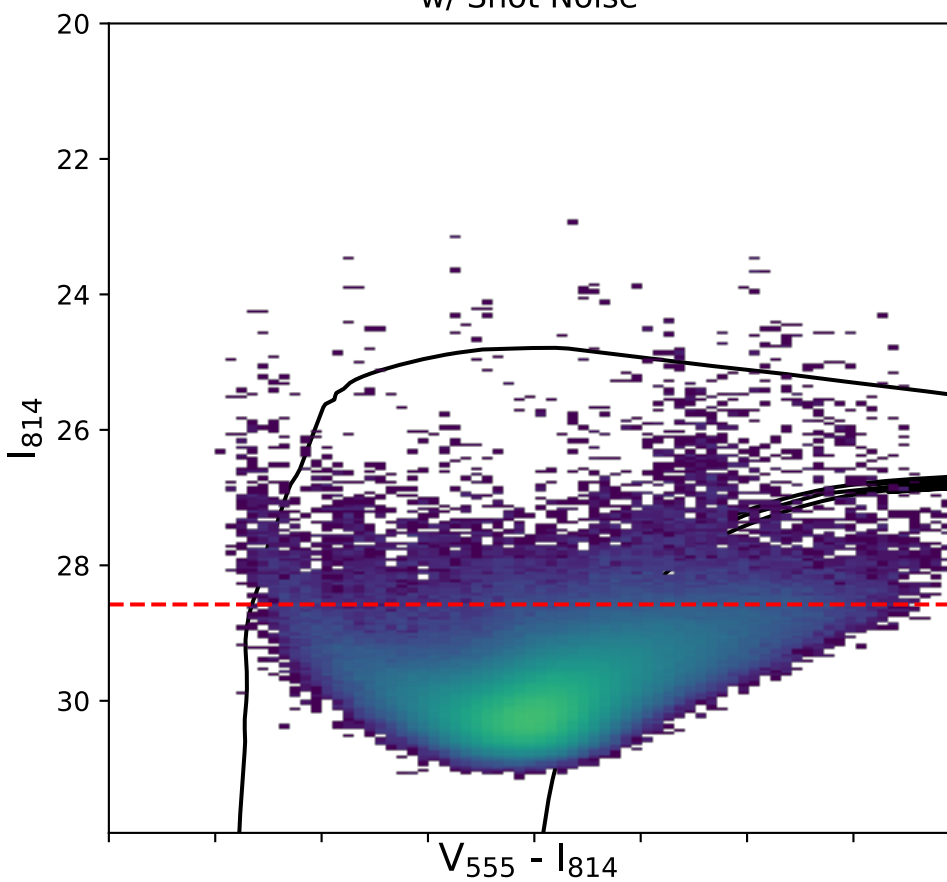
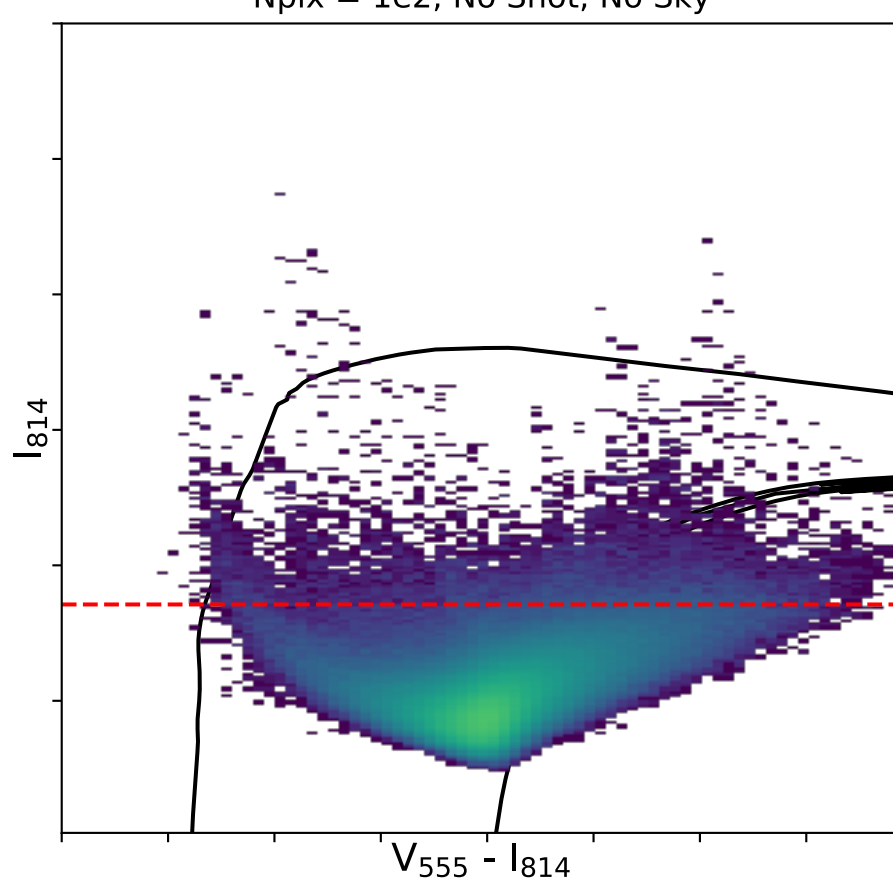


