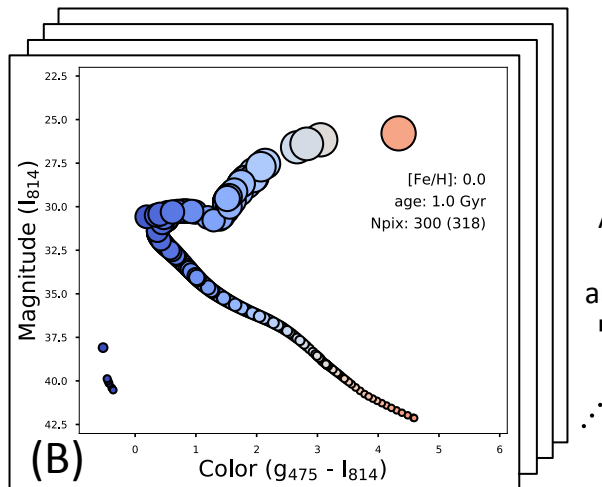
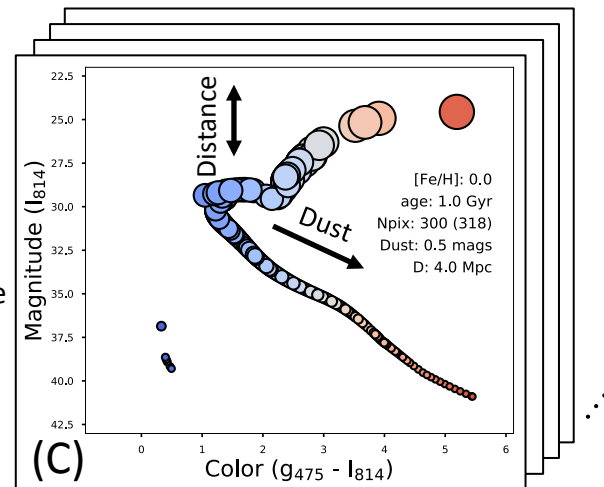


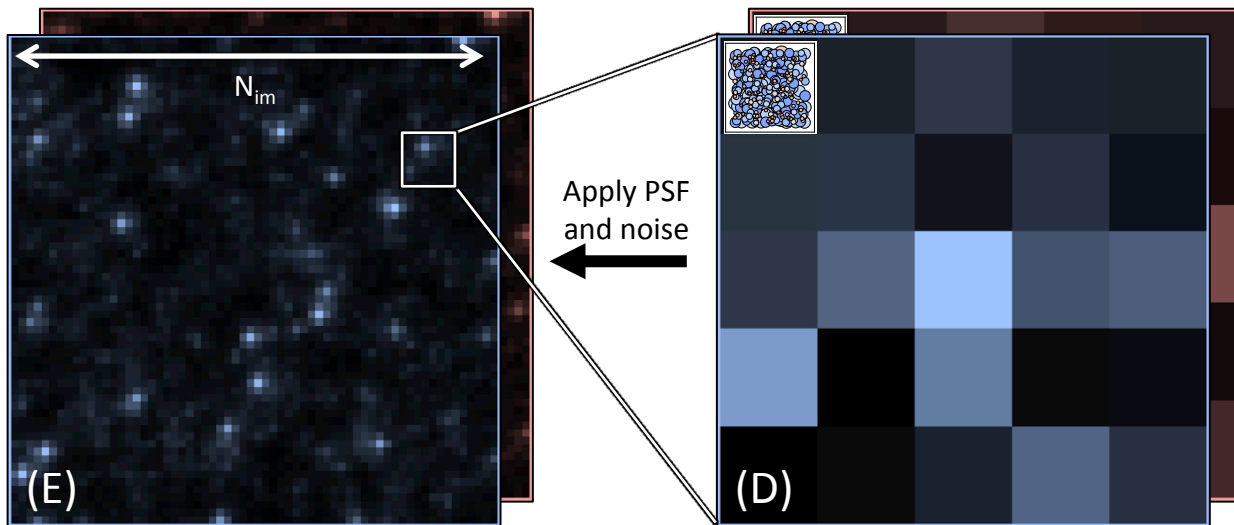
Sample
isochrone
many times



Apply dust
reddening
and distance



Compute
pixel fluxes



Convert to
pCMD

