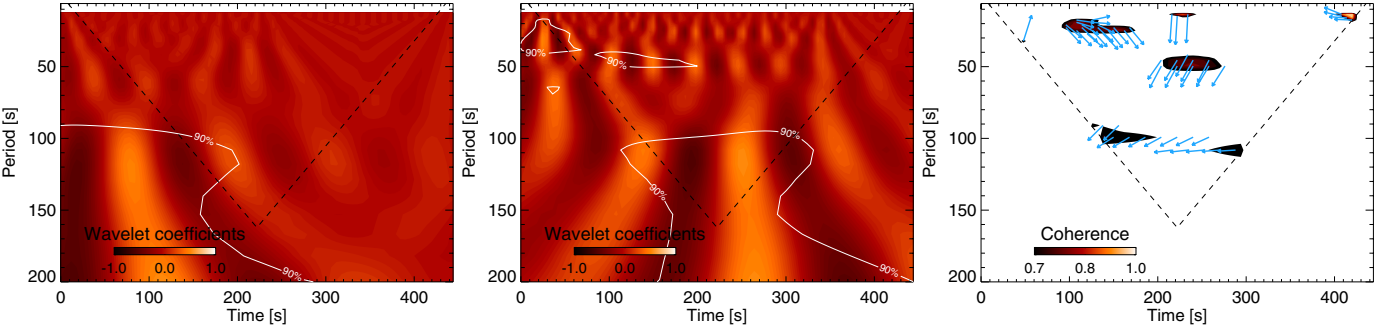

(a) Simulation: wavelet v_z (b) Simulation: wavelet v_h (c) Simulation: coherence $v_z - v_h$

(d) IMaX: wavelet v_z (e) IMaX: wavelet v_h (f) IMaX: coherence $v_z - v_h$