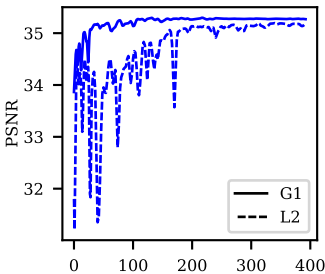
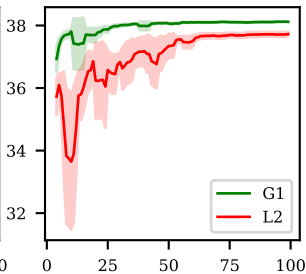


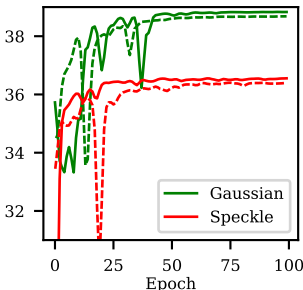
A: Real noise



B: Speckle Noise x0.5



C: Synthetic Noises (models)



D: Synthetic Noises (levels)

