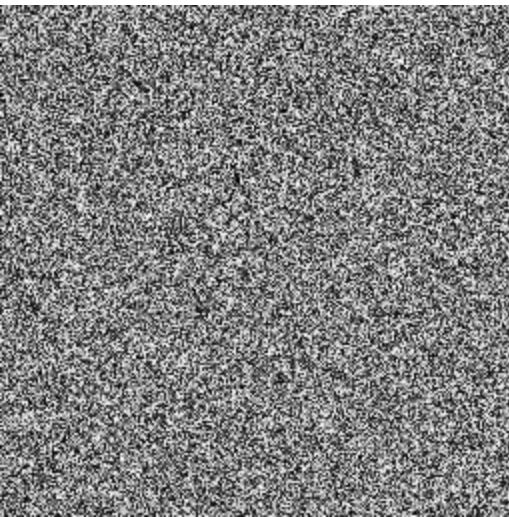


random noise

range: [1.4e-06, 1.0e+00]

dims: [256, 256] * 1



autocorrelation

range: [2.5e-01, 3.3e-01]

dims: [256, 256] * 1

