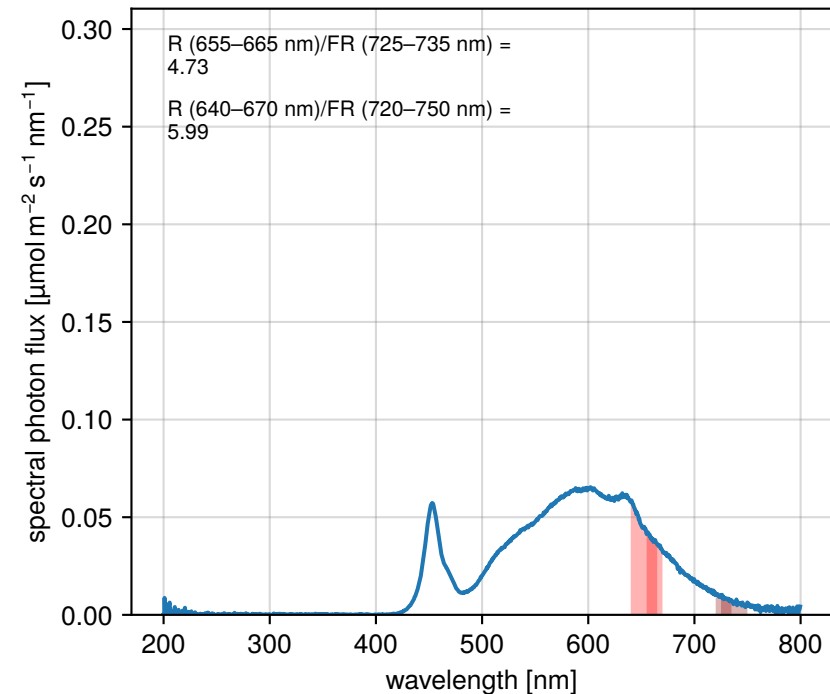


Spectral photon flux, white light (WL)



Spectral photon flux, simulated shade (WL+FR)

