

disk

range: [0.0e+00, 1.0e+00]

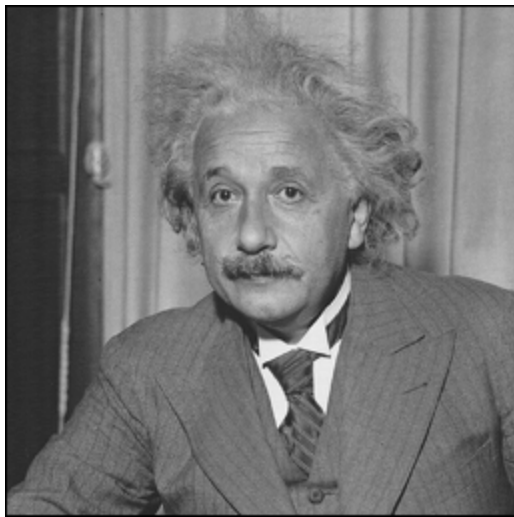
dims: [256, 256] \* 1



image

range: [3.9e-03, 1.0e+00]

dims: [256, 256] \* 1



mask applied

range: [0.0e+00, 8.2e-01]

dims: [256, 256] \* 1

