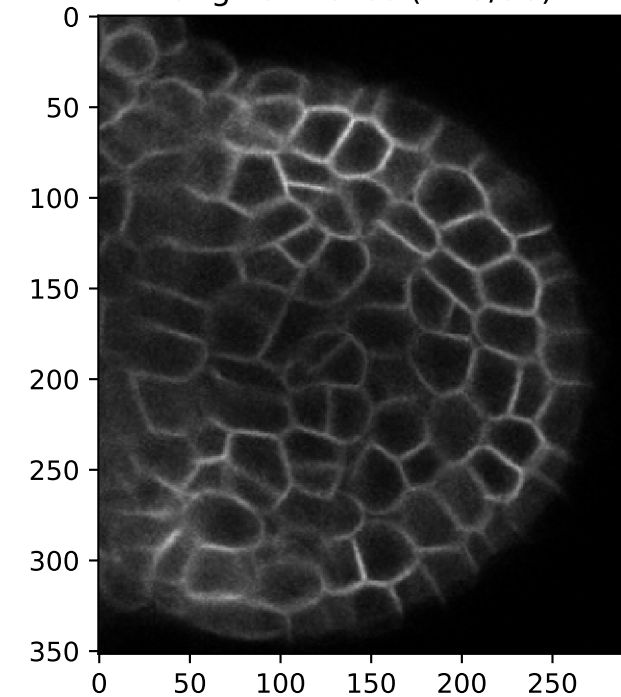
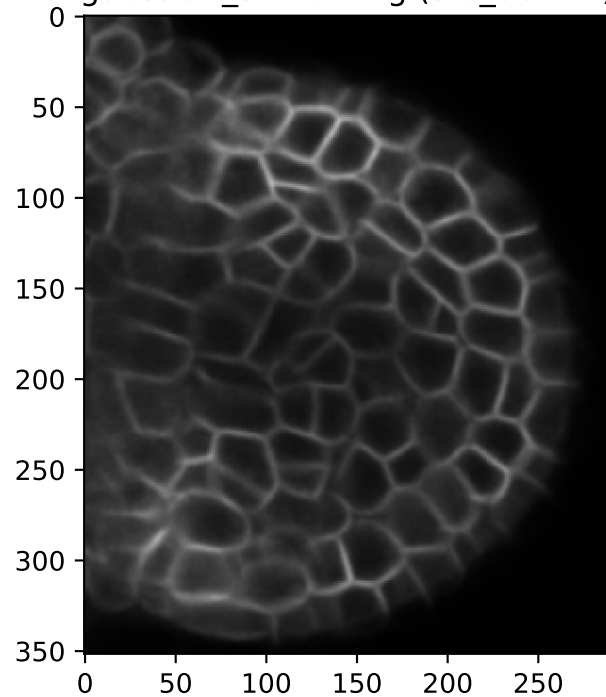


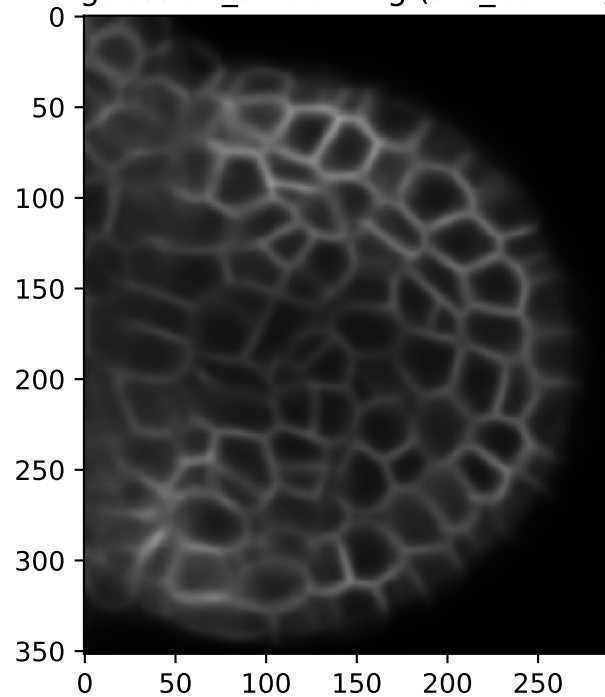
original z-slice (z 25/50)



gaussian_smoothing (std_dev=1)



gaussian_smoothing (std_dev=2)



gaussian_smoothing (std_dev=3)

