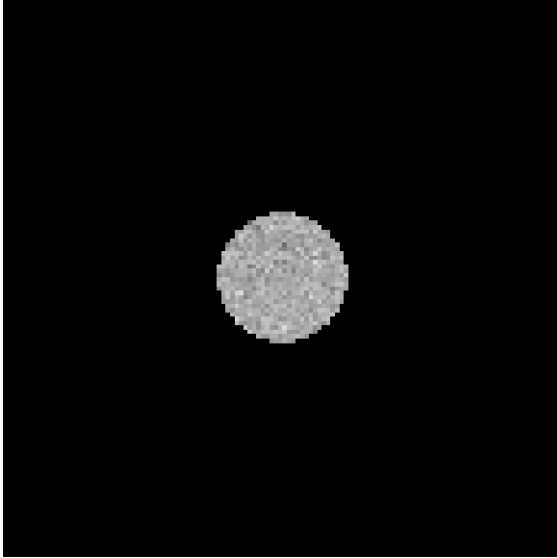
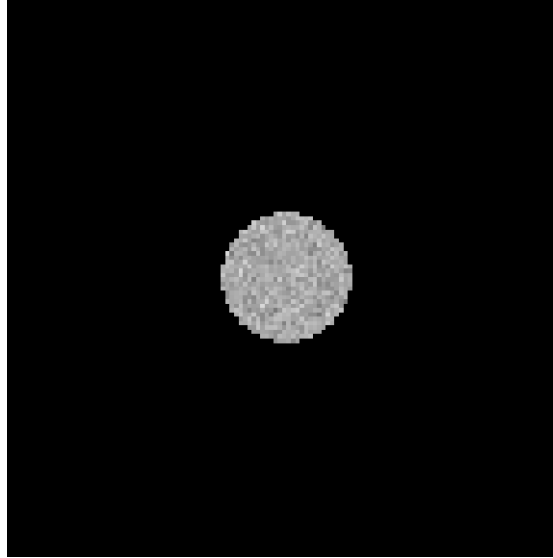


Burst noise: random artifacts persist over multiple frames

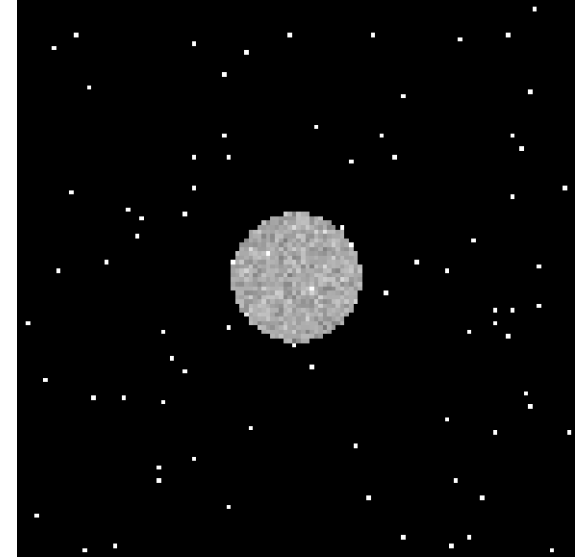
Frame 0



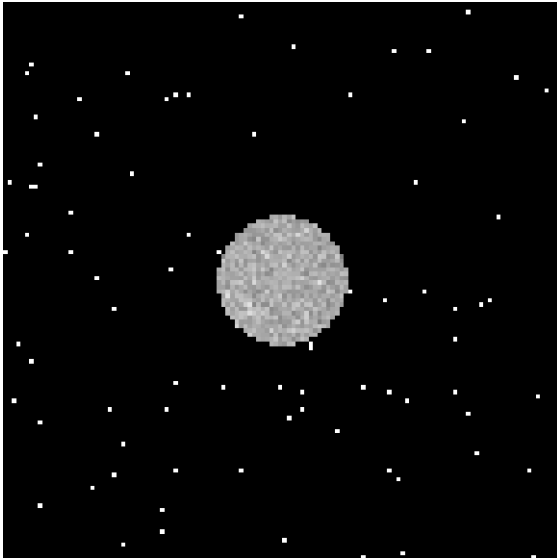
Frame 1



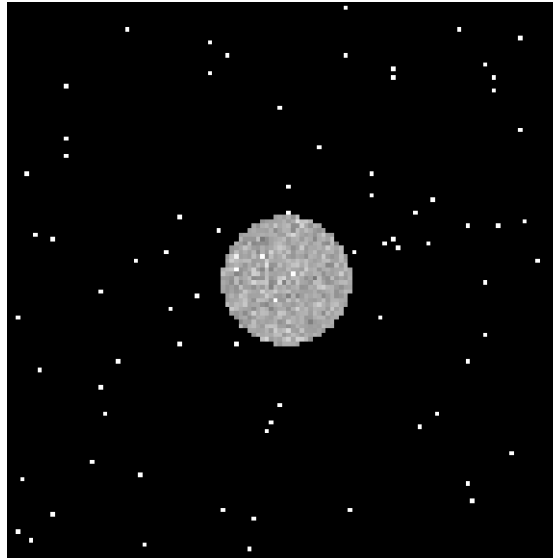
Frame 2 [BURST]



Frame 3 [BURST]



Frame 4 [BURST]



Frame 5 [BURST]

