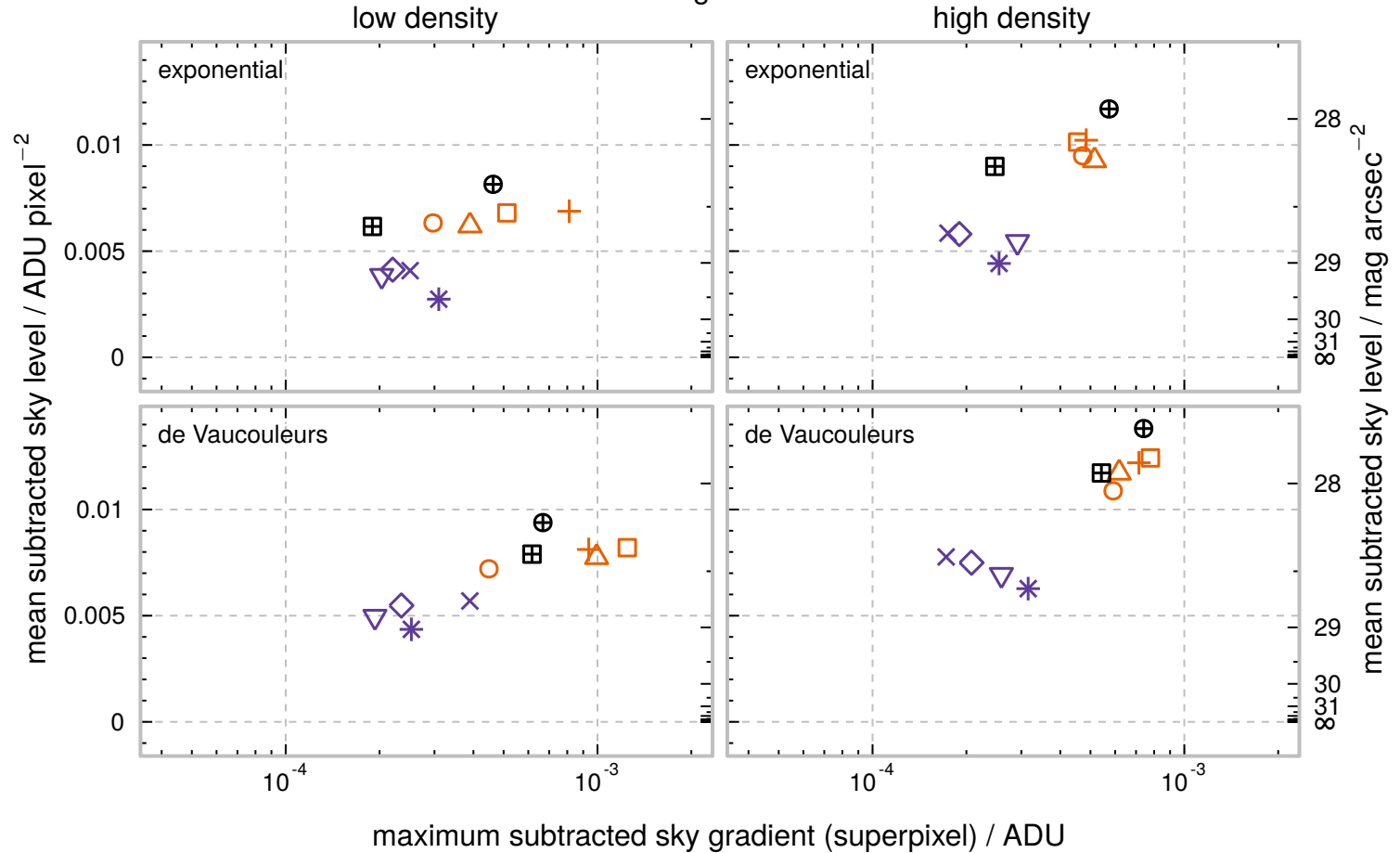
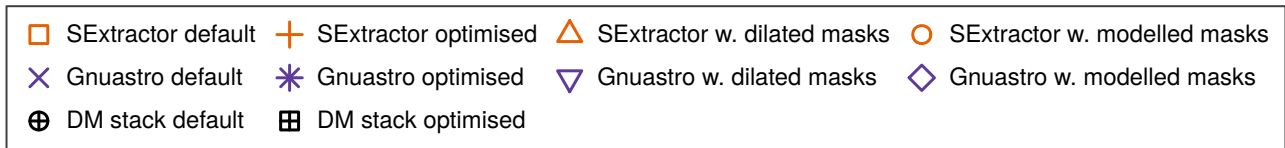


## Simulating All Sources





# Simulating Bright Only (No EBL)

low density

high density

