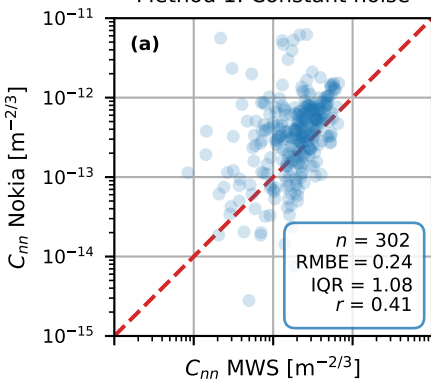


Method 1: Constant noise



Method 2: Spectral noise

