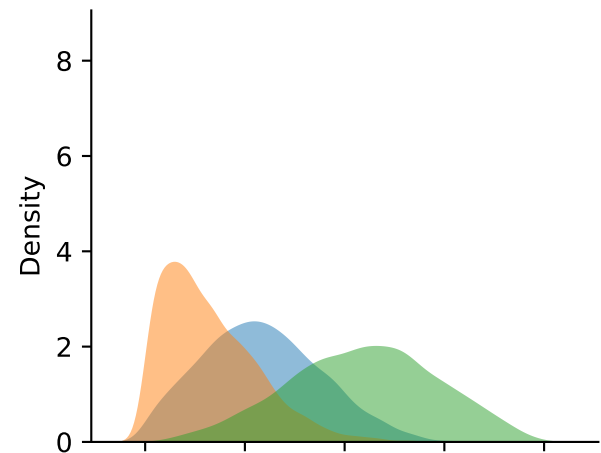
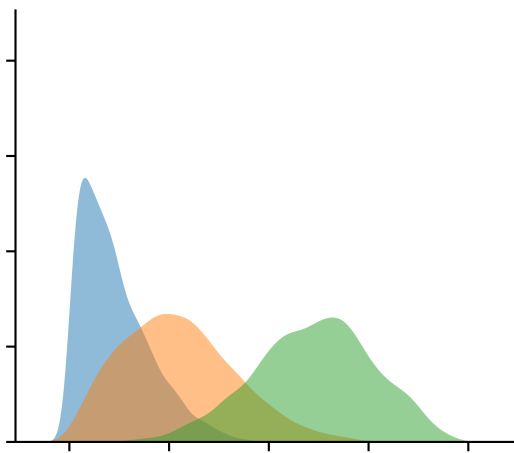


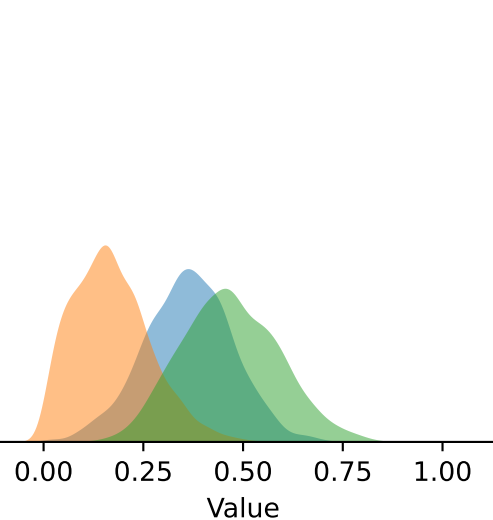
strength = 1



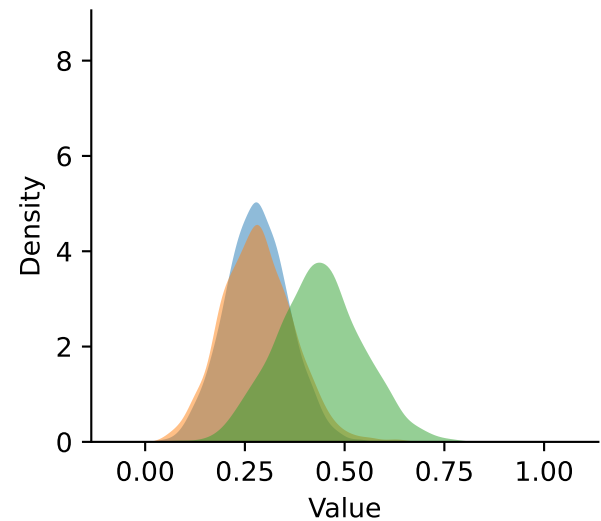
strength = 2



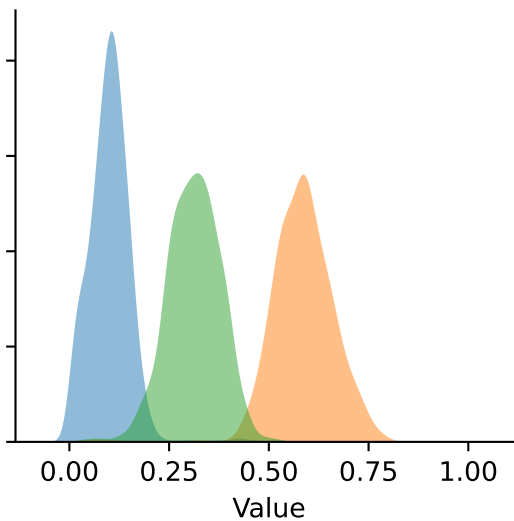
strength = 3



strength = 4



strength = 5



level

- L0
- L1
- noise