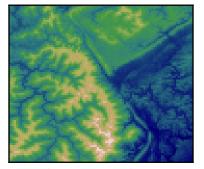
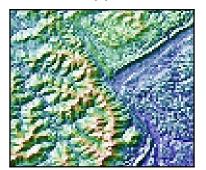
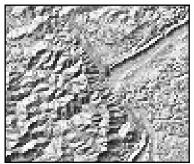
## Overlay Blending Looks Best with Rough Surfaces



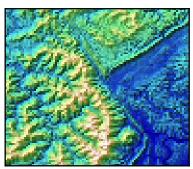
Colormapped Data



Blend Mode: "hsv" (default)



Illumination Intensity



Blend Mode: "overlay"