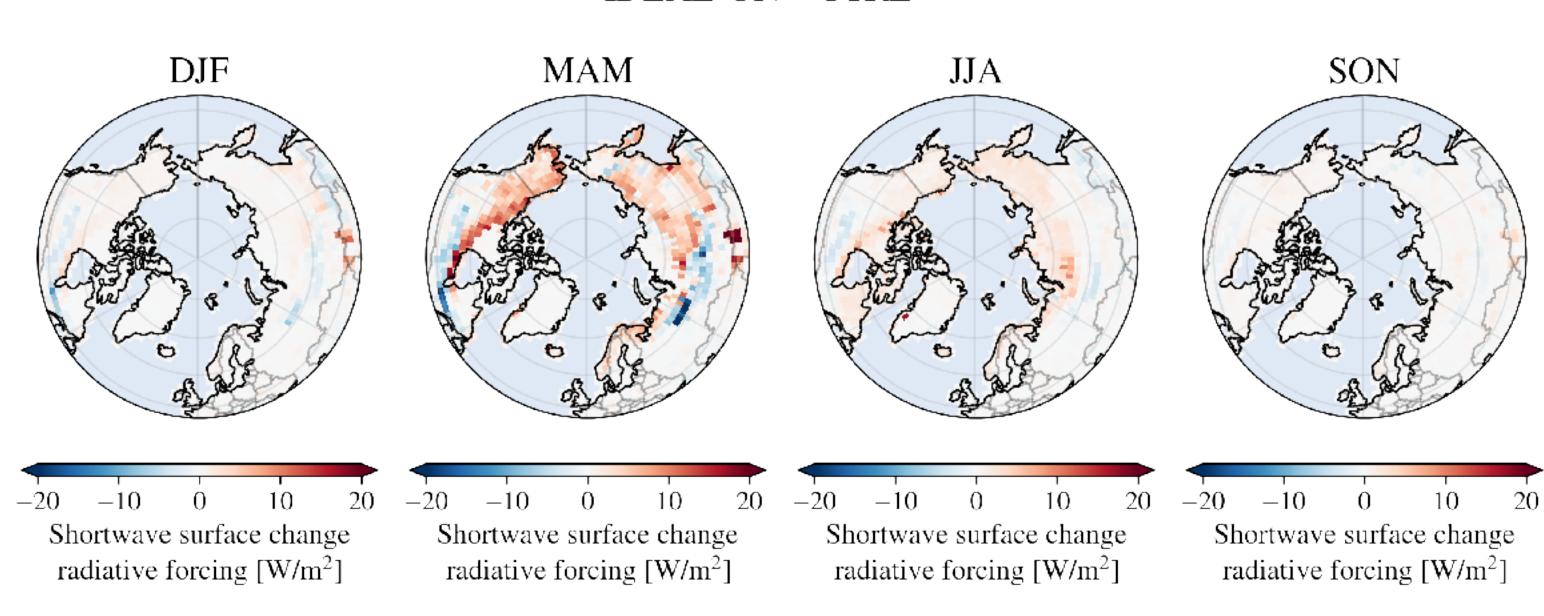
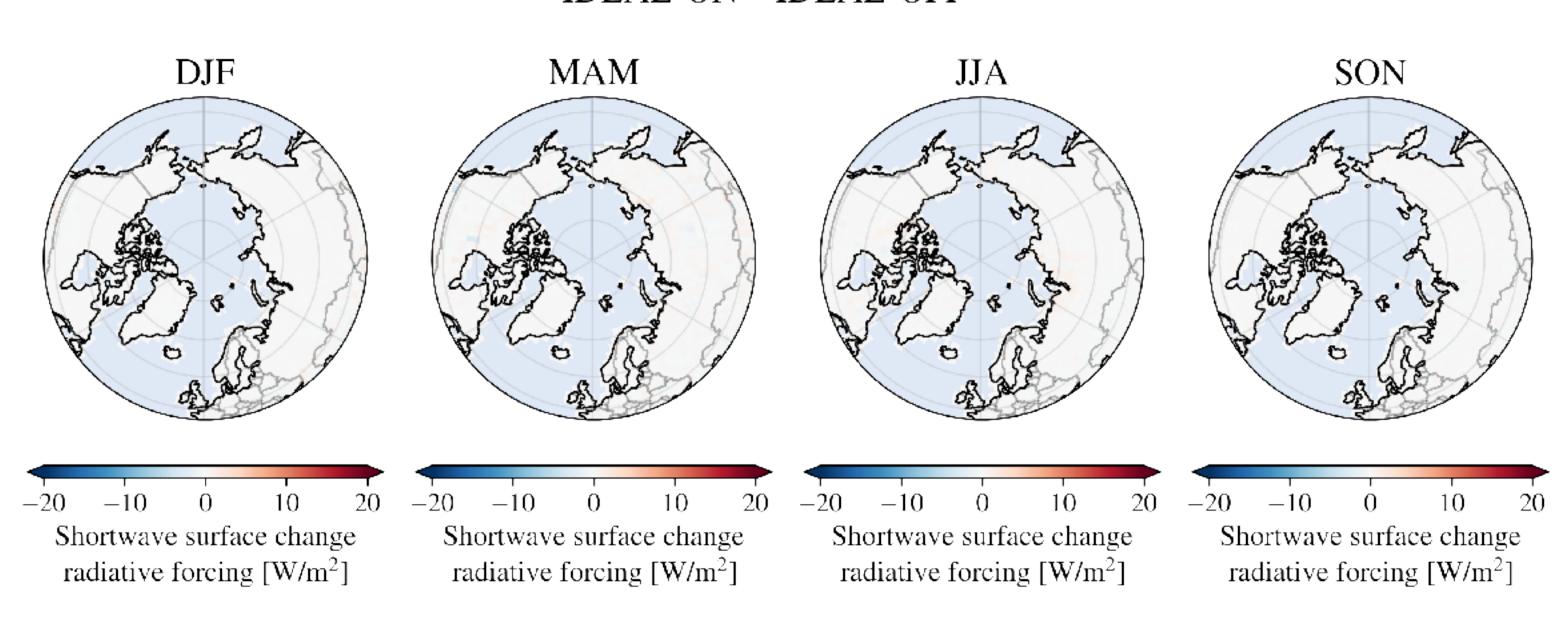
## SURFACE ALBEDO