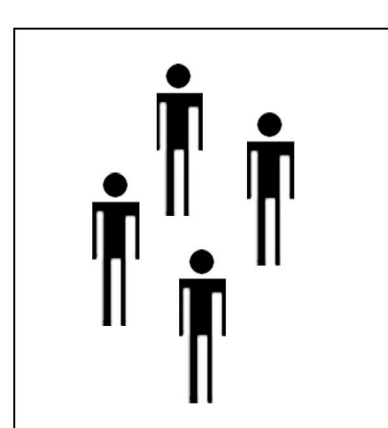
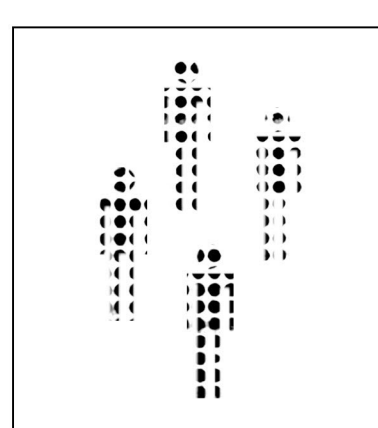


# CONCEPT II

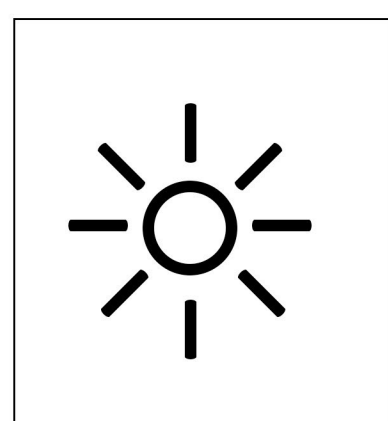


IDENTITY (FACE)

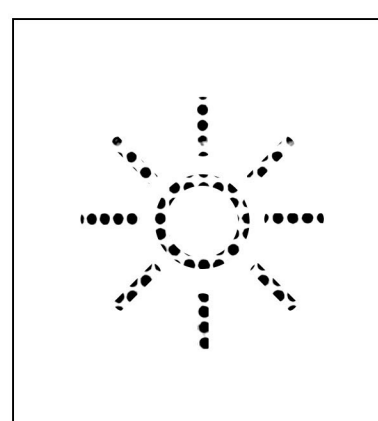
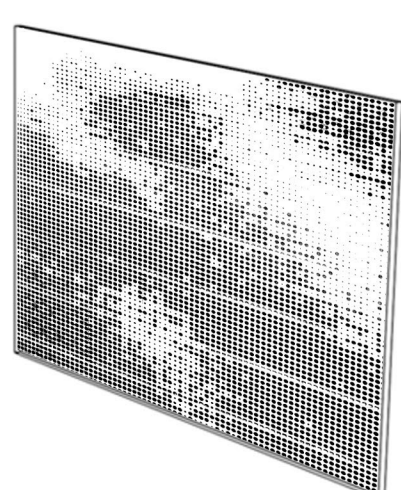
→  
MASK = FILTER



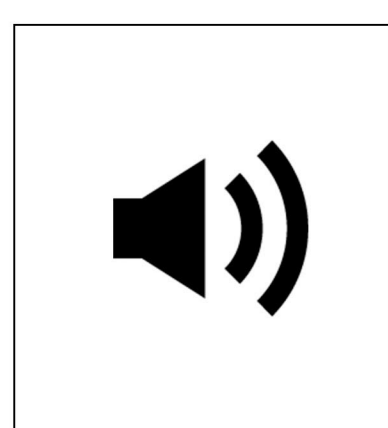
TRANSFORMED  
IDENTITY (MASK)



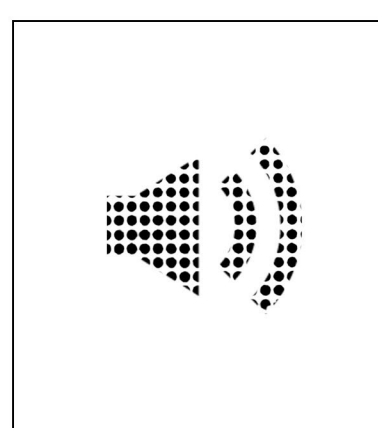
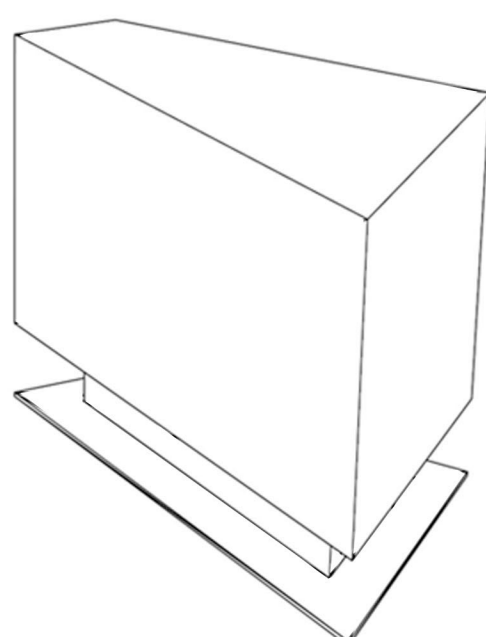
PURE SUNLIGHT



DIFFUSE LIGHT



HEAVY NOISE



REDUCED NOISE