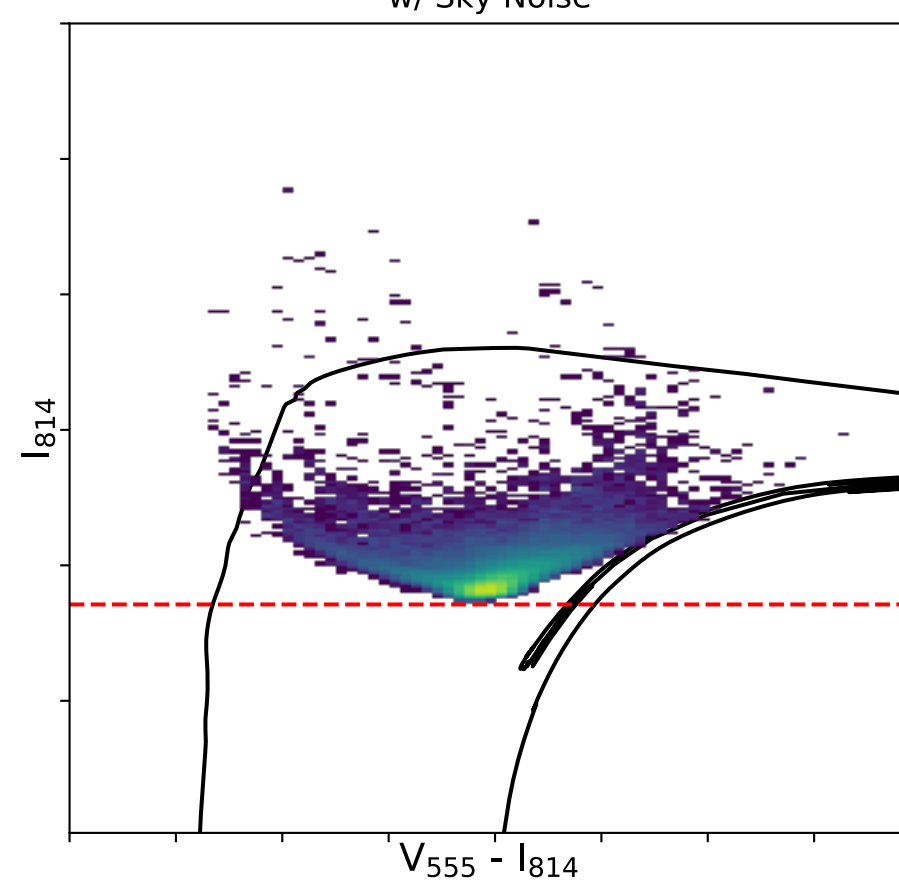
w/ Shot Noise



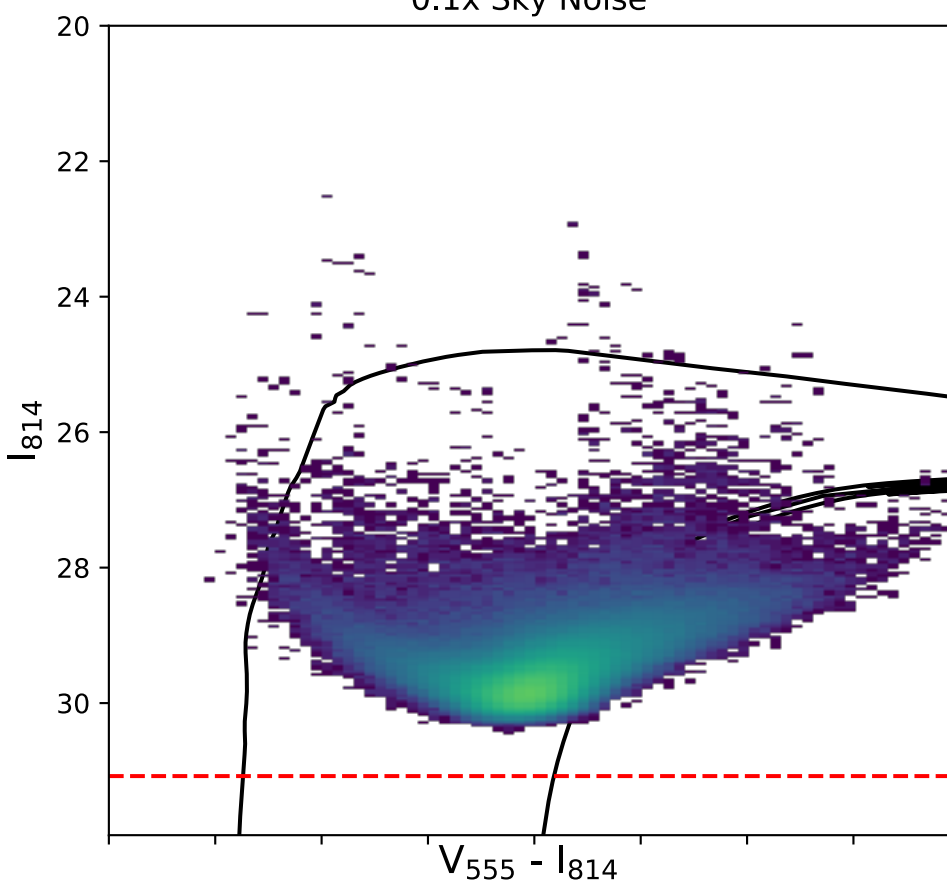
Npix = 1e2, No Shot, No Sky



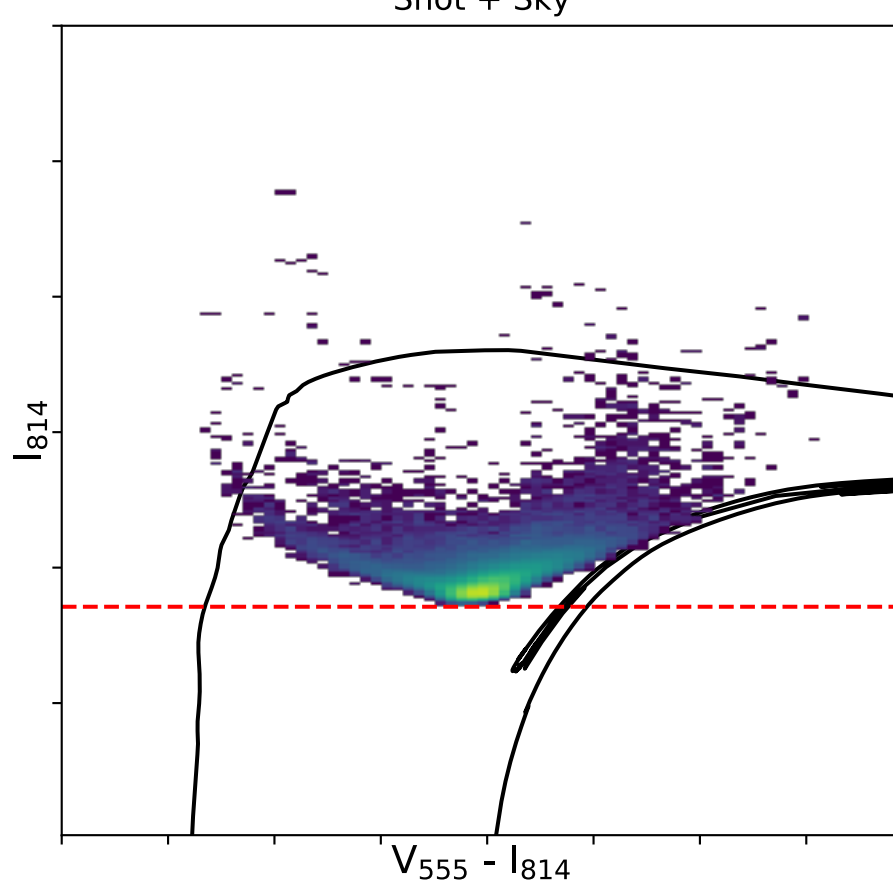
w/ Sky Noise



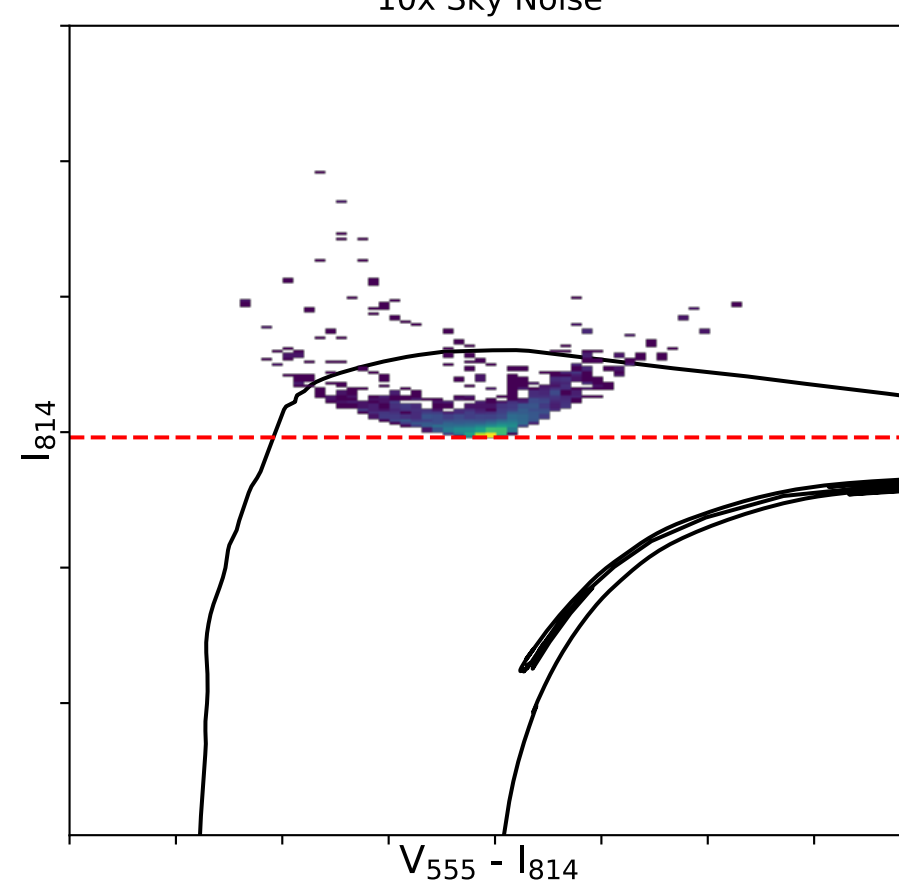
0.1x Sky Noise



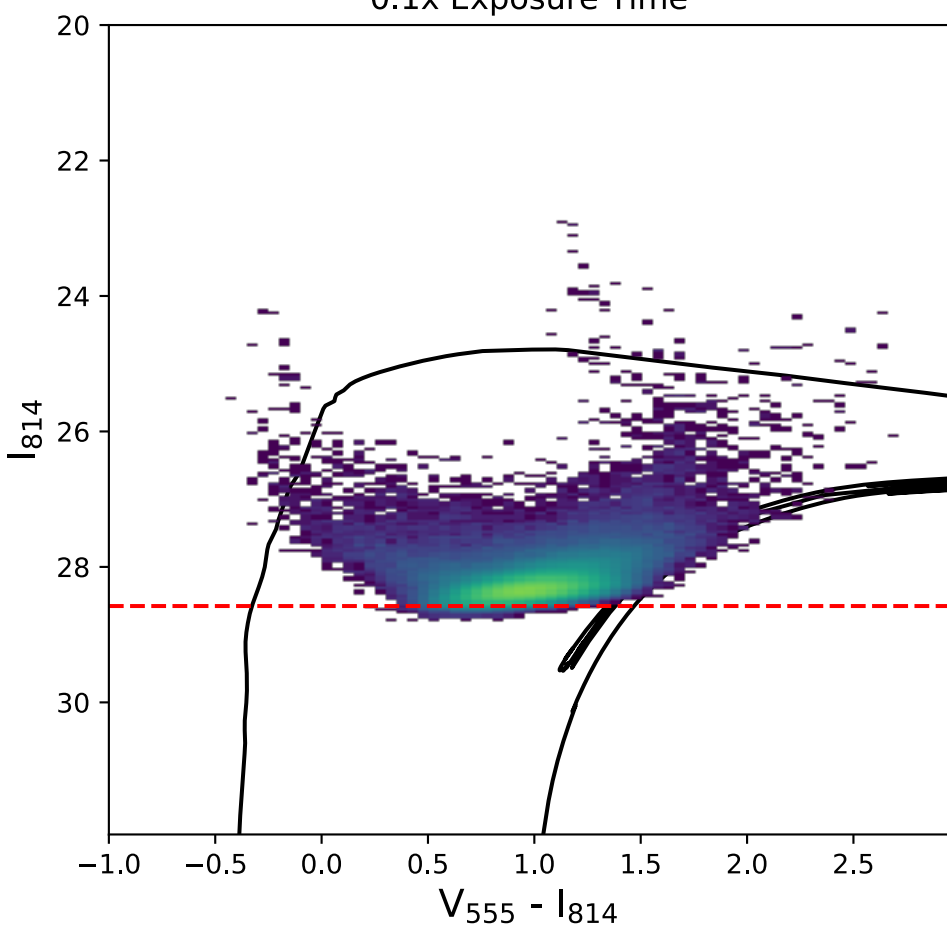
