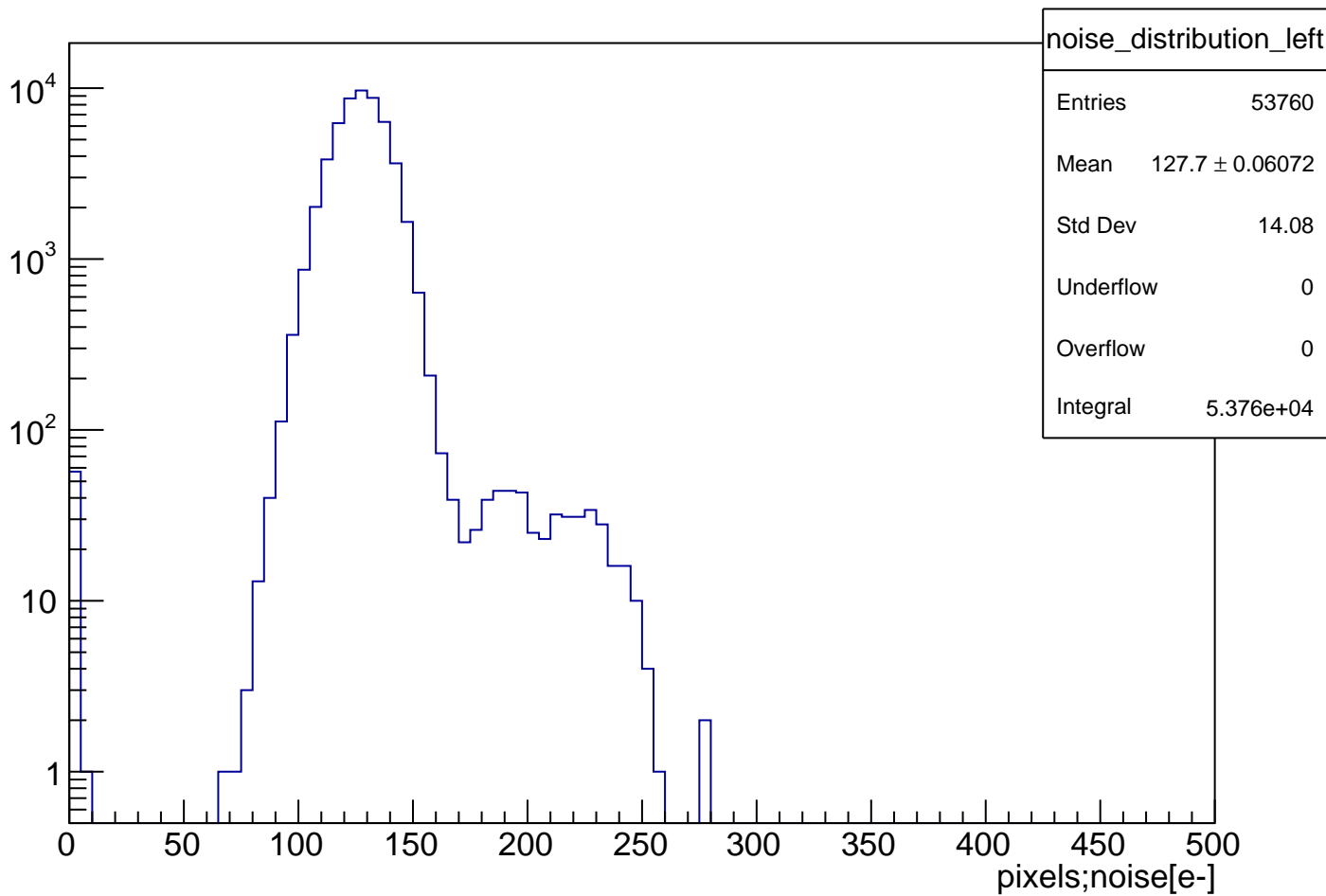
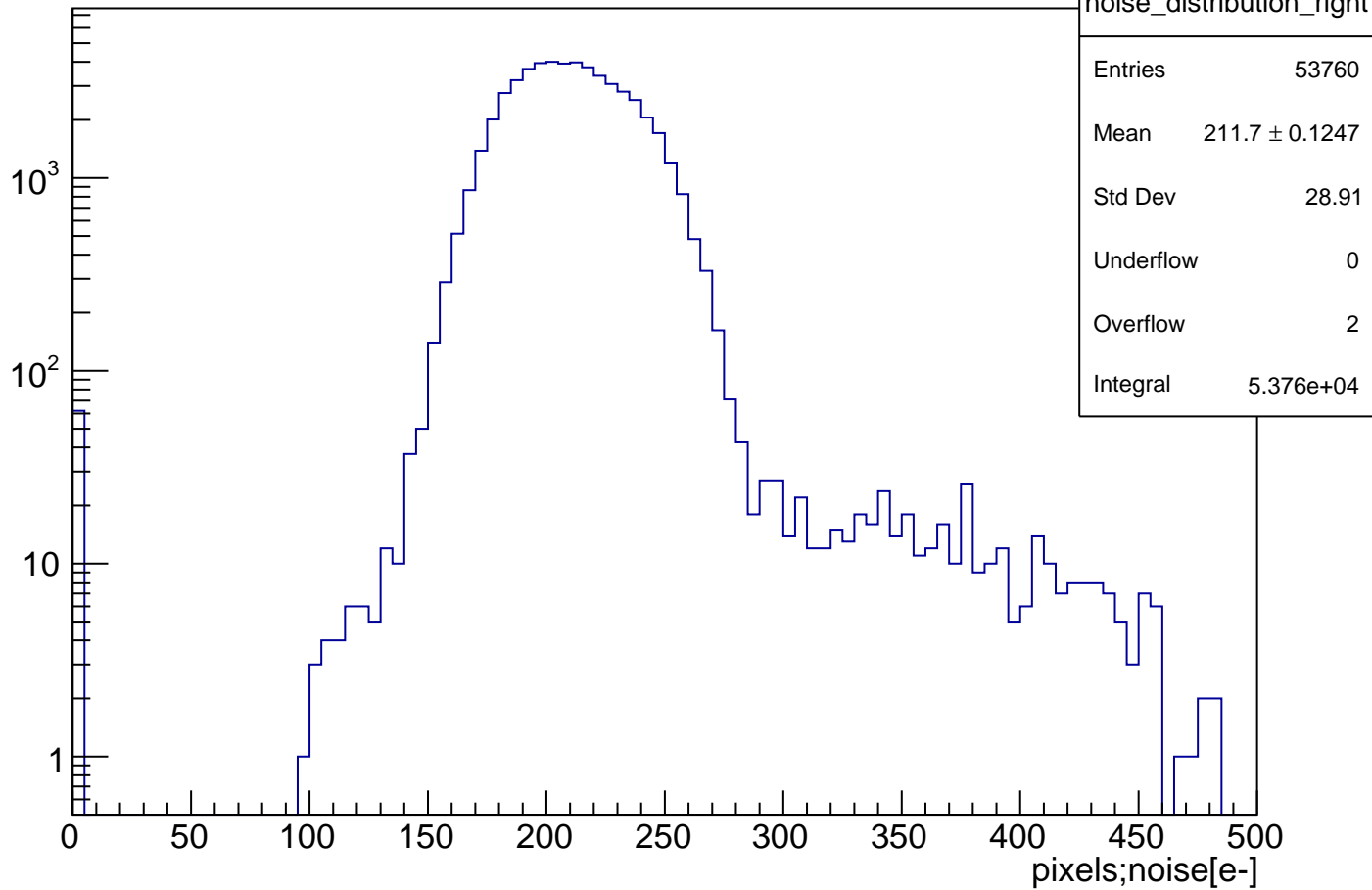


noise_distribution_left



noise_distribution_right



bump_crush_map