CHANGE $(\Delta SW_rest)$

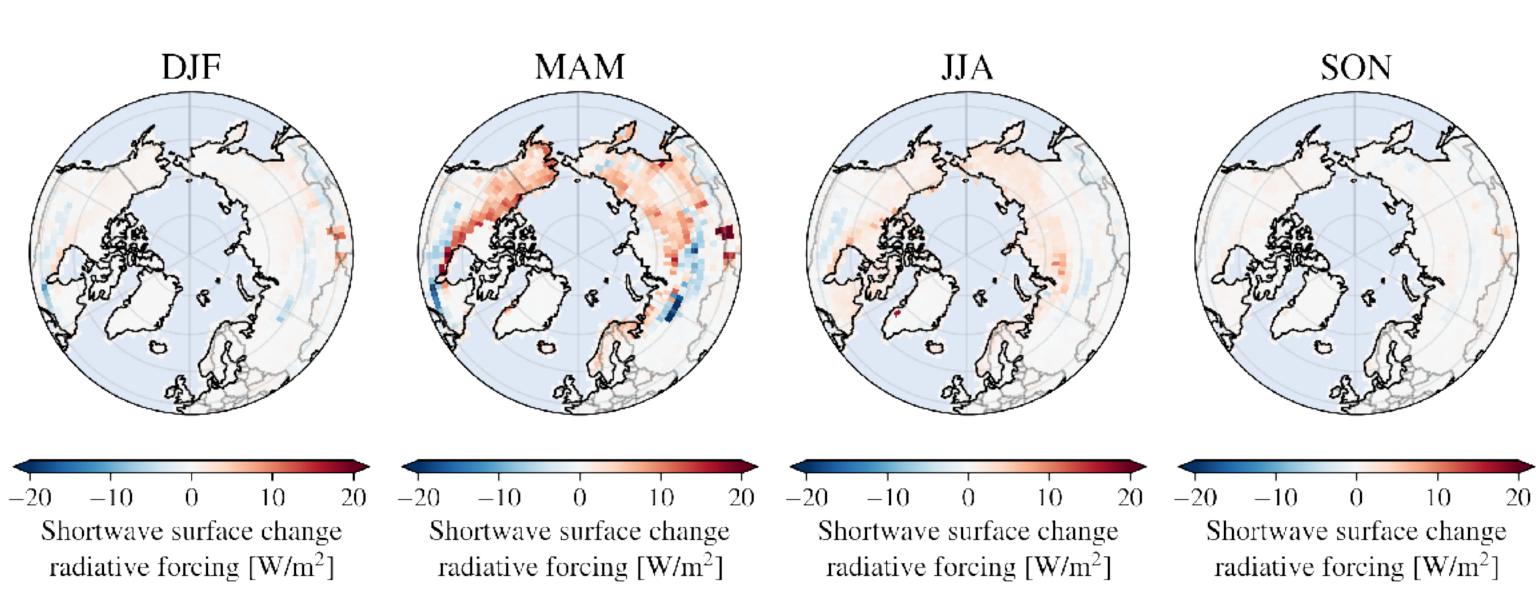
### IDEAL-ON – CTRL



