

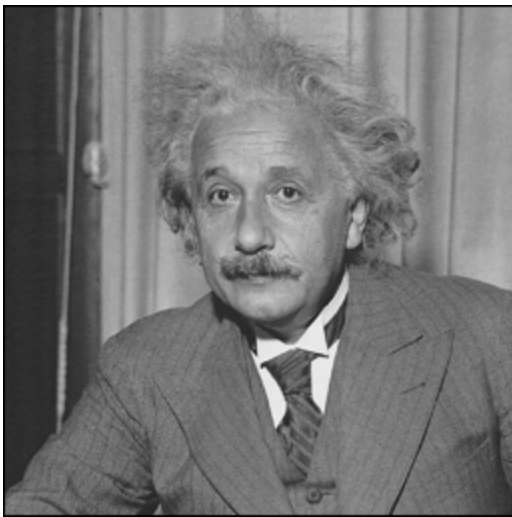
disk

range: [0.0e+00, 1.0e+00]
dims: [256, 256] * 1



image

range: [3.9e-03, 1.0e+00]
dims: [256, 256] * 1



mask applied

range: [0.0e+00, 8.2e-01]
dims: [256, 256] * 1

