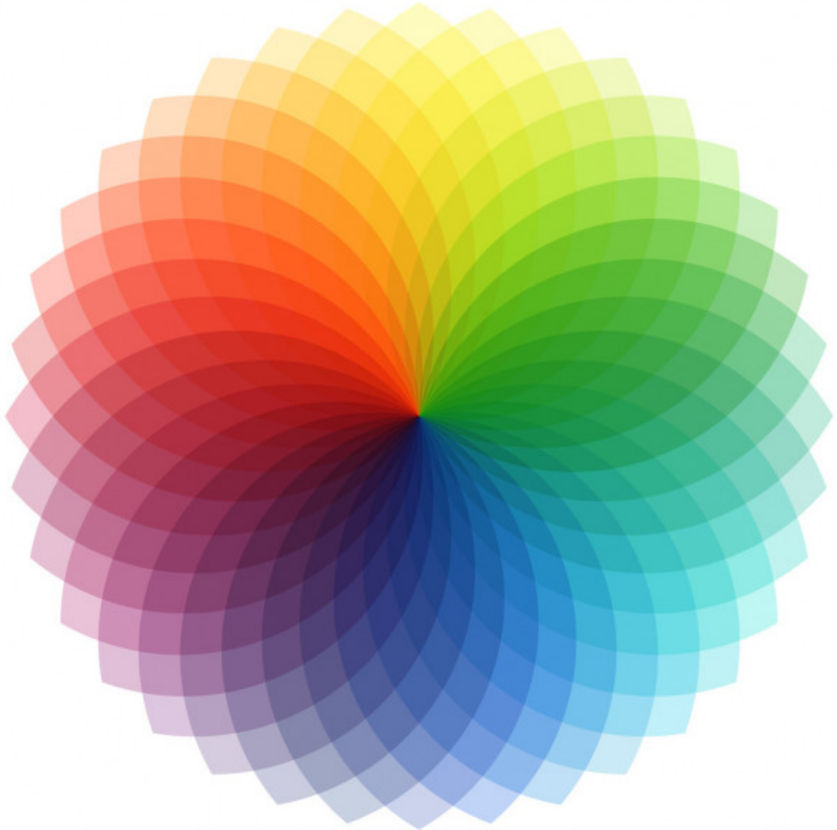
Wheel
range: [0.0e+00, 1.0e+00]
dims: [600, 600] * 1



Blurred Wheel
range: [2.8e-02, 1.0e+00]
dims: [600, 600] * 1

Blurrier Wheel
range: [3.3e-02, 1.0e+00]
dims: [600, 600] * 1