Shot + Sky



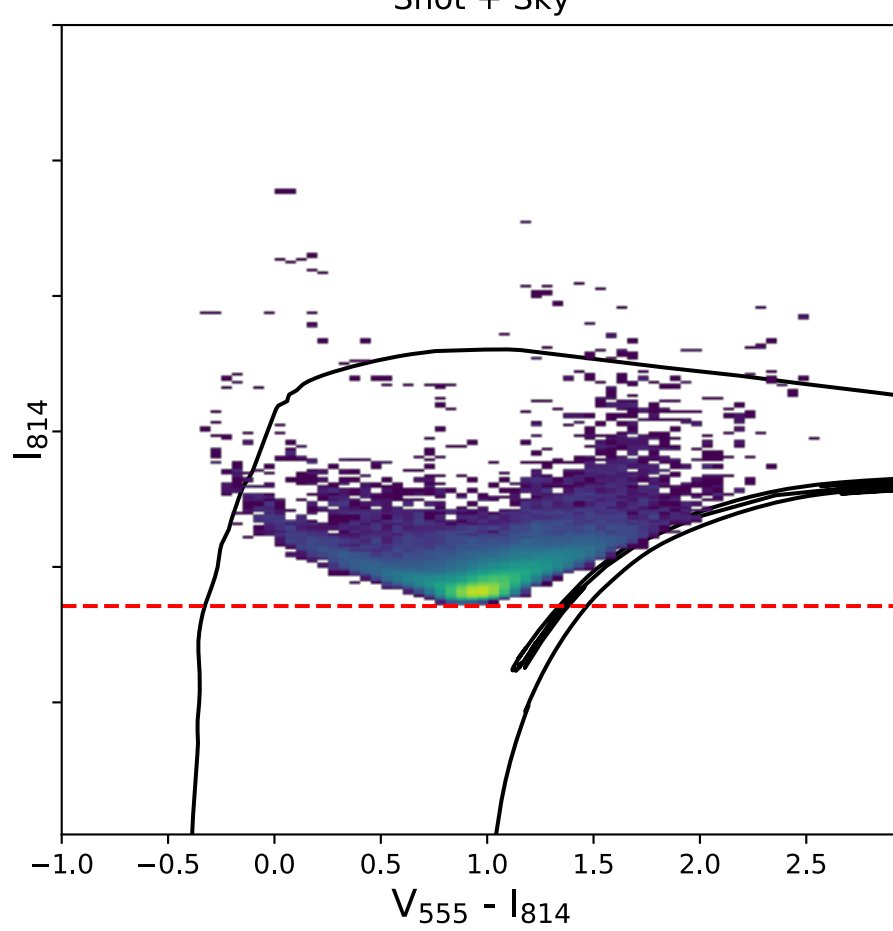
10x Sky Noise



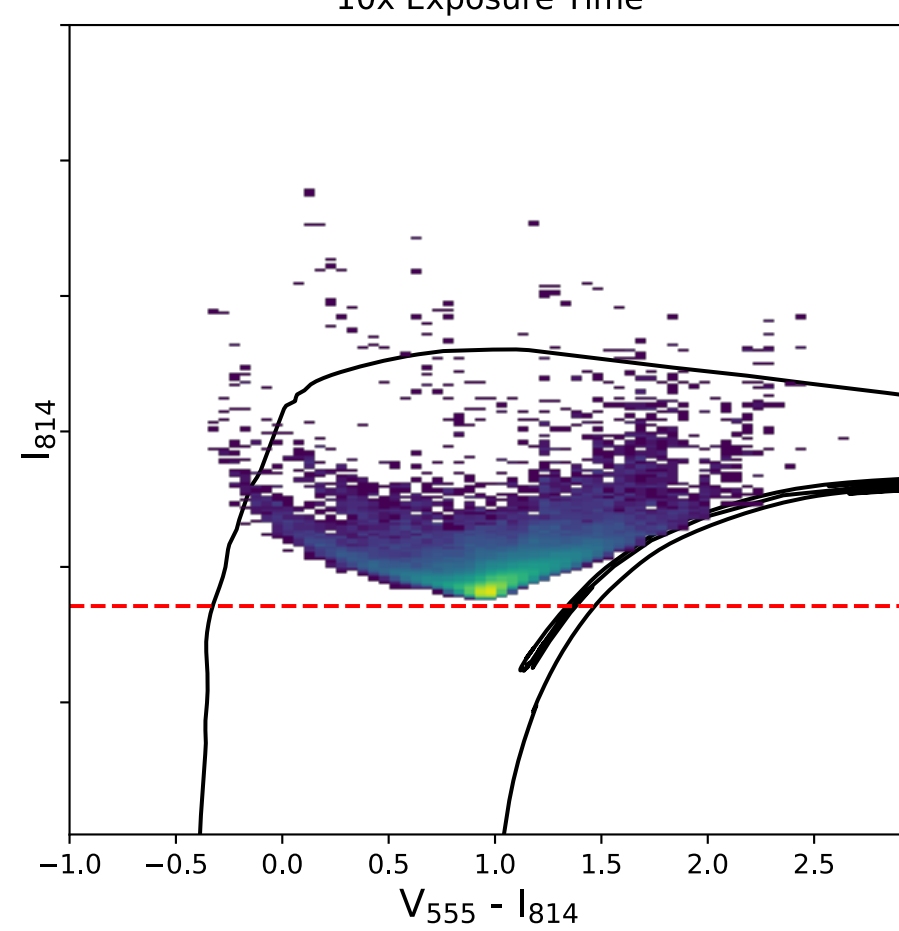
0.1x Exposure Time



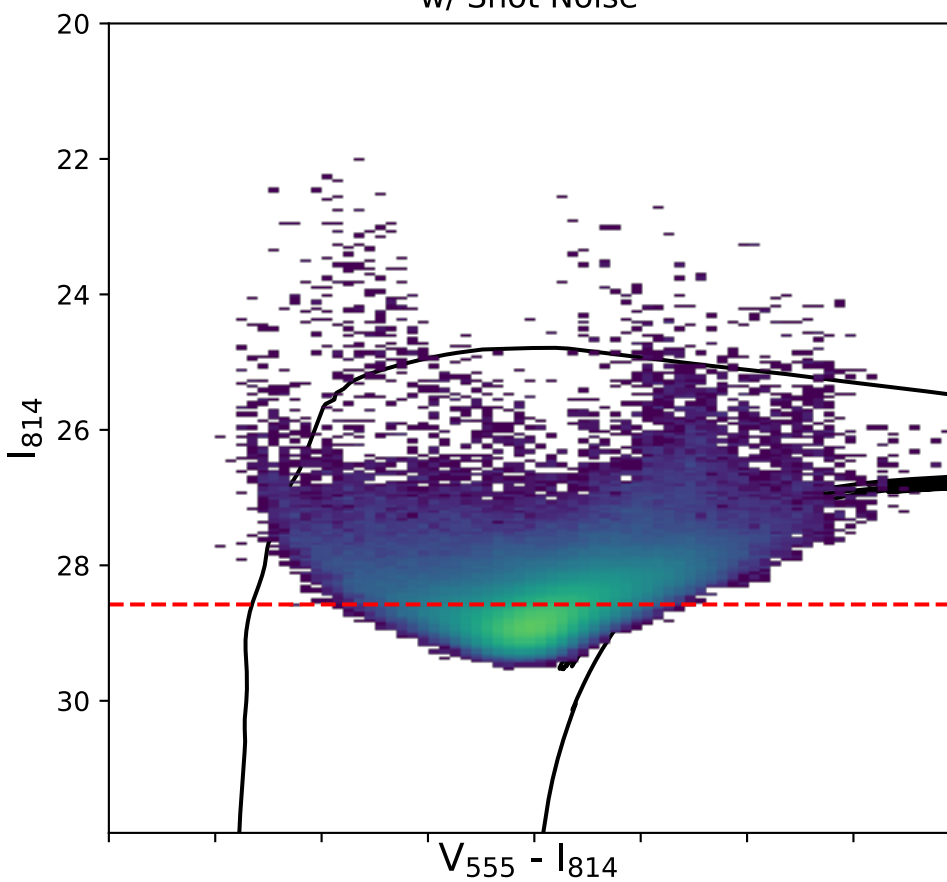
Shot + Sky



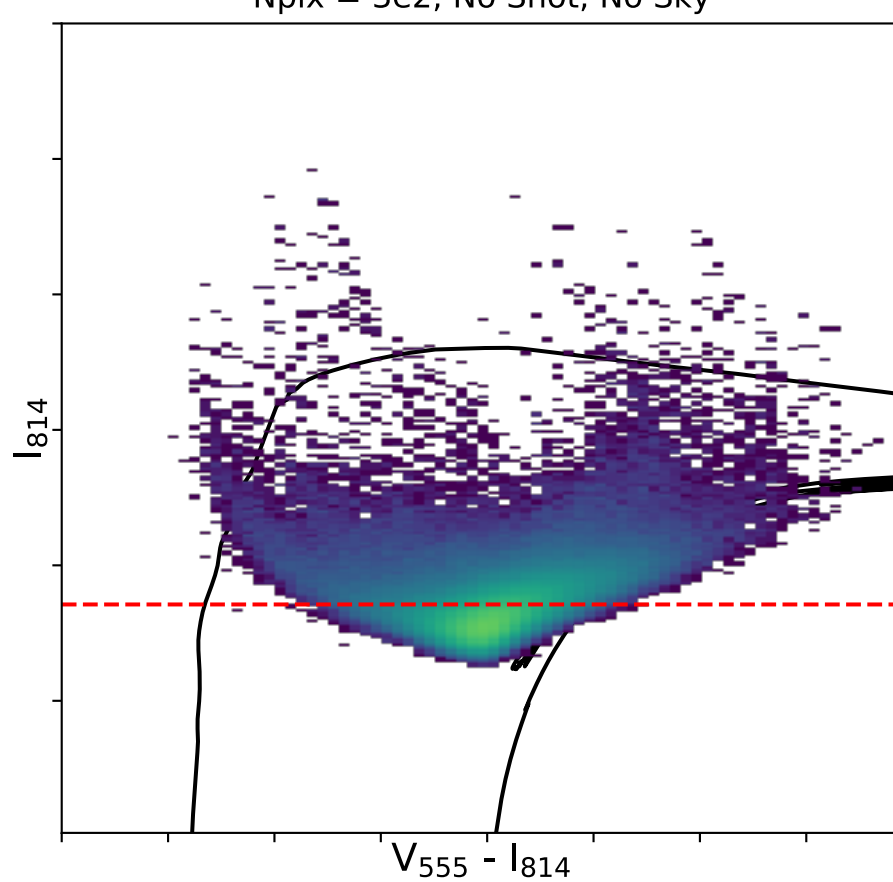
10x Exposure Time



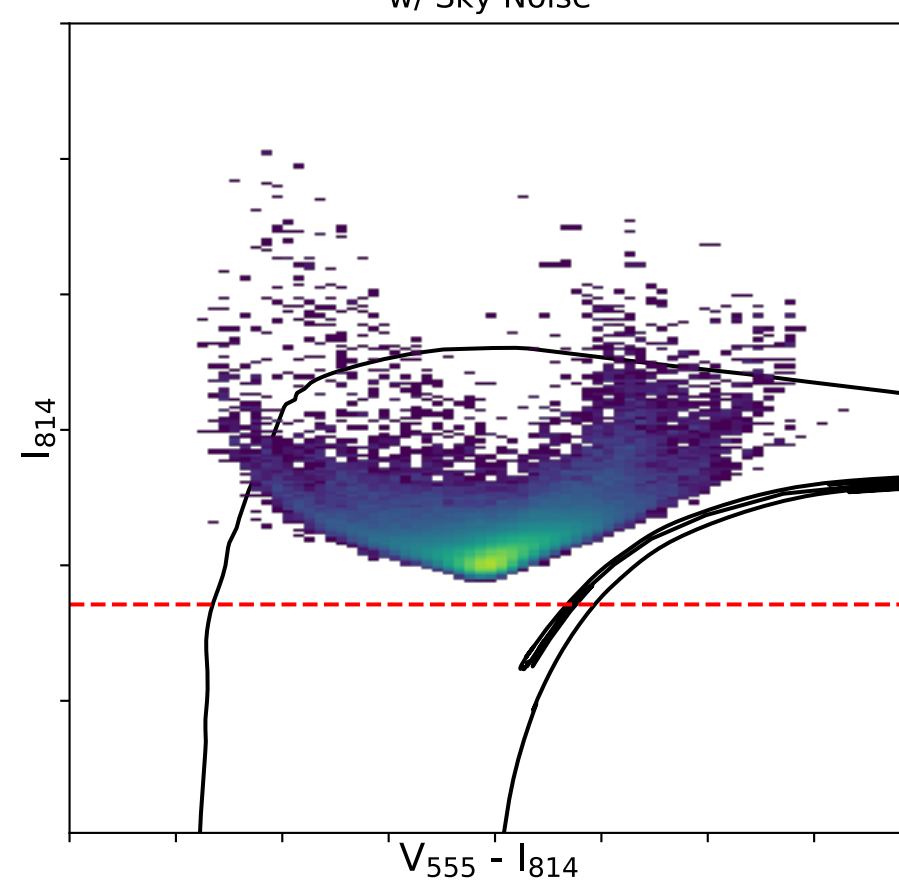
