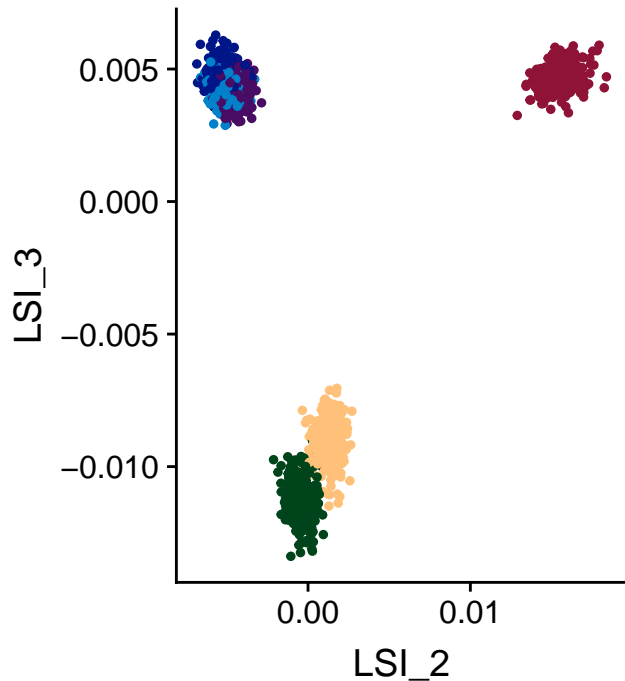


clean – simulated



noisy – simulated

