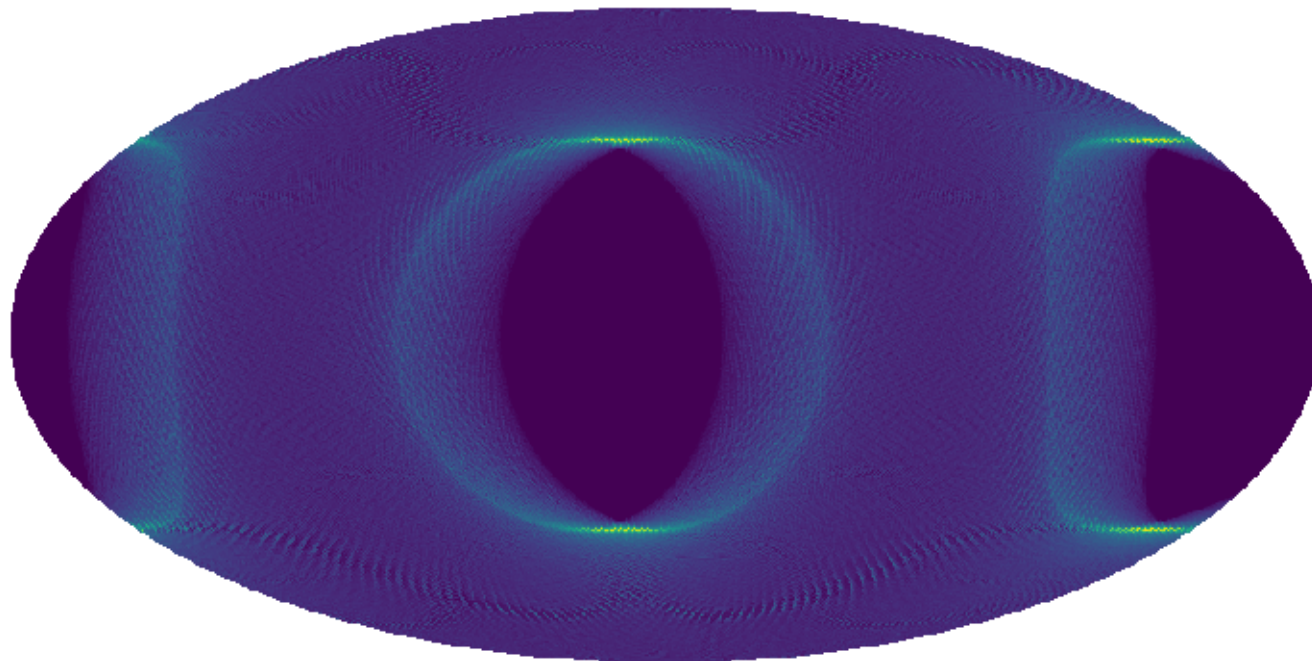


Hit map



Noise map

