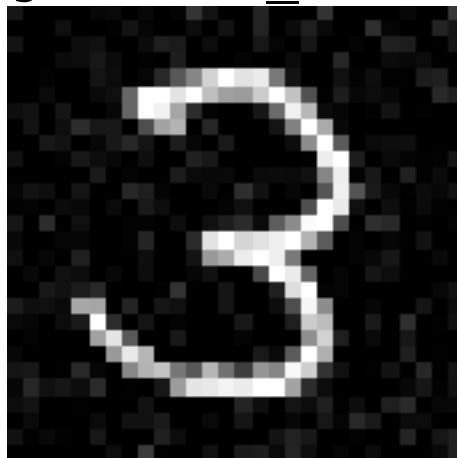


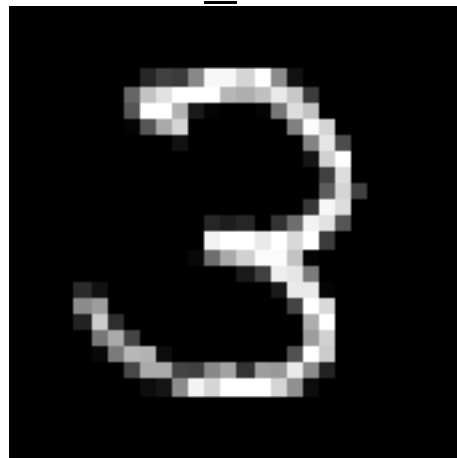
Original



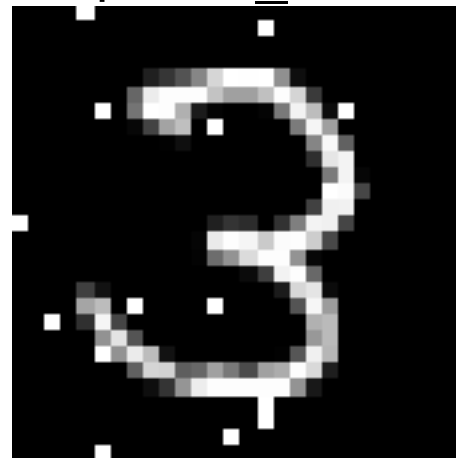
gaussian_noise



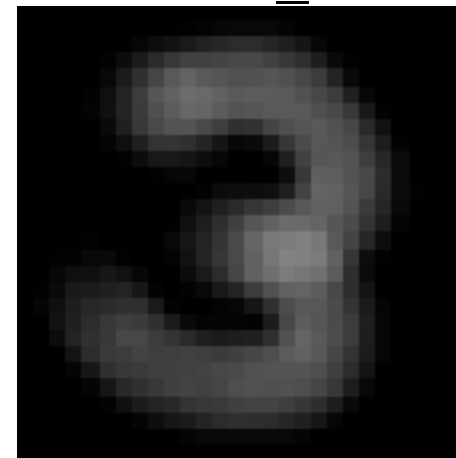
shot_noise



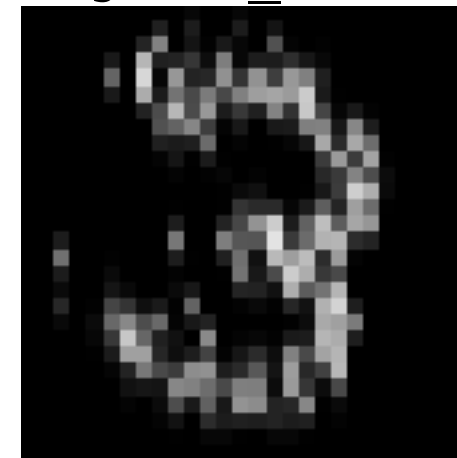
impulse_noise



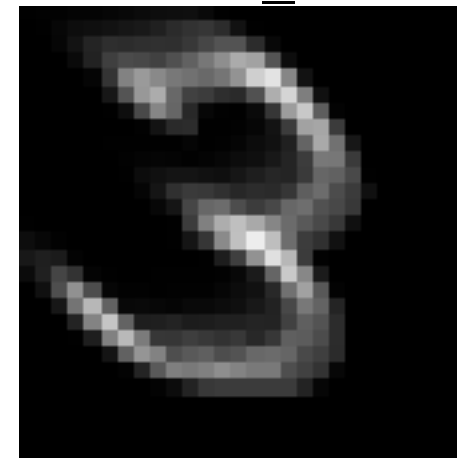
defocus_blur



glass_blur



motion_blur



zoom_blur



snow



frost



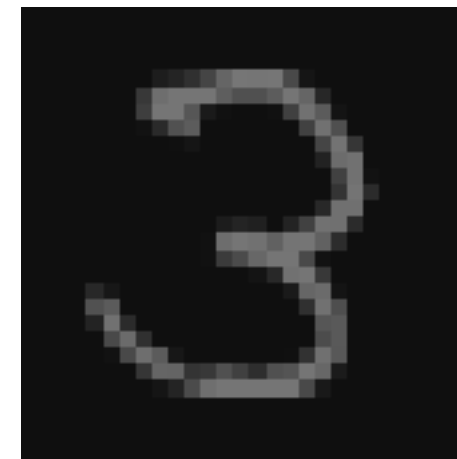
fog



brightness



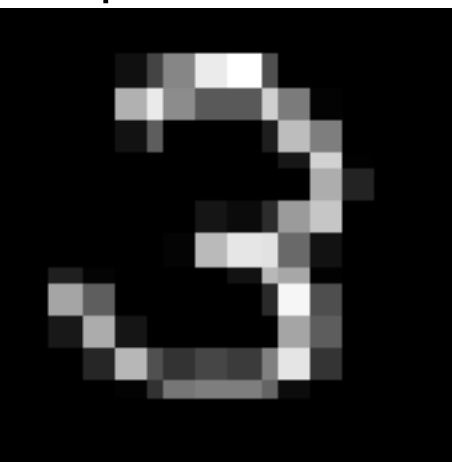
contrast



elastic_transform



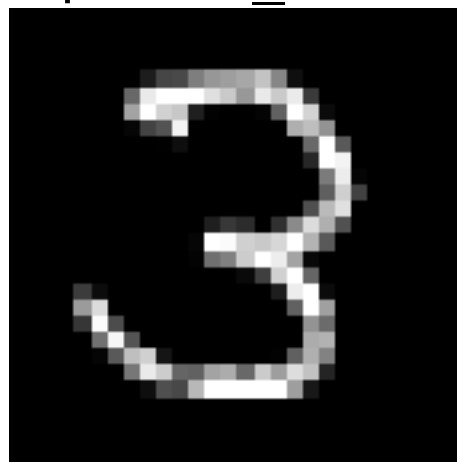
pixelate



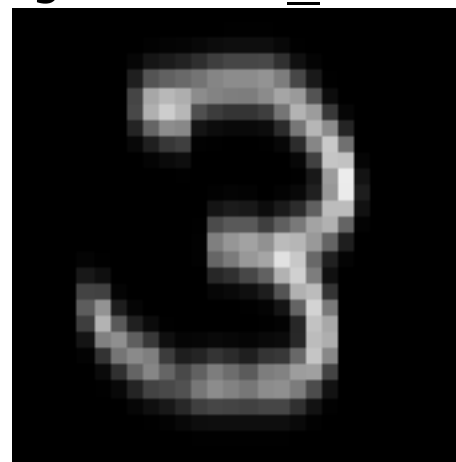
jpeg_compression



speckle_noise



gaussian_blur



spatter



saturate