w/ Shot Noise



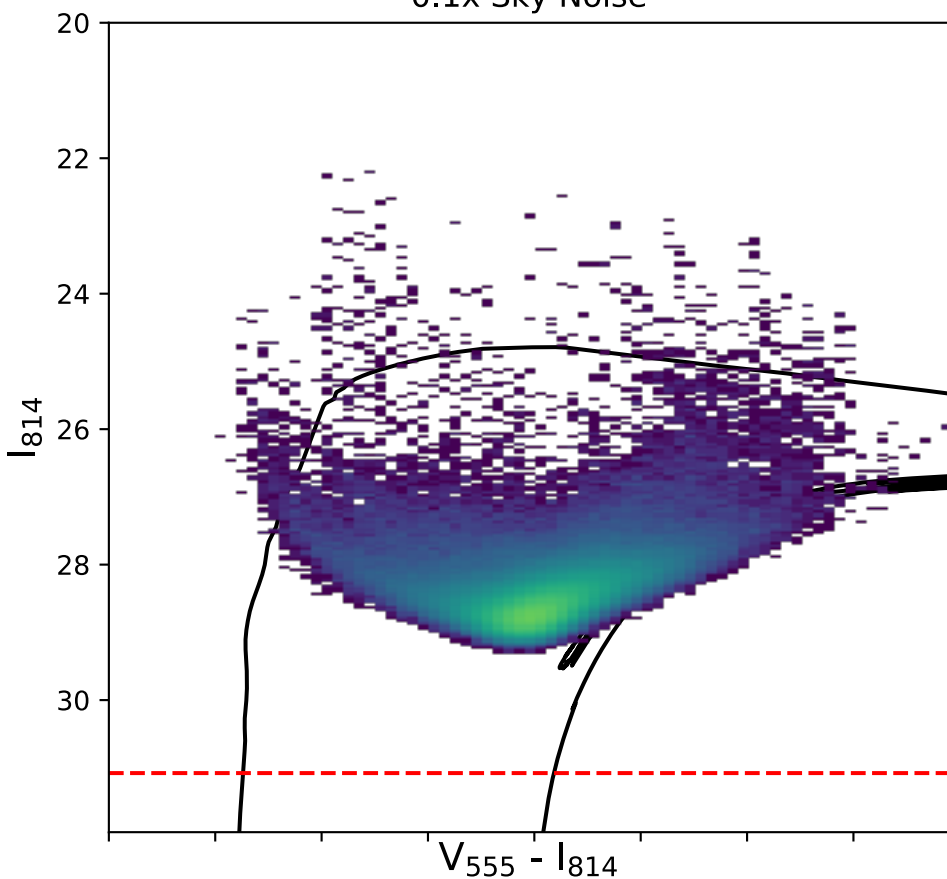
Npix = 3e2, No Shot, No Sky



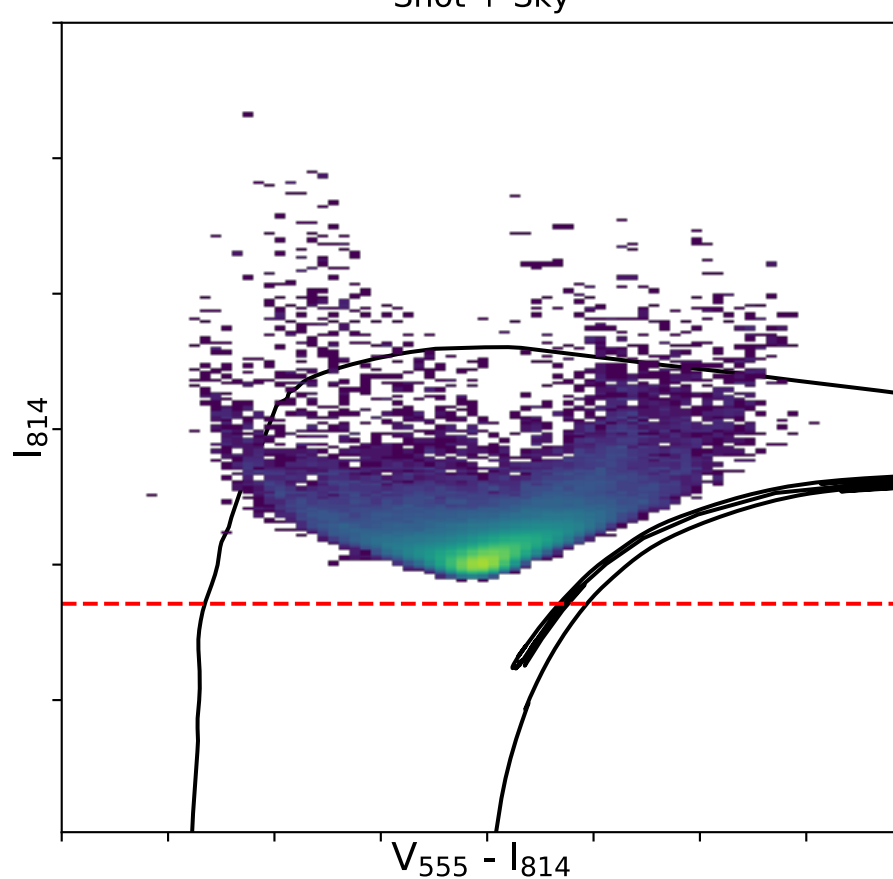
w/ Sky Noise



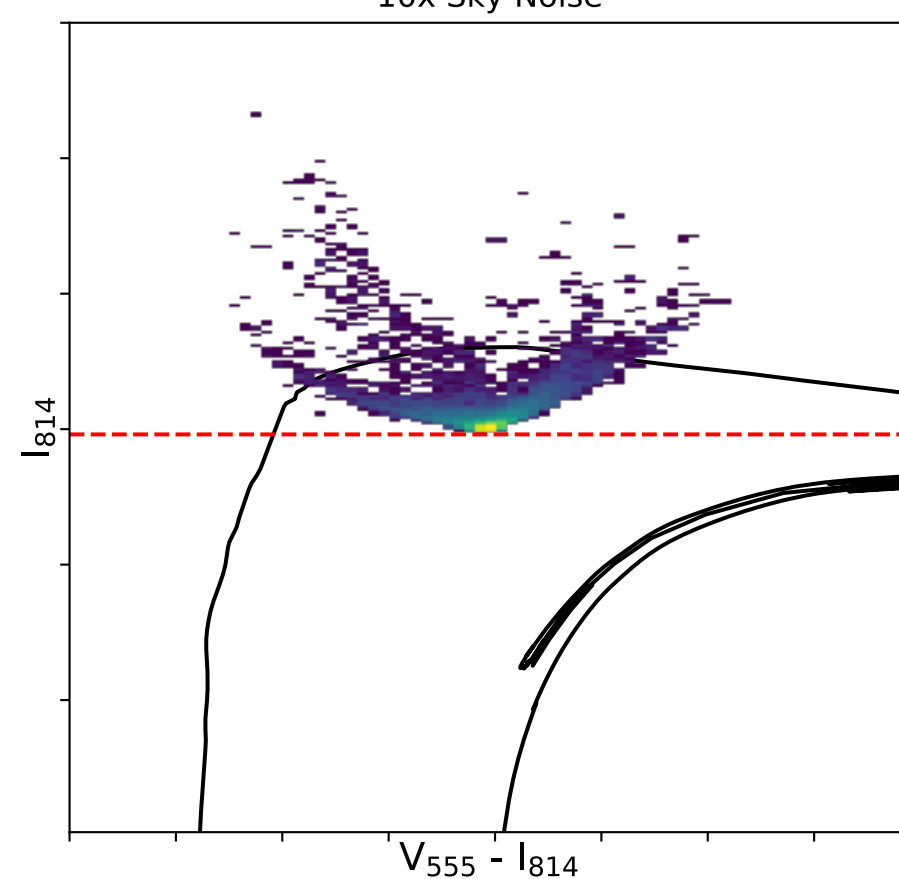
0.1x Sky Noise



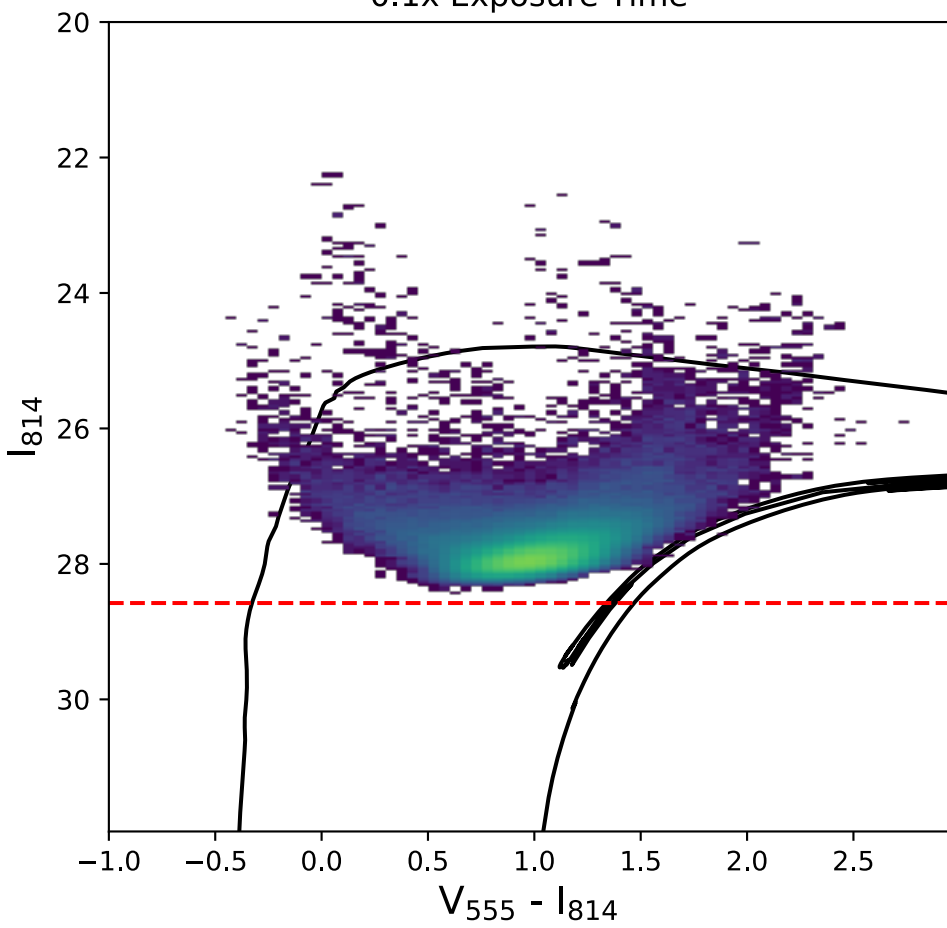
Shot + Sky



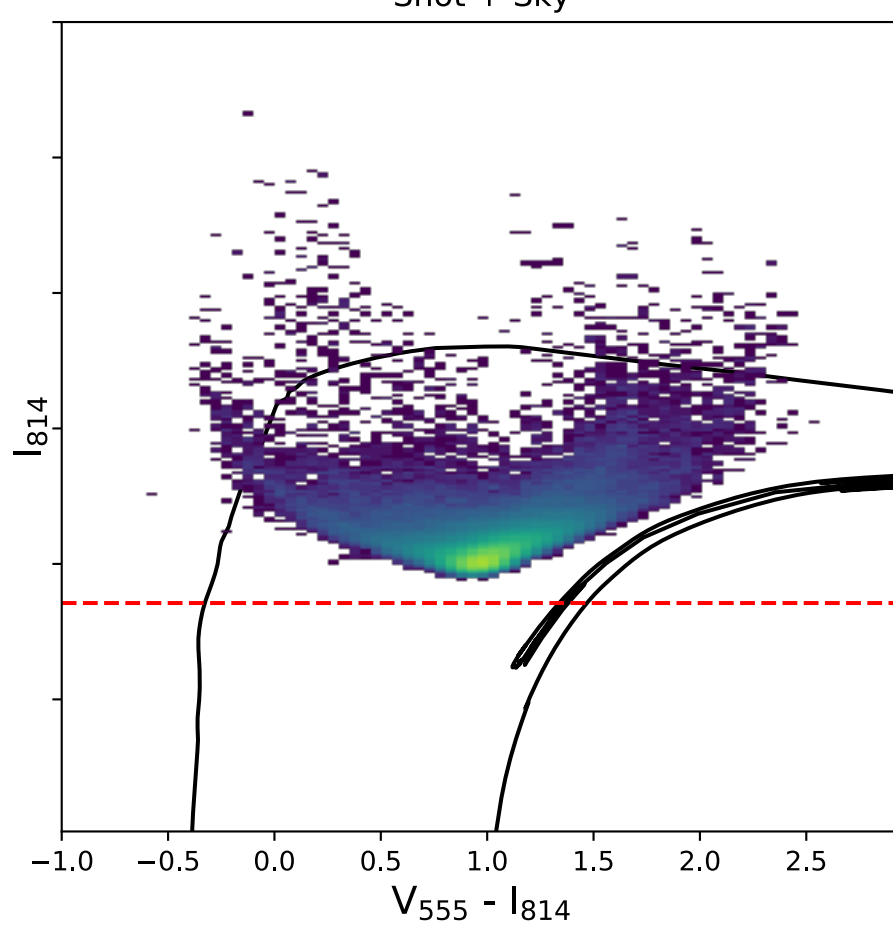
