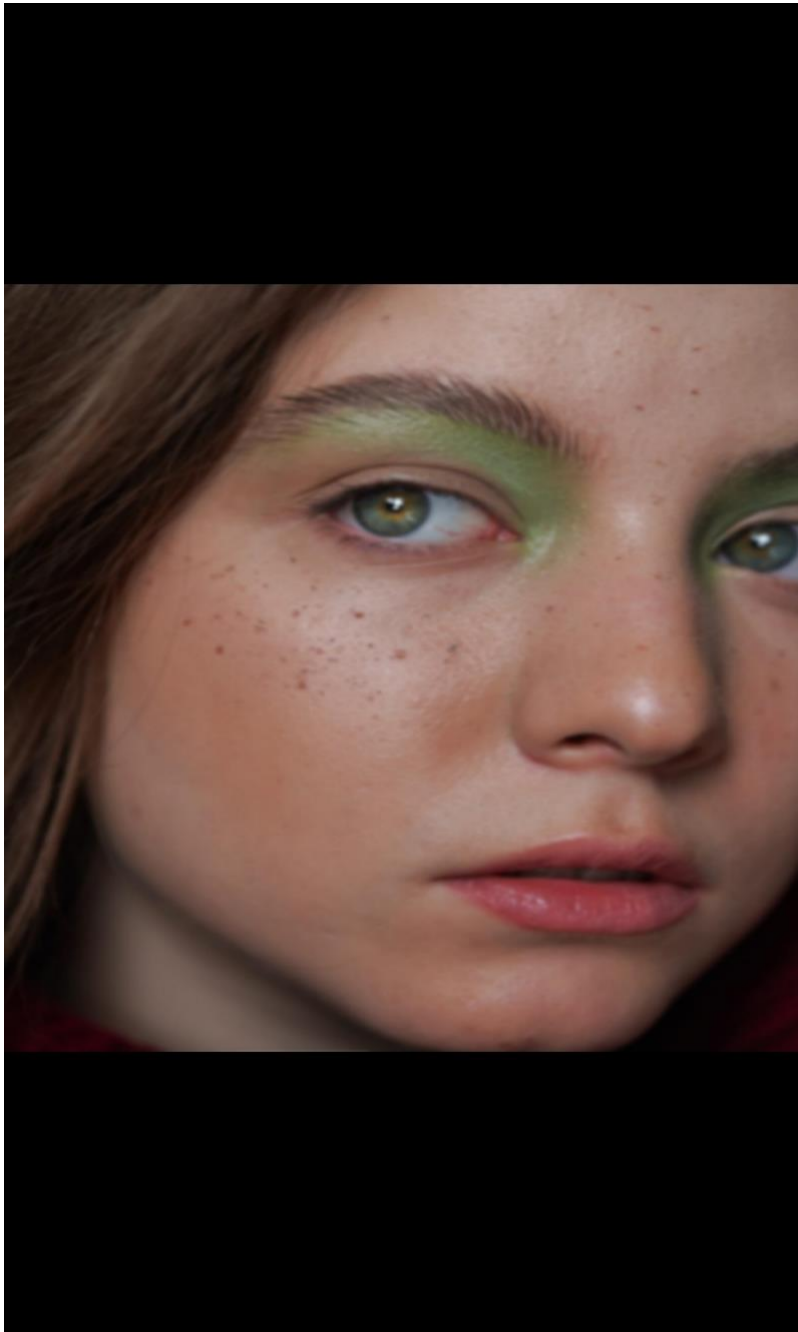


Normal gluming:



Gluming (radius blur) with grouping:

