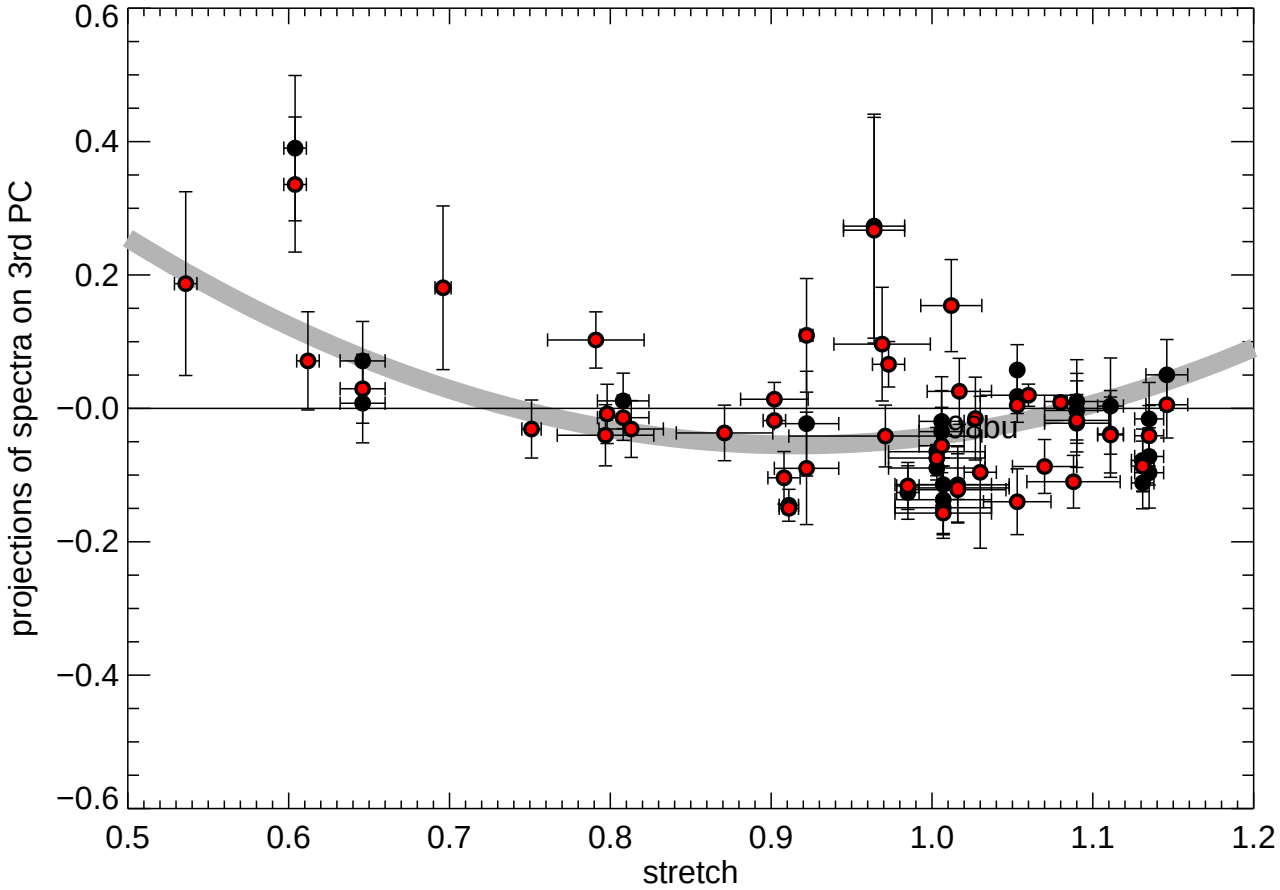
0.6
0.4
0.2
−0.0
−0.2
−0.4
−0.6
projections of spectra on 3rd PC
0.5
0.6
0.7
0.8
0.9
1.0
1.1
1.2
stretch