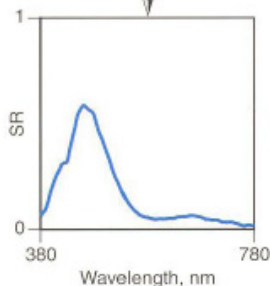
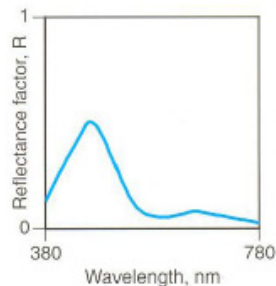
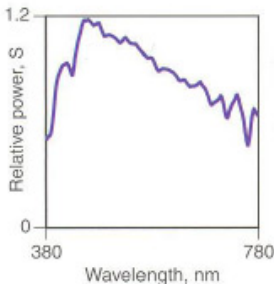
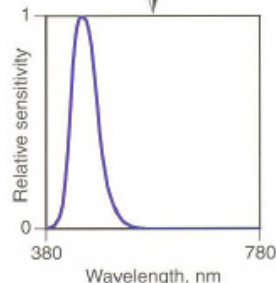
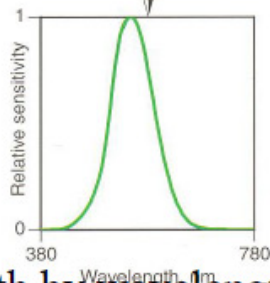
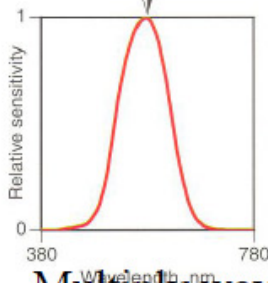


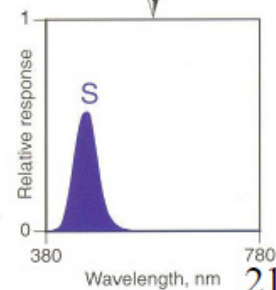
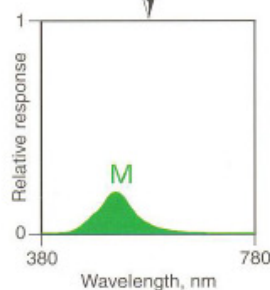
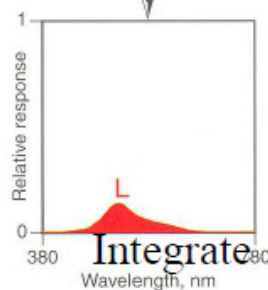
Light reflectance
multiply



Cone responses



Multiply wavelength by wavelength



Integrate