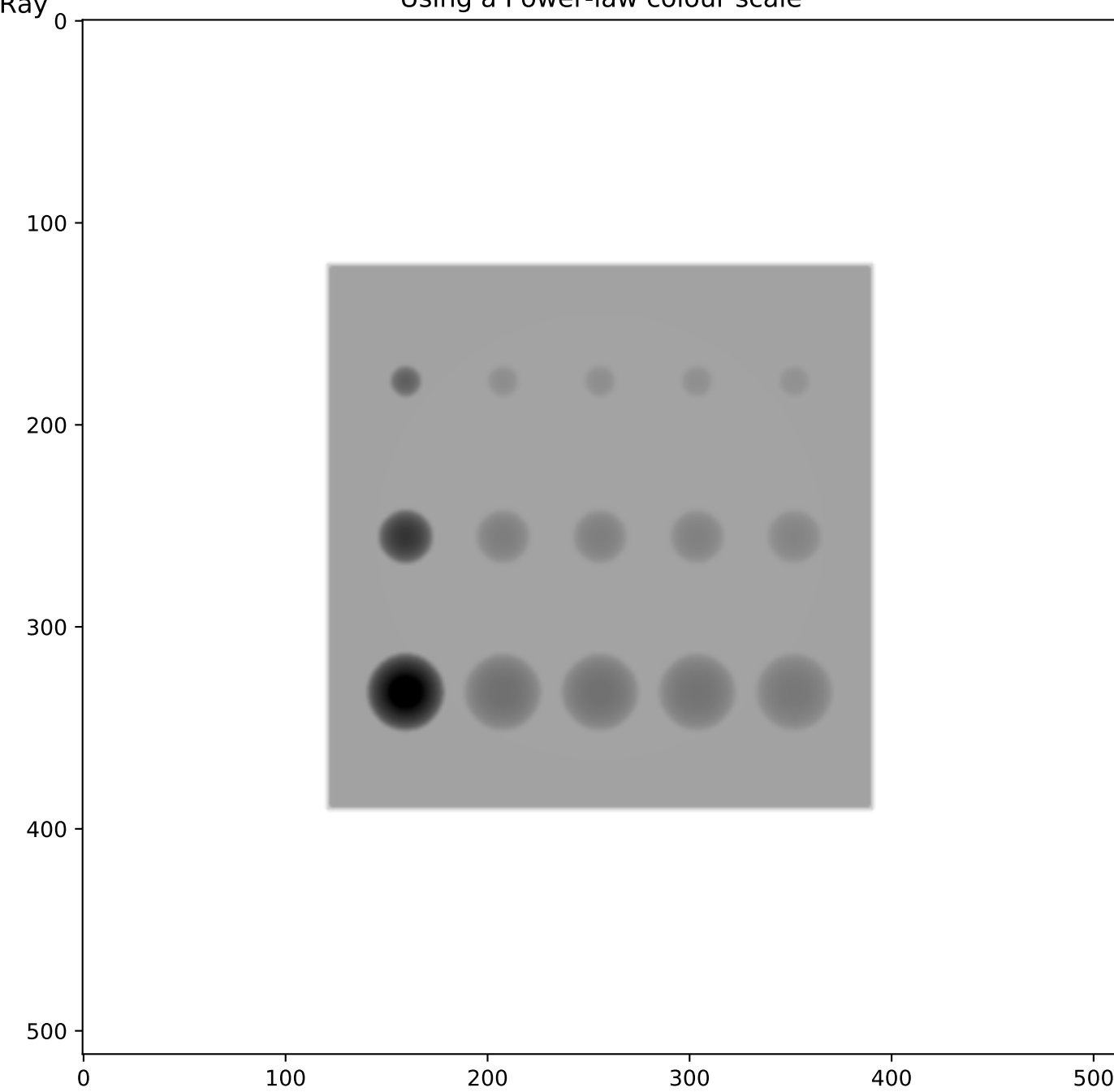


Image simulated using gVirtualXRay



Using a Power-law colour scale

