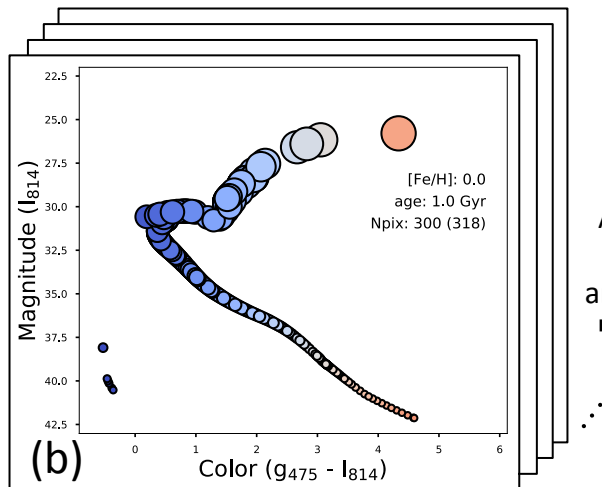
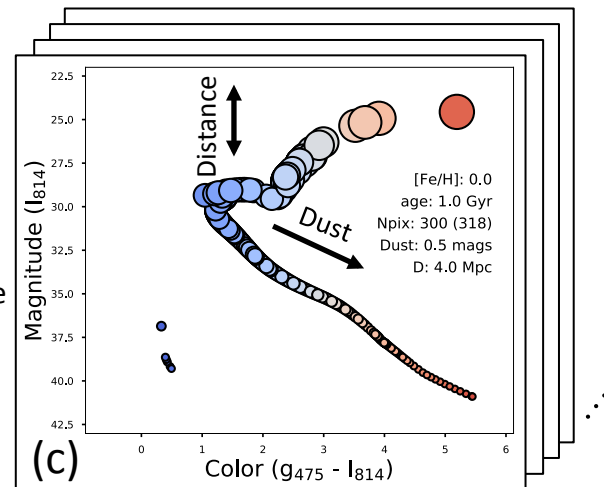


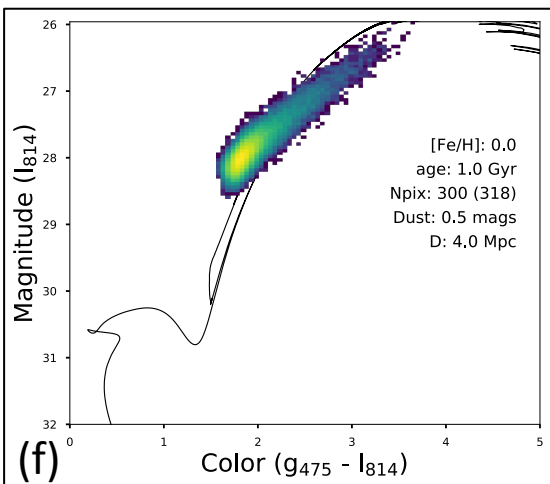
Sample  
isochrone  
many times



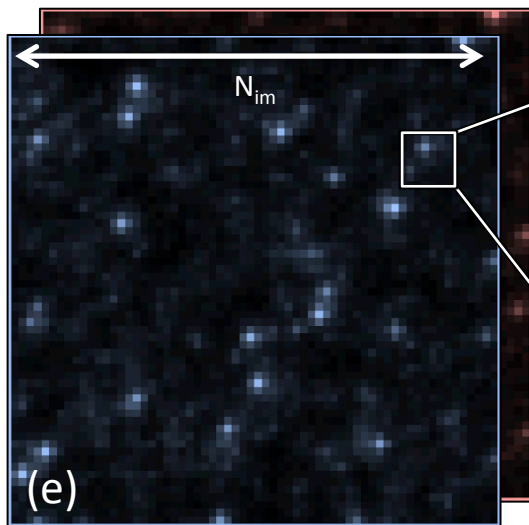
Apply dust  
reddening  
and distance



Compute  
pixel fluxes



Convert to  
pCMD



Apply PSF  
and noise