10x Sky Noise



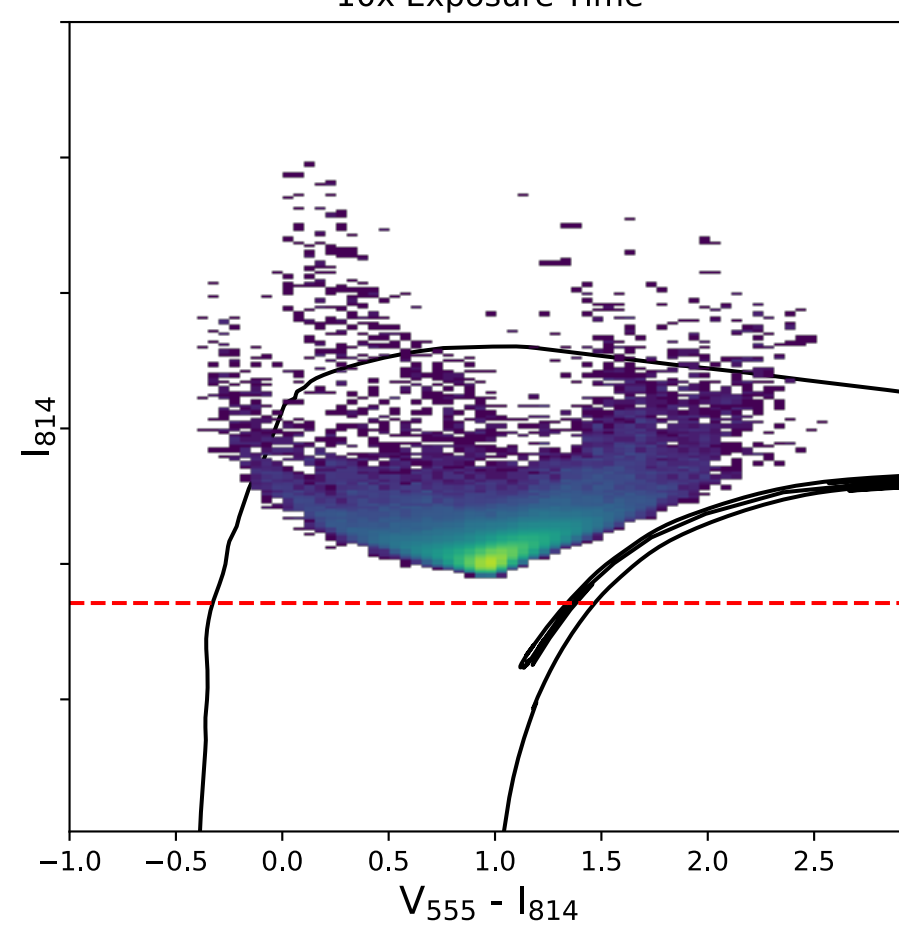
0.1x Exposure Time



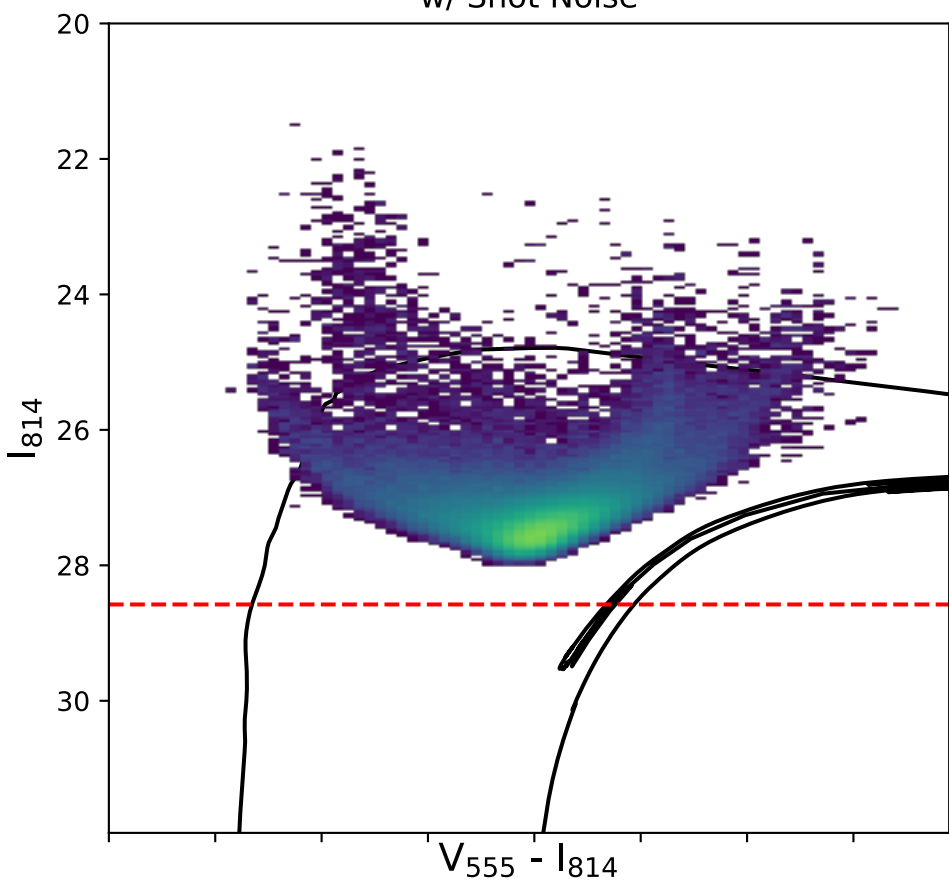
Shot + Sky



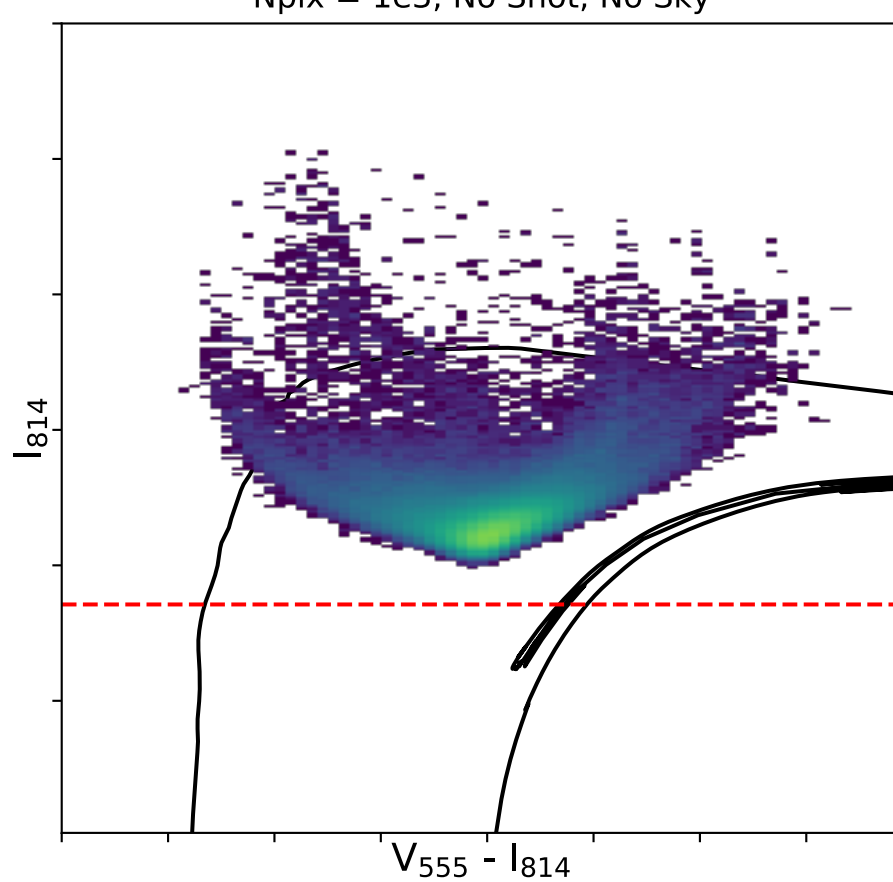
10x Exposure Time



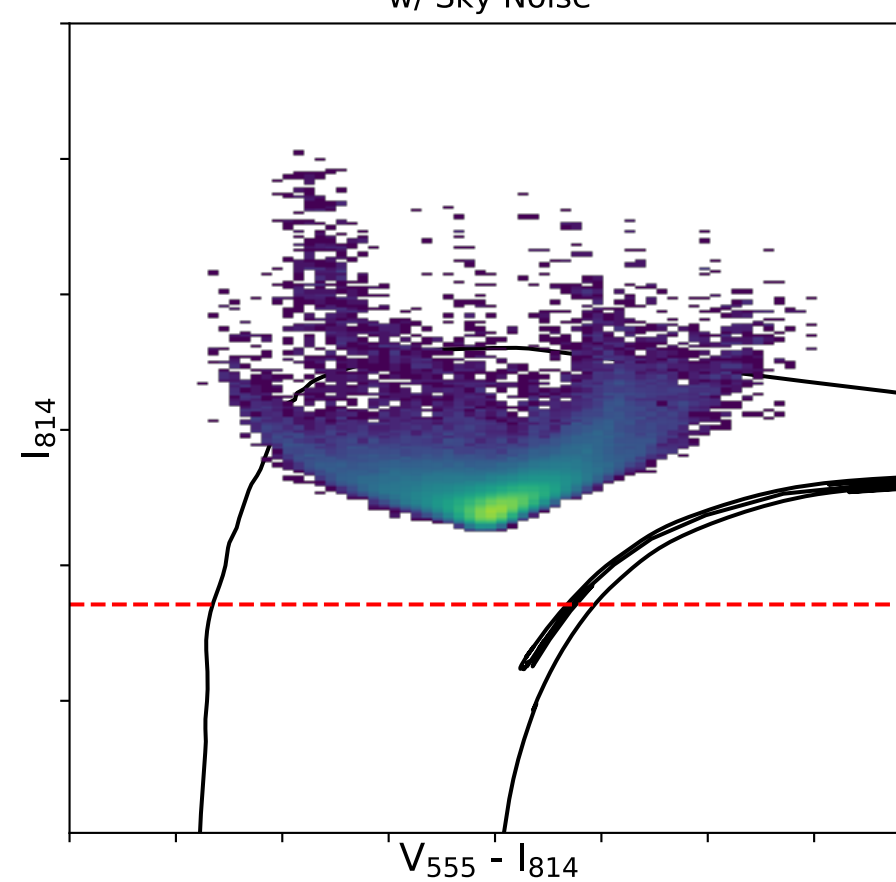
w/ Shot Noise



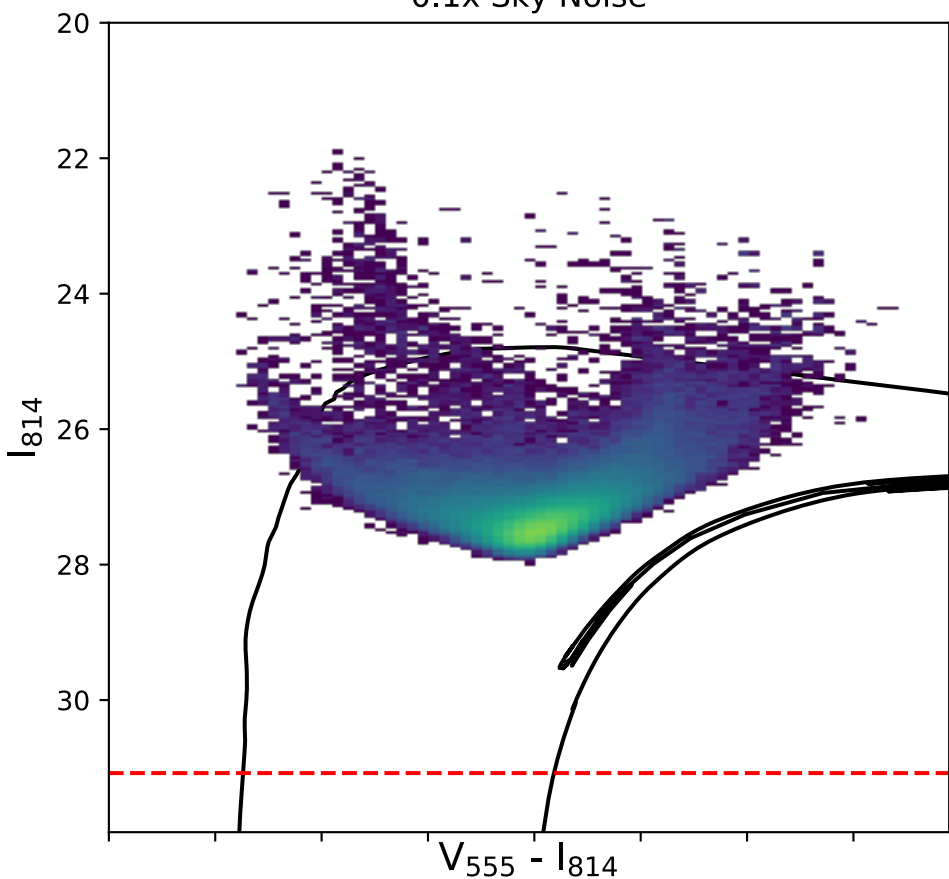
