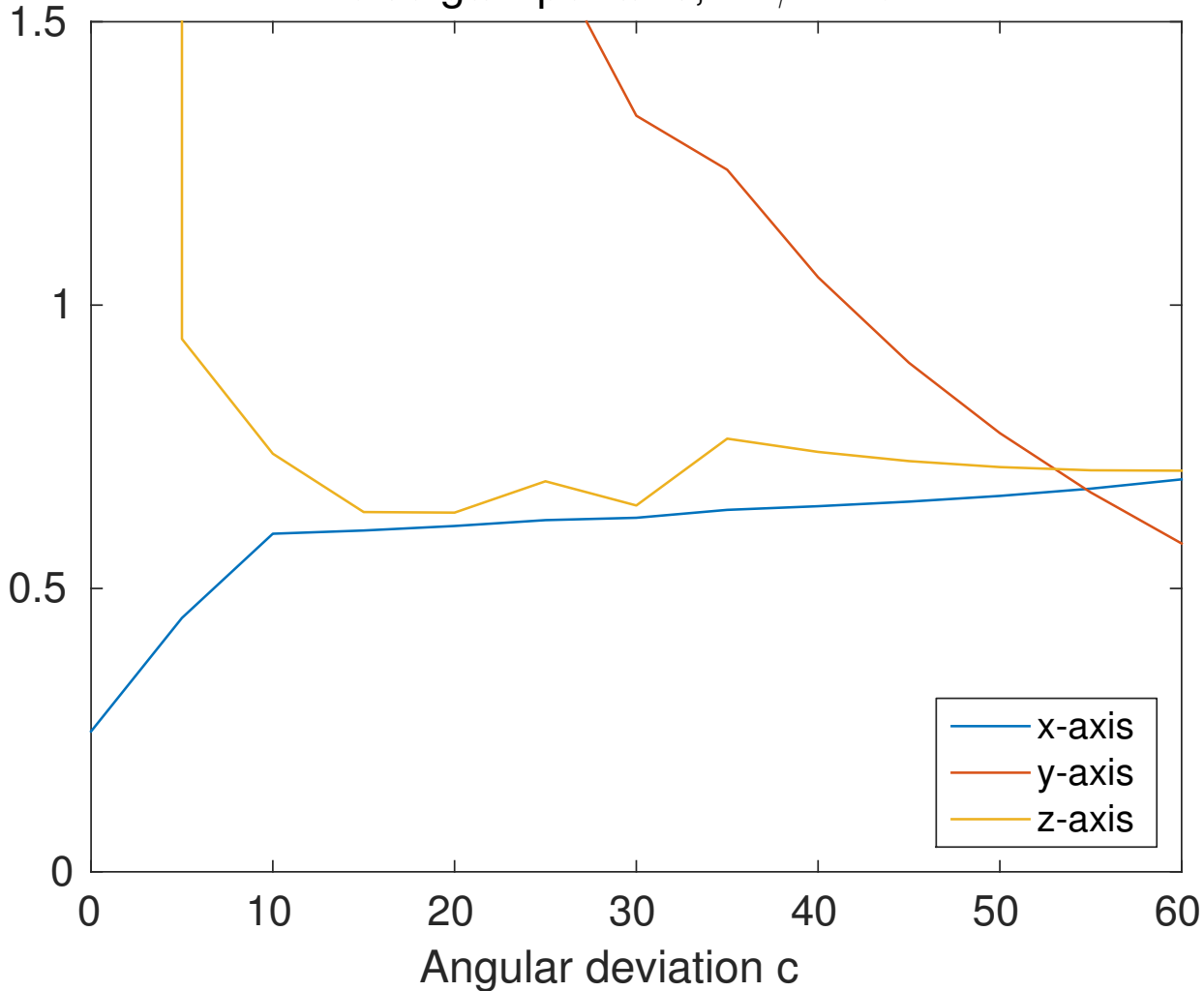


Noise gain per axis, $\phi = 10^\circ$

Noise gain



x-axis
y-axis
z-axis