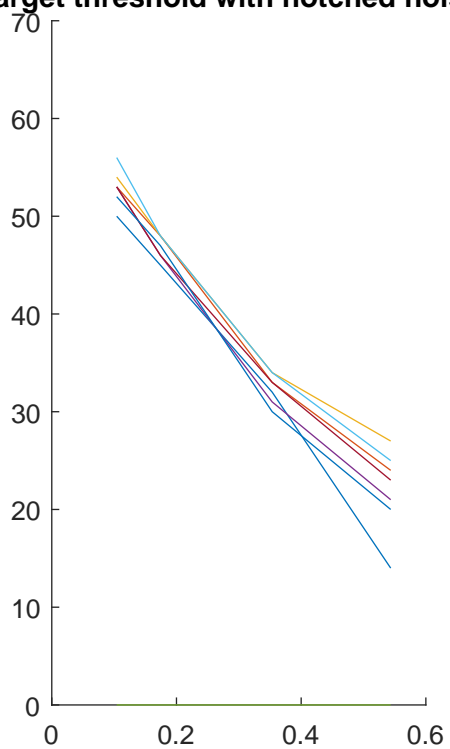


**target threshold with notched noise**



**target threshold with tonal mask**