Npix = 1e3, No Shot, No Sky



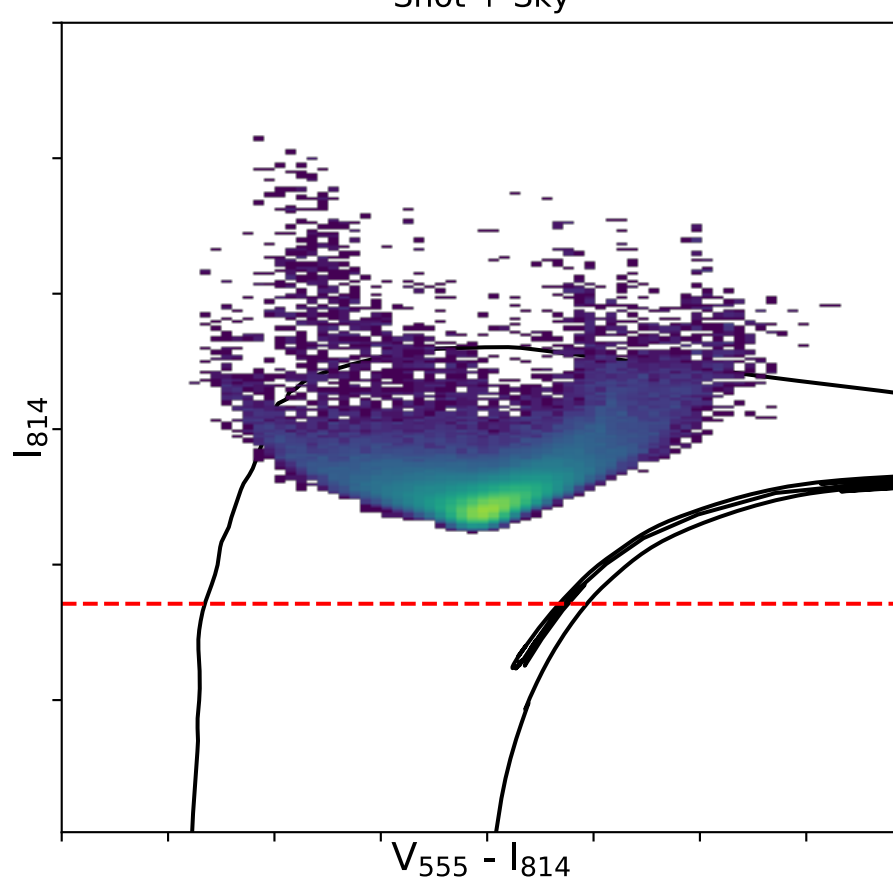
w/ Sky Noise



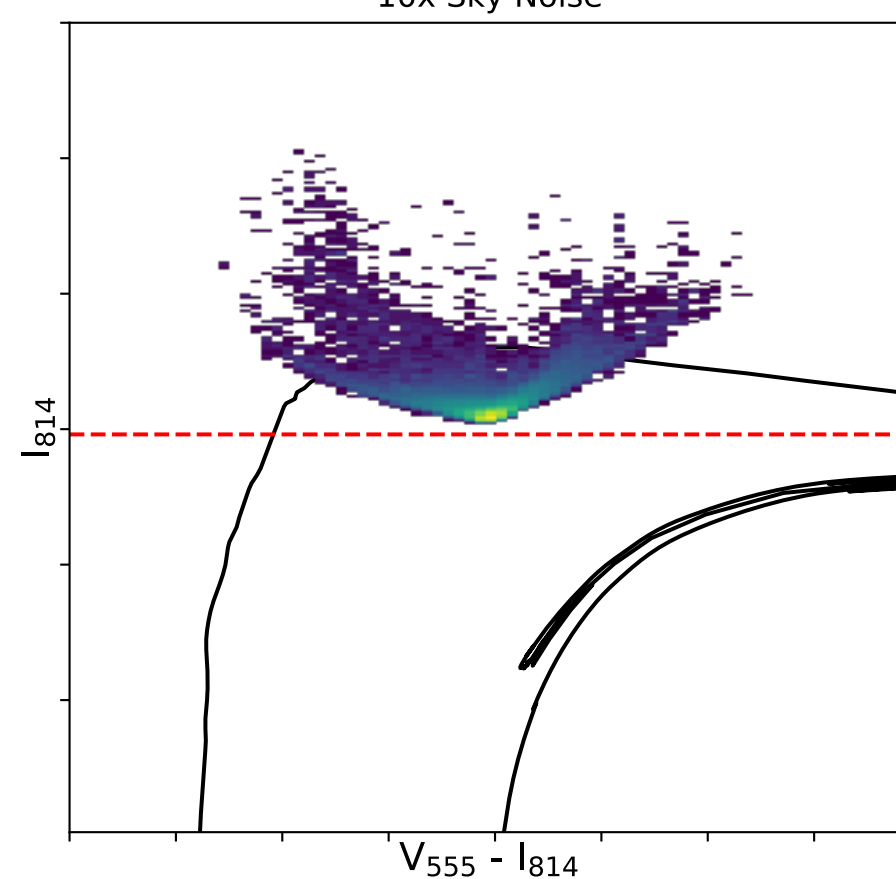
0.1x Sky Noise



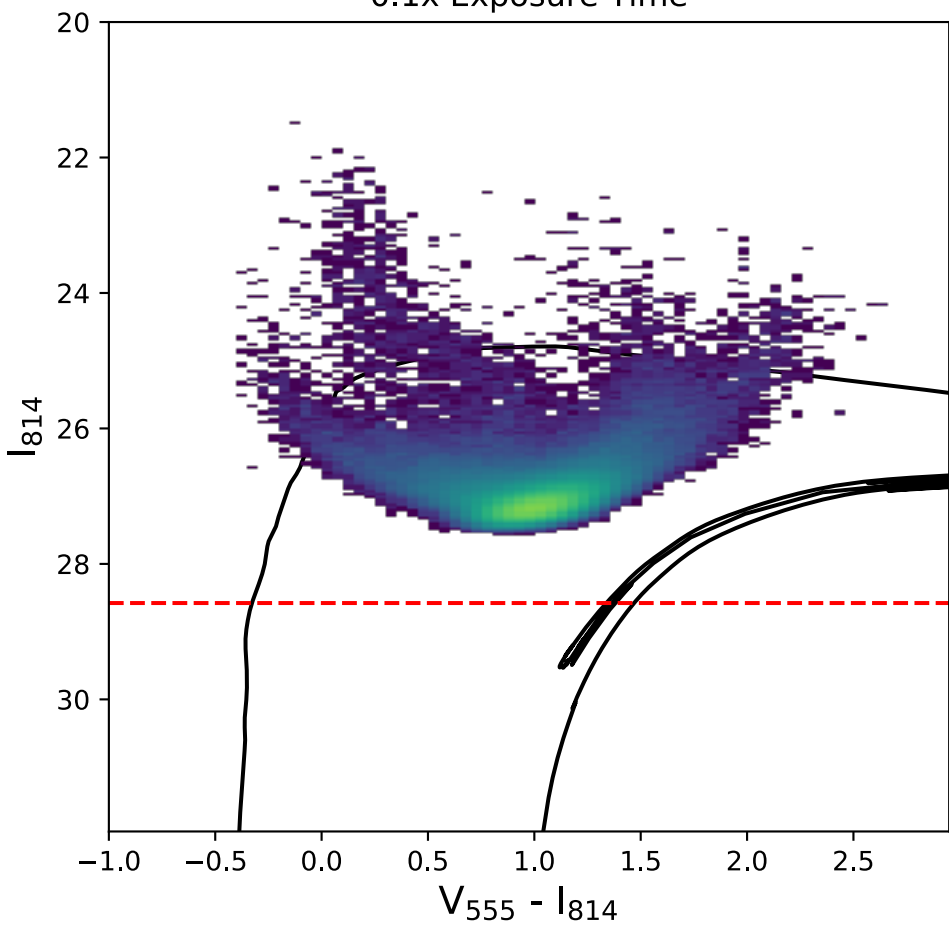
Shot + Sky



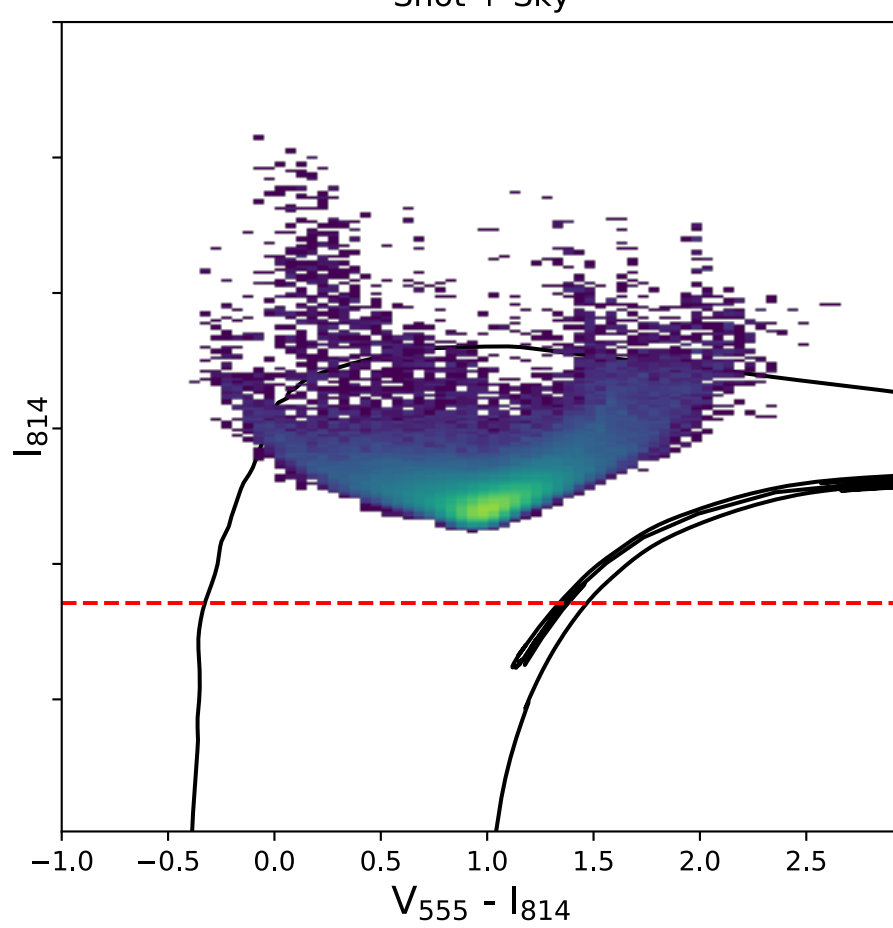
10x Sky Noise



