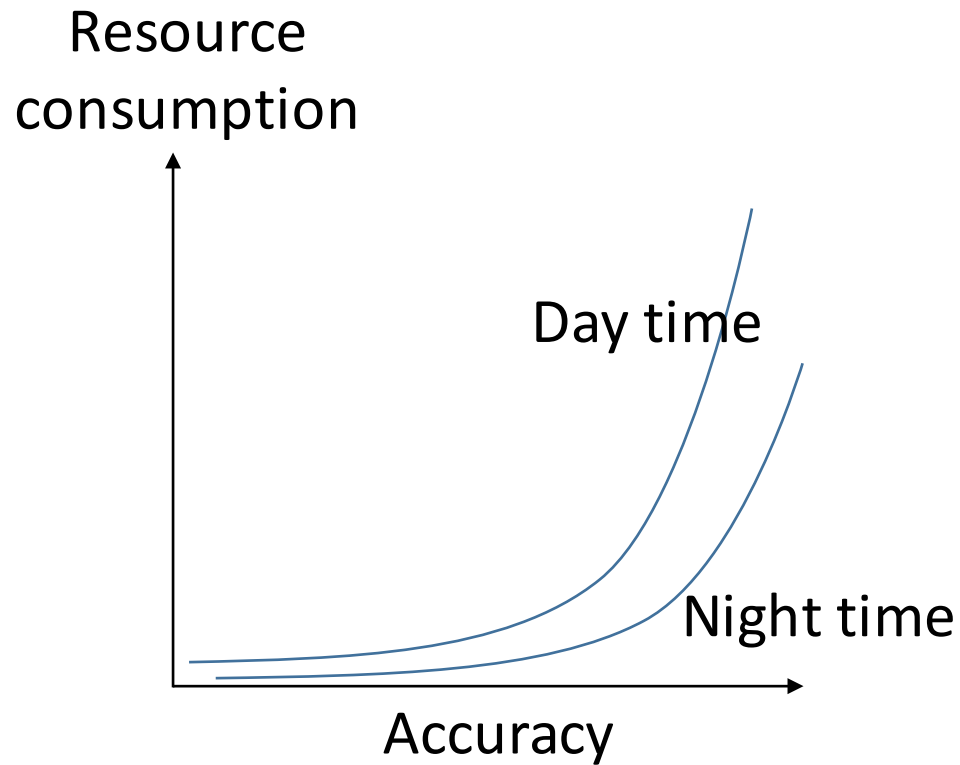


(a) Impact of object speed



(b) Impact of brightness