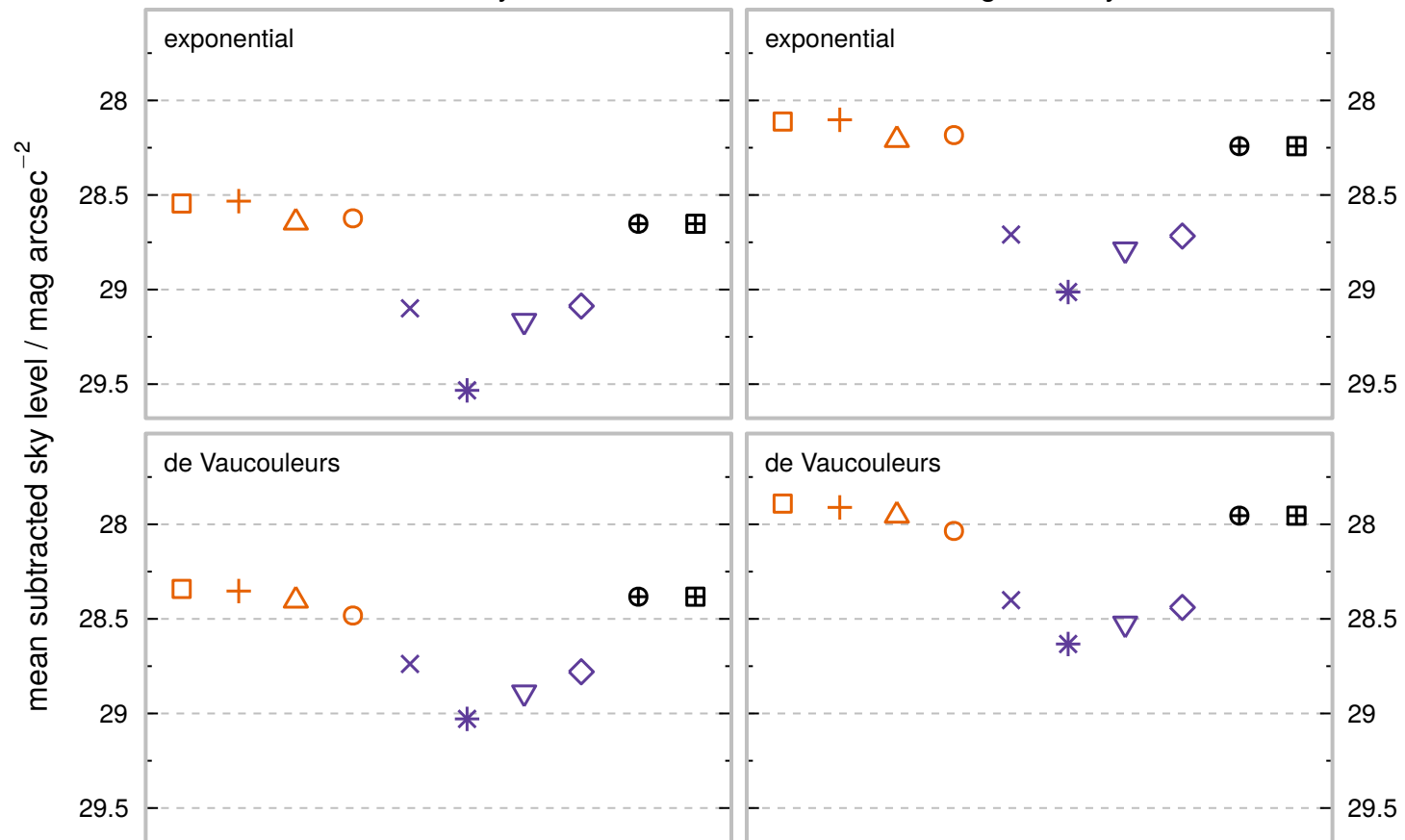
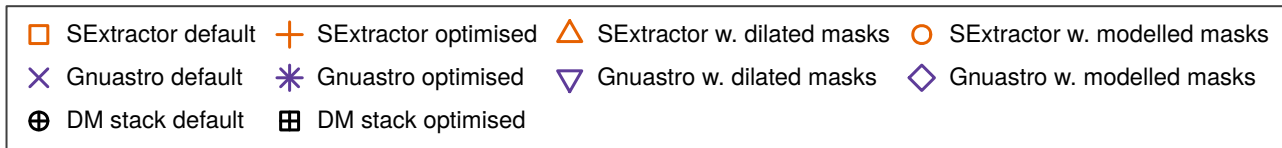


## Simulating All Sources

low density

high density





# Simulating Bright Only (No EBL)

low density

high density

mean subtracted sky level / mag arcsec<sup>-2</sup>

