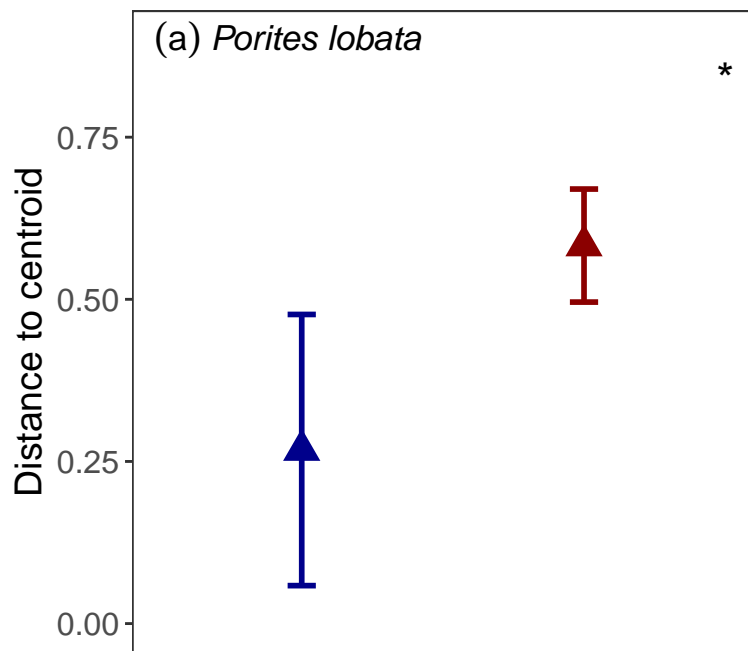


Low disturbance



High disturbance

