

DGL10-1N, ad_rgbd*; sf, exposure +0,0 stop, pixel: 384x256



DGL10-2N, ad_rgbd*; sf, exposure -1,5 stop, pixel: 384x256



DGL11-1N, ad_rgbd*; nf, exposure +0,0 stop, pixel: 384x256



DGL11-2N, ad_rgbd*; nf, exposure -2,0 stop, pixel: 384x256



DGL10-3N, ad_rgbd*; sf, exposure -1,0 stop, pixel: 384x256



DGL10-4N, ad_rgbd*; sf, exposure -0,5 stop, pixel: 384x256



DGL11-3N, ad_rgbd*; nf, exposure -1,0 stop, pixel: 384x256



DGL11-4N, ad_rgbd*; nf, exposure +0,0 stop, pixel: 384x256



DGL10-5N, ad_rgbd*; sf, exposure +0,0 stop, pixel: 384x256



DGL10-6N, ad_rgbd*; sf, exposure +0,5 stop, pixel: 384x256



DGL11-5N, ad_rgbd*; nf, exposure +1,0 stop, pixel: 384x256



DGL11-6N, ad_rgbd*; nf, exposure +2,0 stop, pixel: 384x256



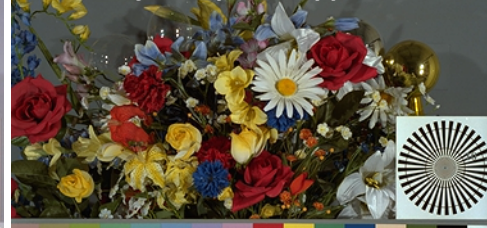
DGL10-7N, ad_rgbd*; sf, exposure +1,0 stop, pixel: 384x256



DGL10-8N, ad_rgbd*; sf, exposure +1,5 stop, pixel: 384x256



DGL11-7N, ad_rgbd*; nf, exposure +3,0 stop, pixel: 384x256



DGL11-8N, ad_rgbd*; nf, exposure +4,0 stop, pixel: 384x256

