Source

Add noise
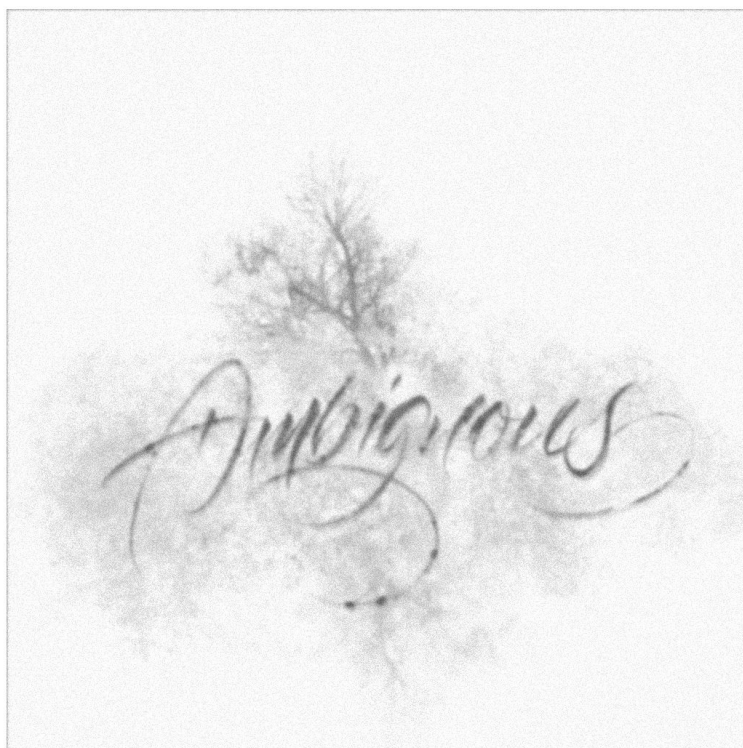
$$(rand() - 0.5) * 0.25$$

Recovery (c = 0.01)