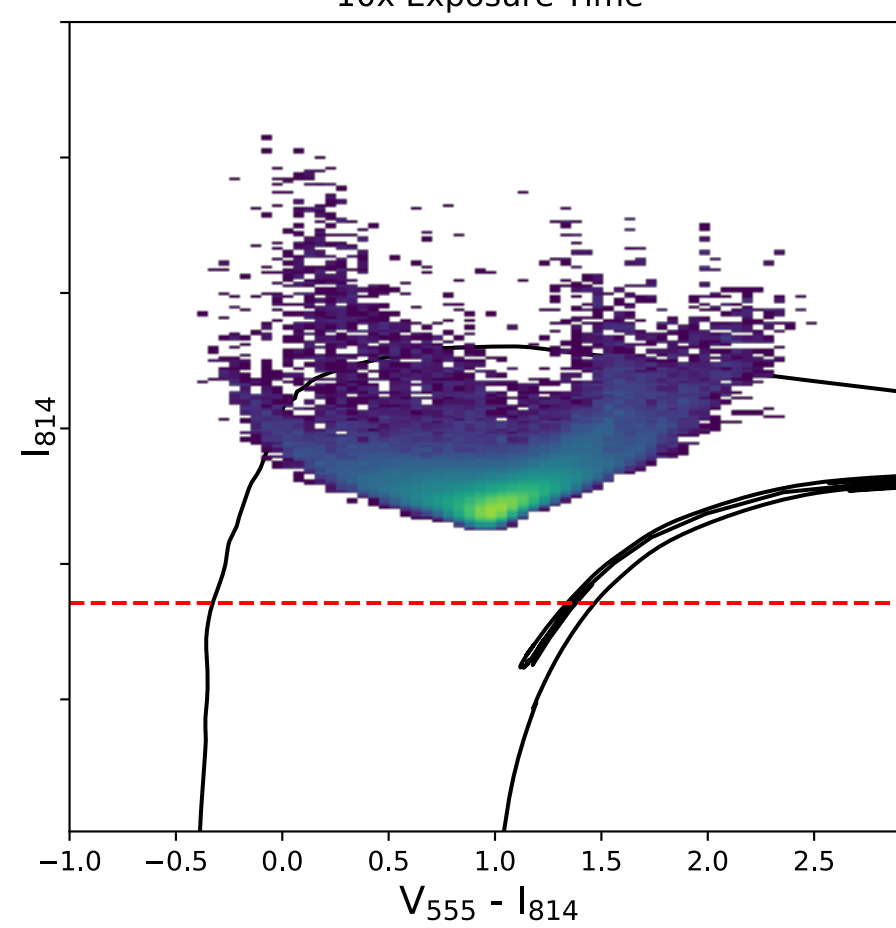
0.1x Exposure Time



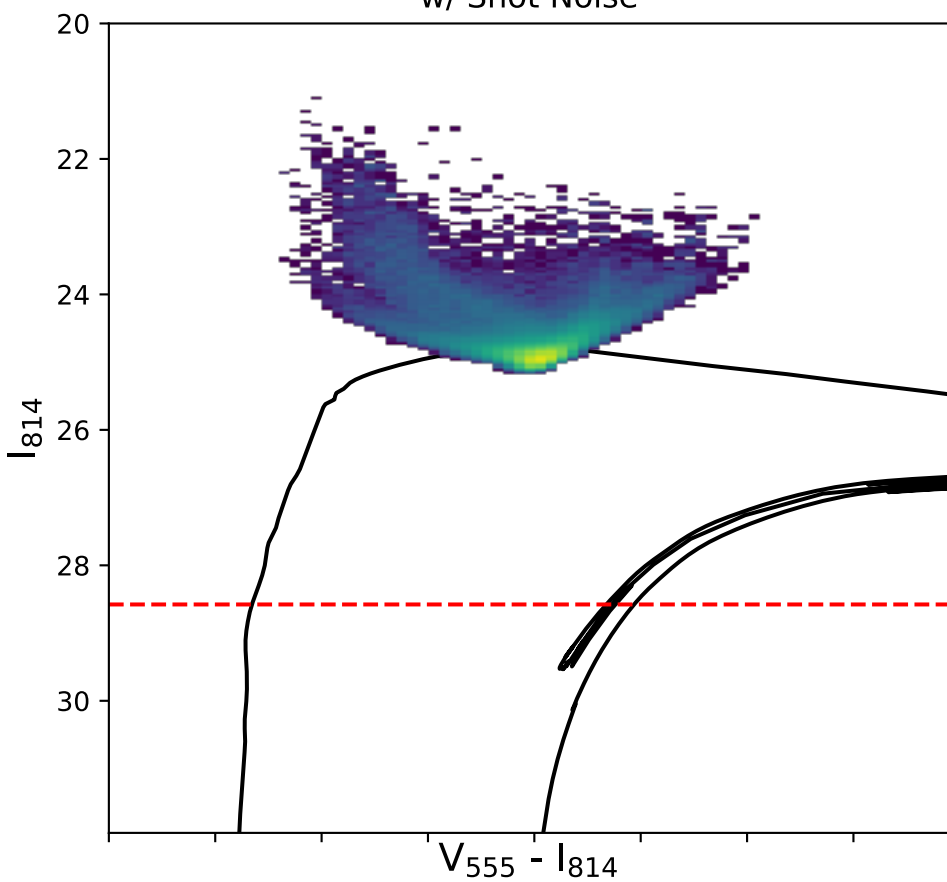
Shot + Sky



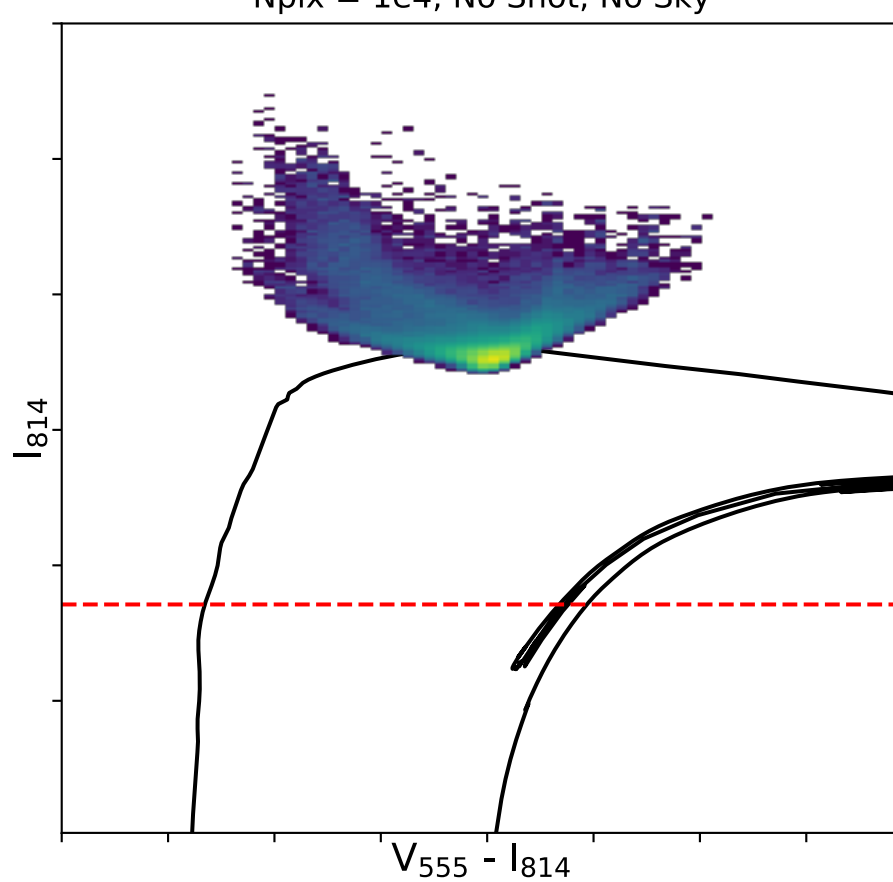
10x Exposure Time



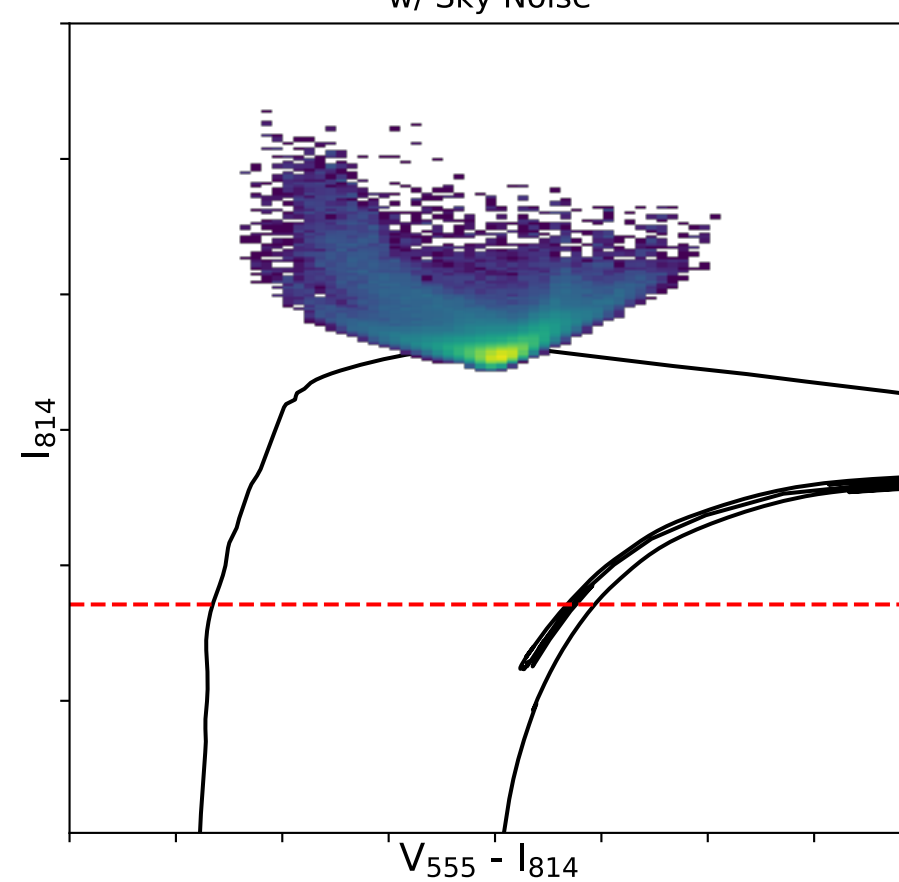
w/ Shot Noise



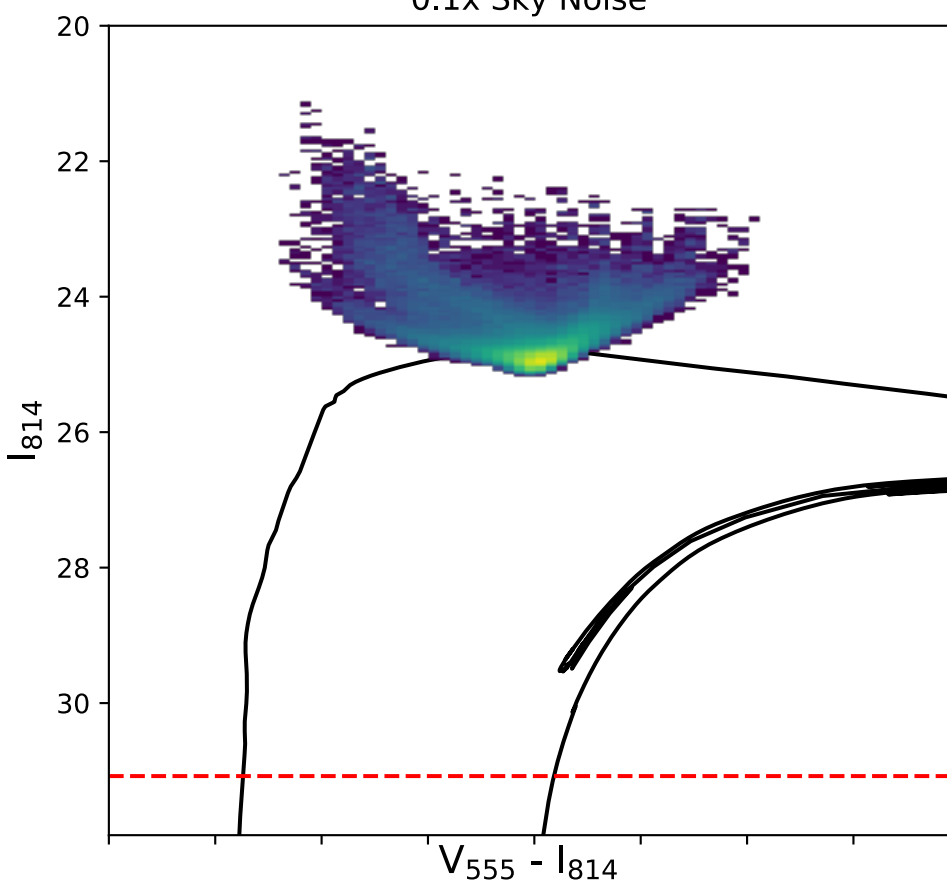
Npix = 1e4, No Shot, No Sky



