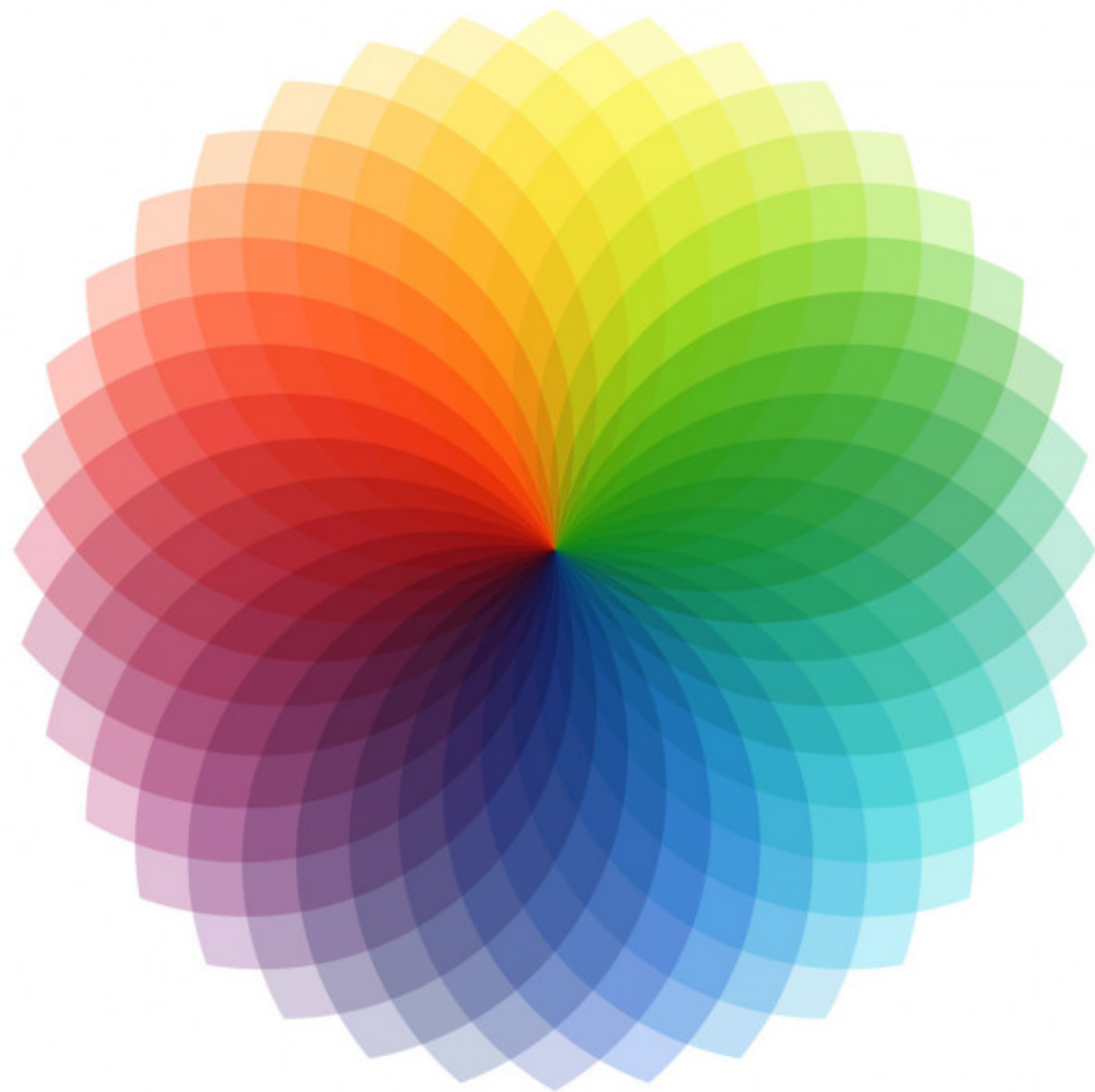


Wheel

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

