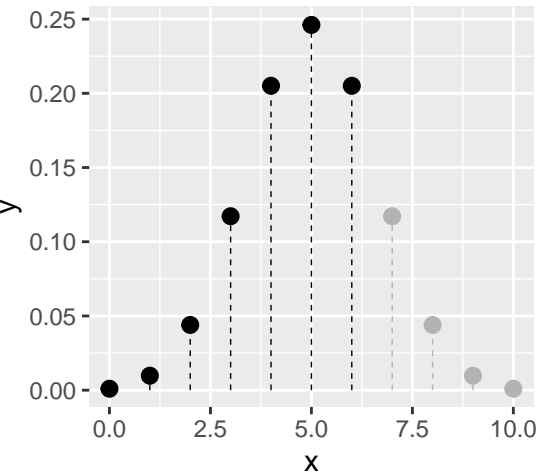


$p = 0.8$



shade\_hdr = 0.8

