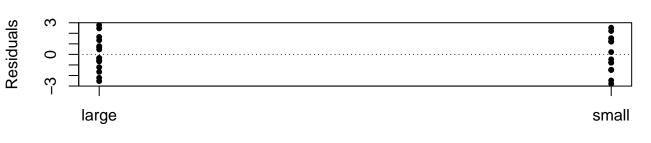
## Residuals vs. Aperture



Aperture