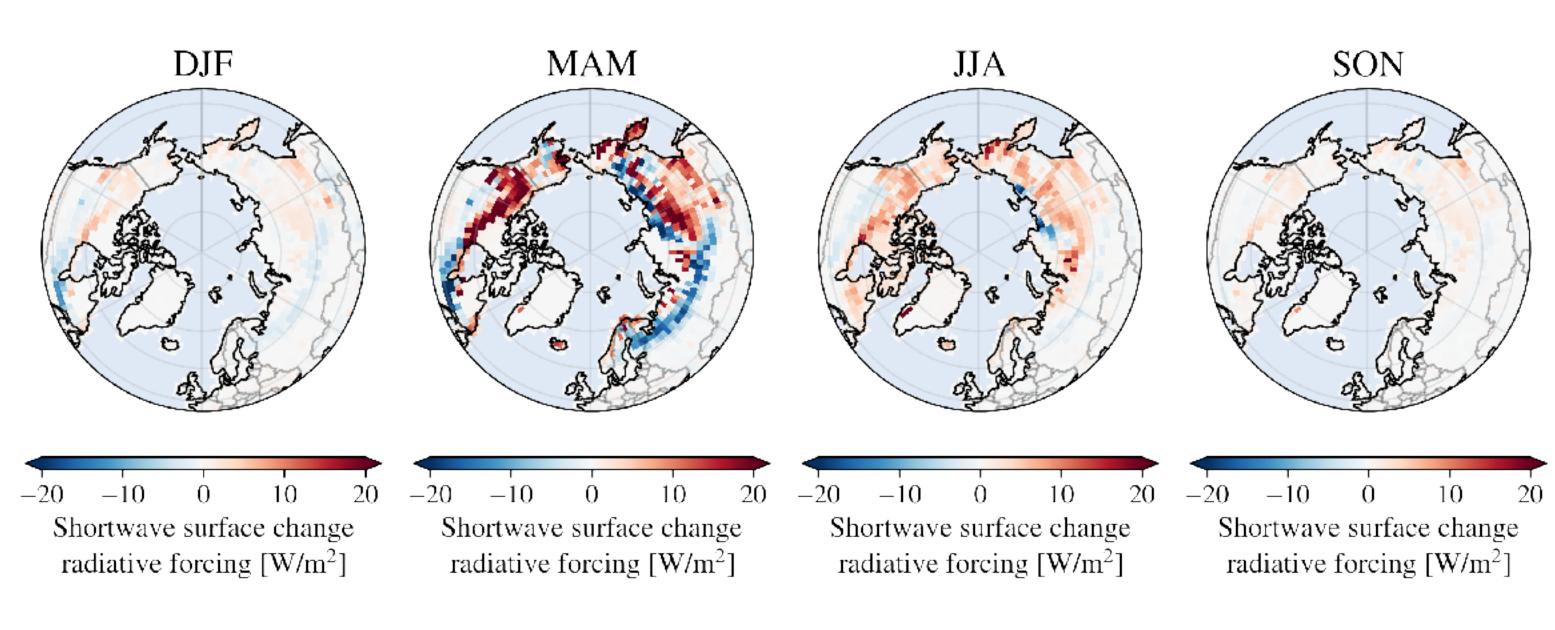
## IDEAL-ON – IDEAL-OFF



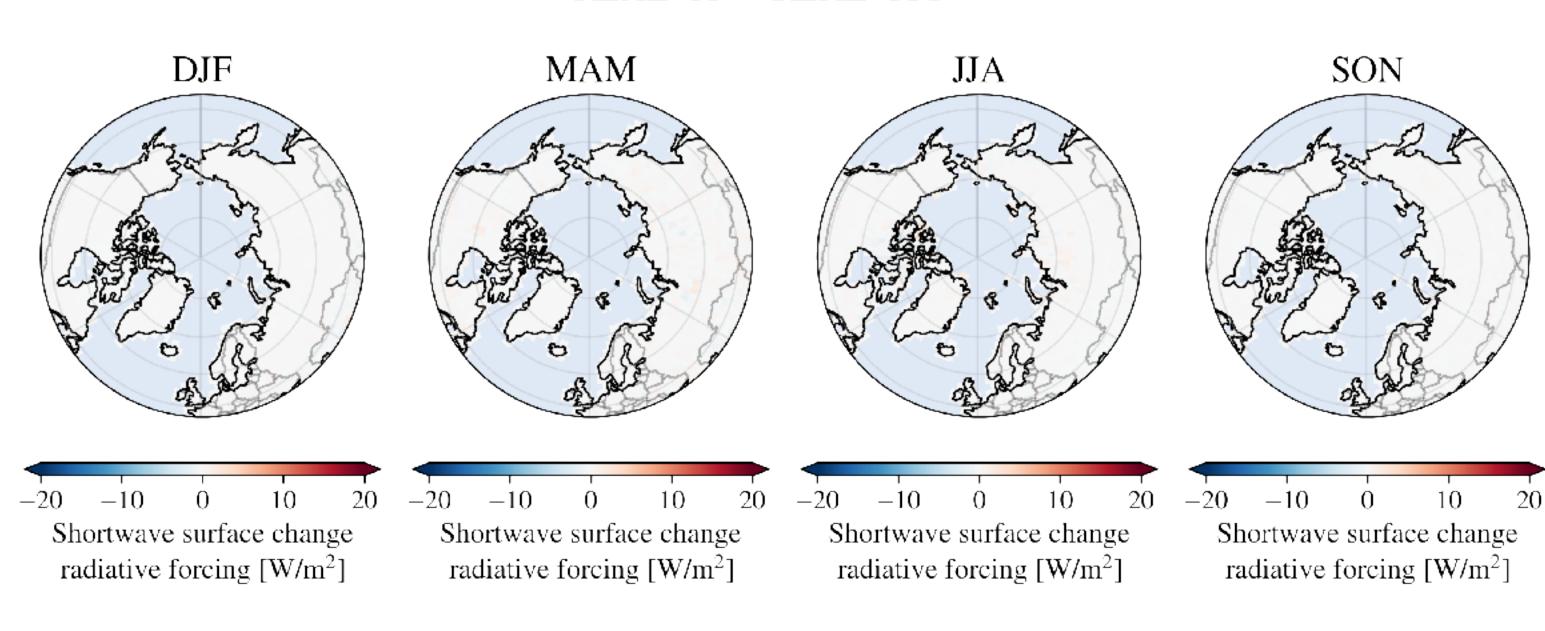
#### IDEAL-OFF – CTRL



# REAL-ON – CTRL



# REAL-ON – REAL-OFF



# REAL-OFF – CTRL

