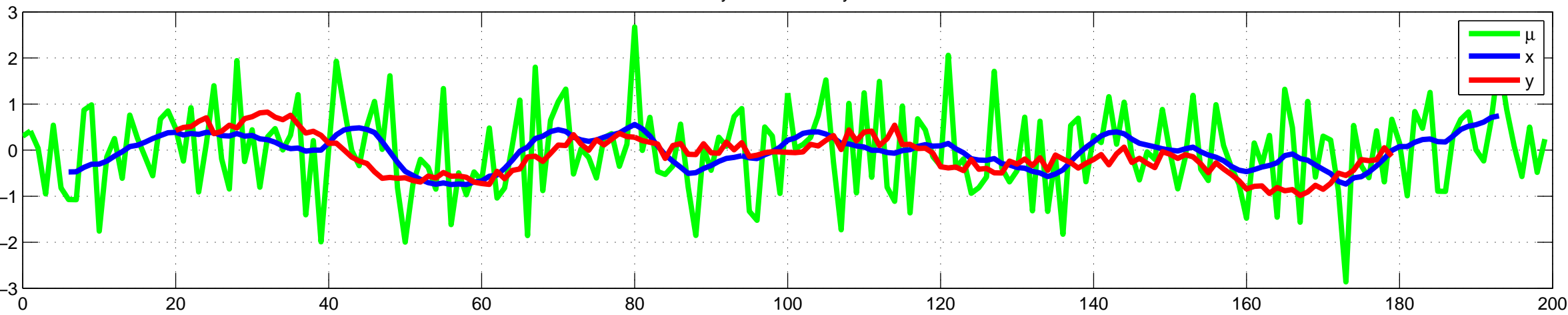


Symmetric blur by a



Asymmetric blur by a

