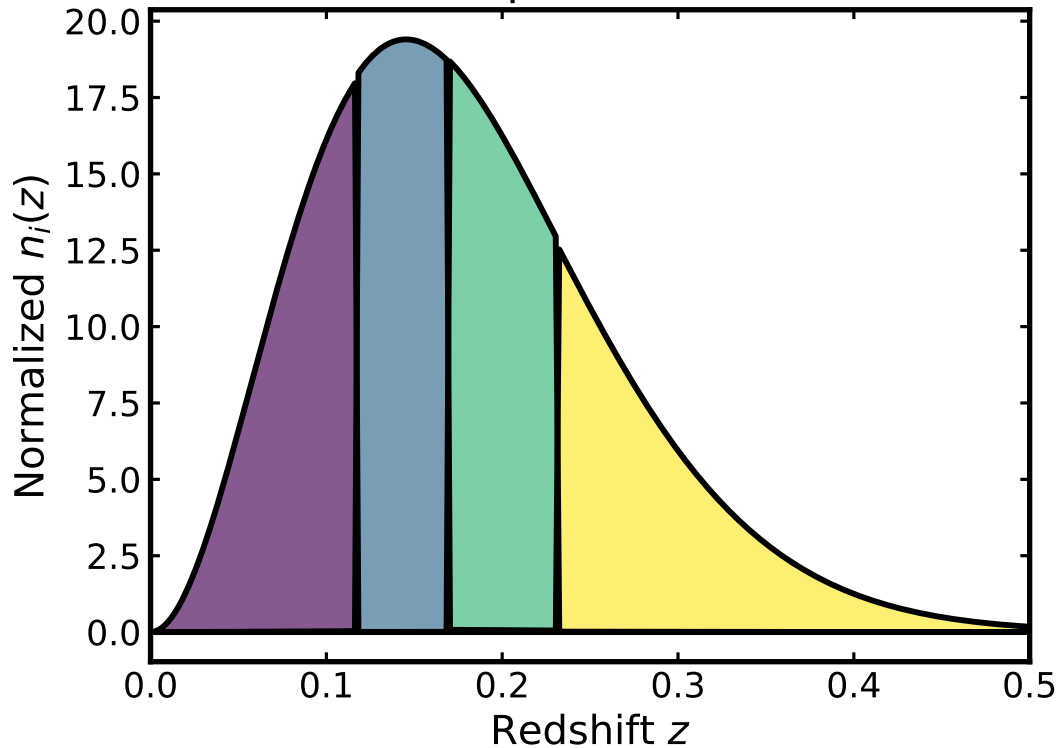


Low spec-z scatter



High spec-z scatter