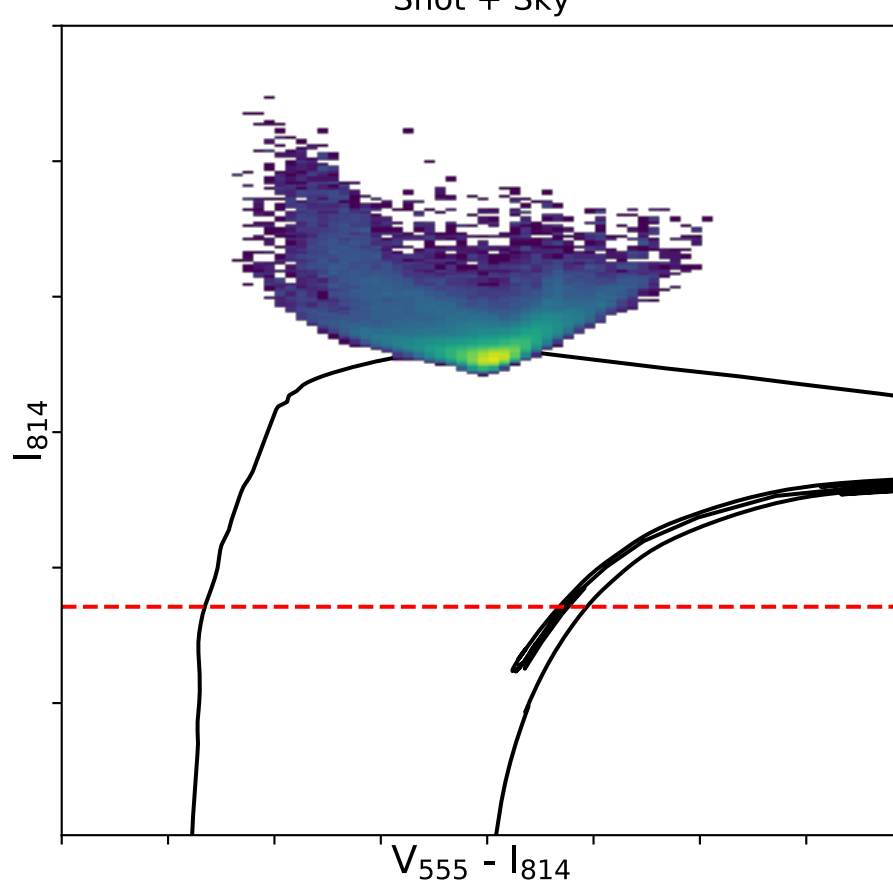
w/ Sky Noise



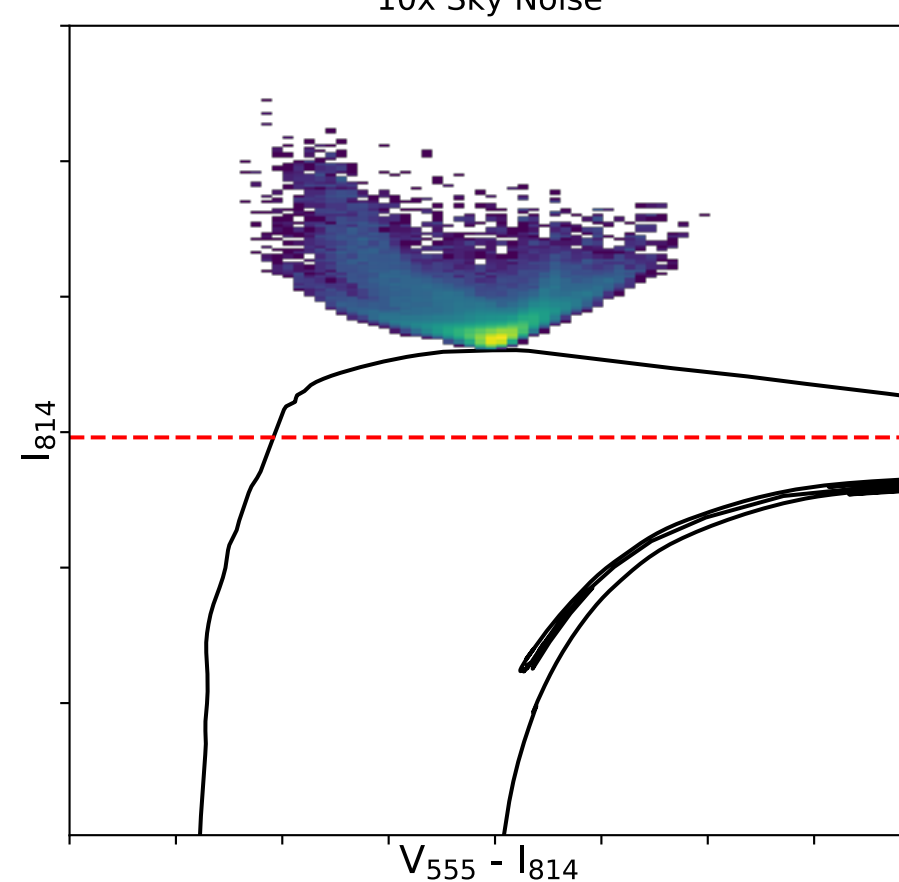
0.1x Sky Noise



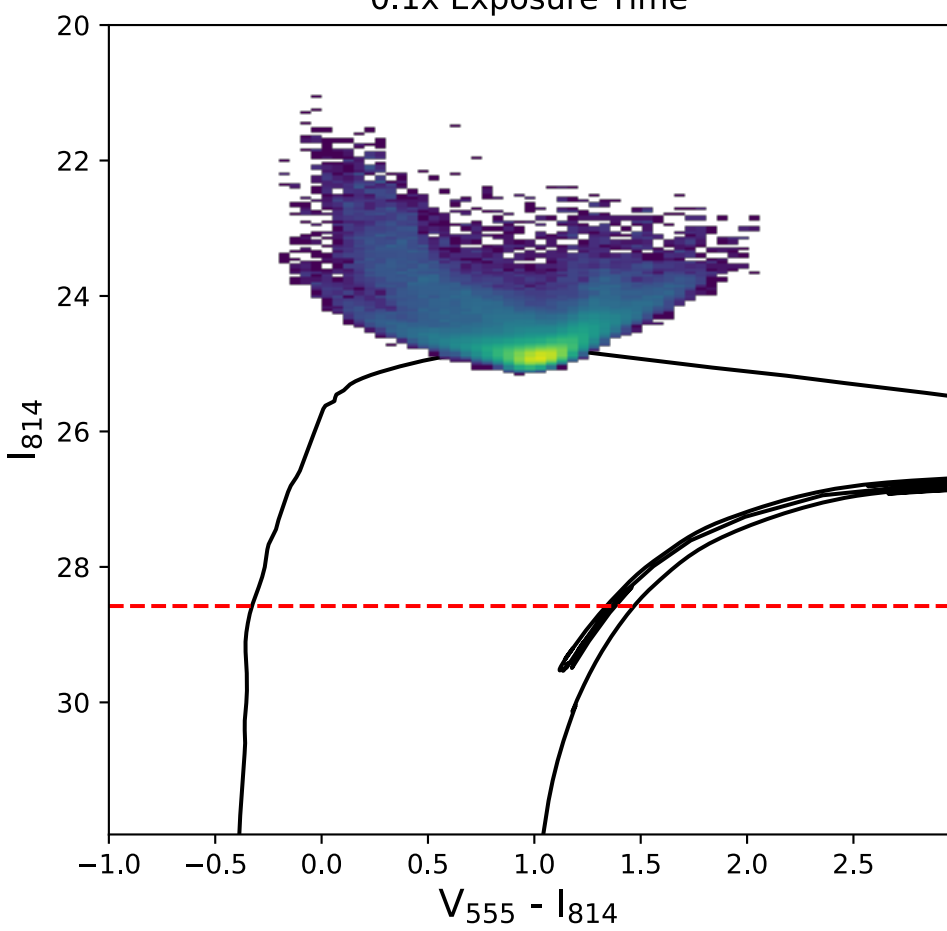
Shot + Sky



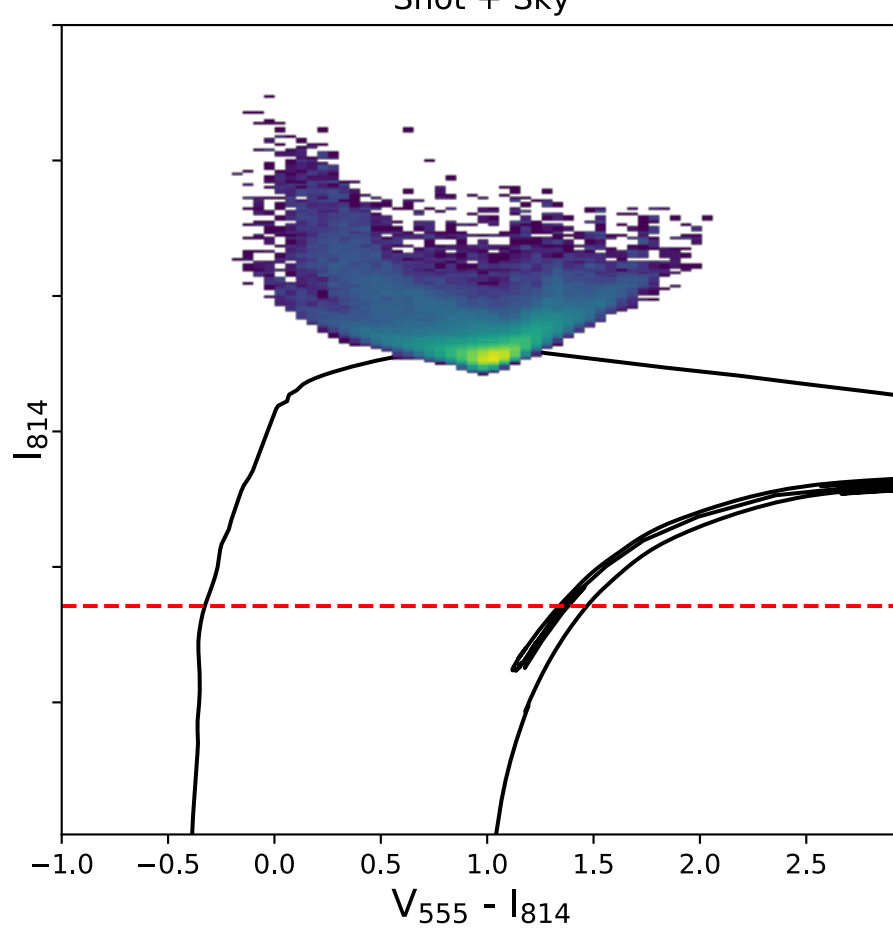
10x Sky Noise



0.1x Exposure Time



Shot + Sky



10x Exposure Time

