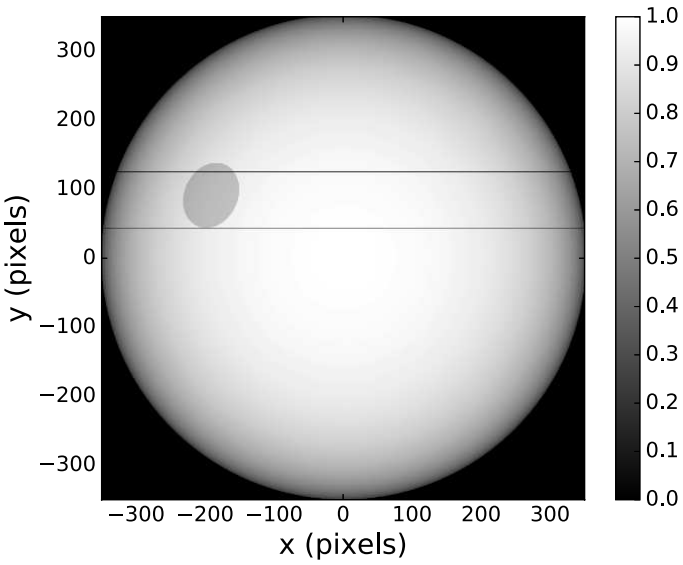
300
200
100
0
−100
−200
−300
y (pixels)
−300 −200 −100 0 100 200 300
x (pixels)
1.0
0.9
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0.0