

# SATURATION

**Bright**

**Dull**

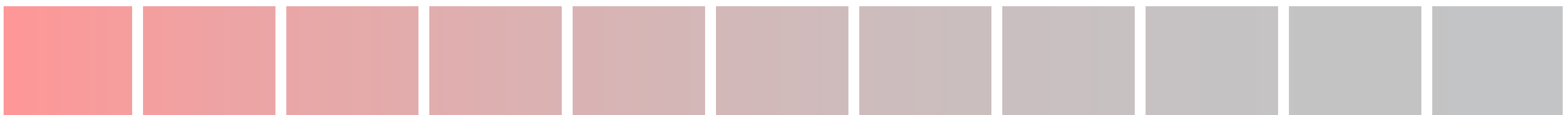
Warm



Cool



Light



Dark

