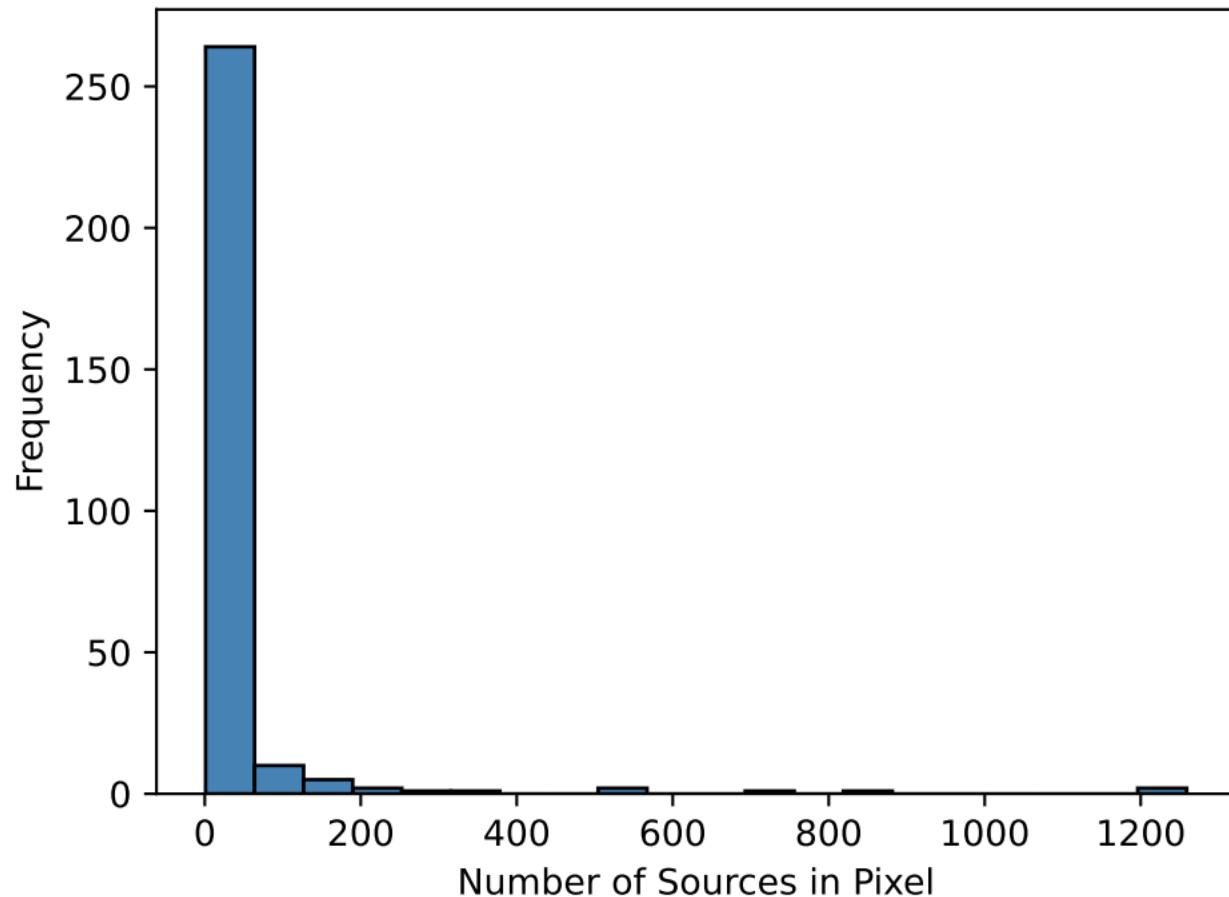


Sources per Pixel



HDR Fraction per Pixel

