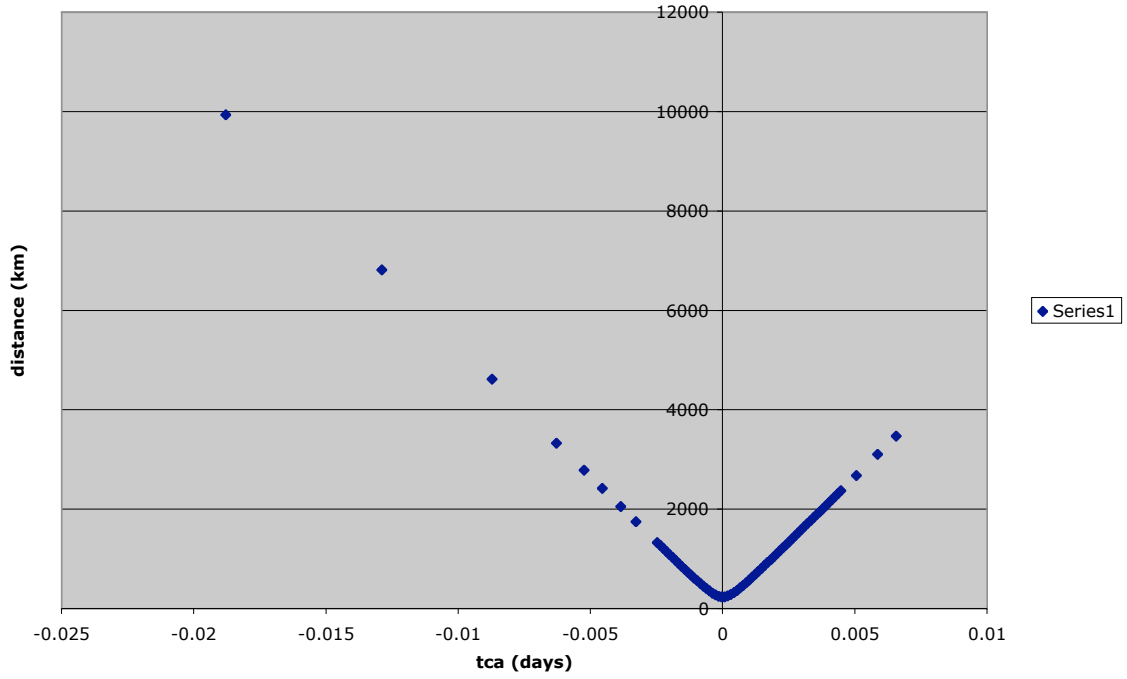
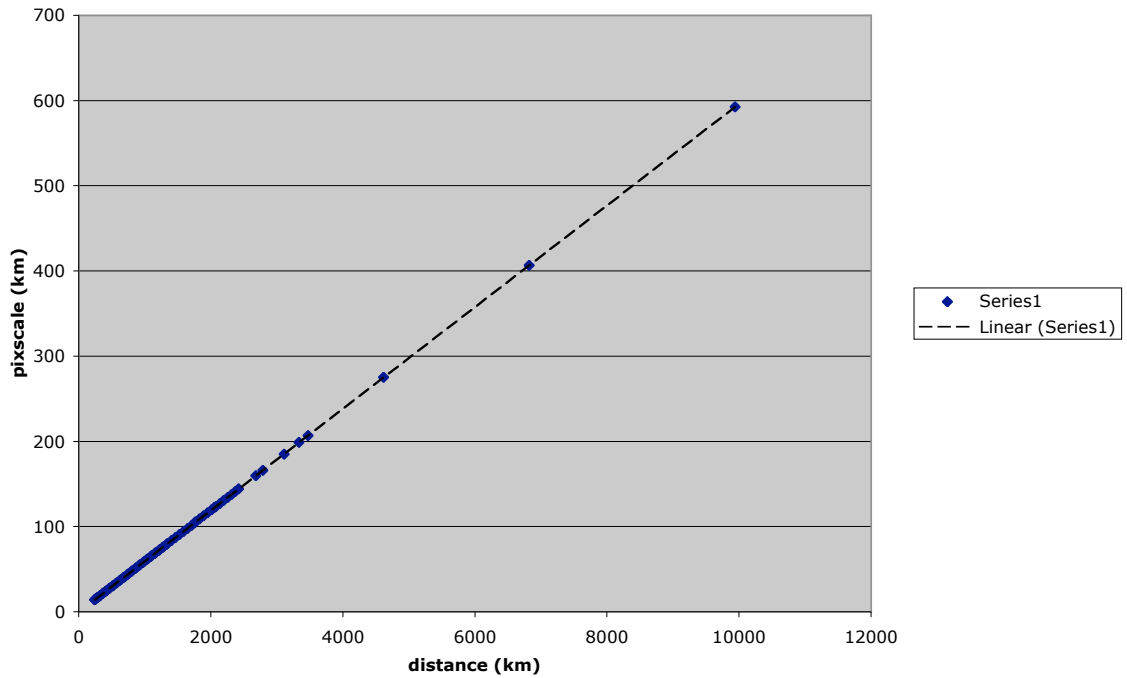


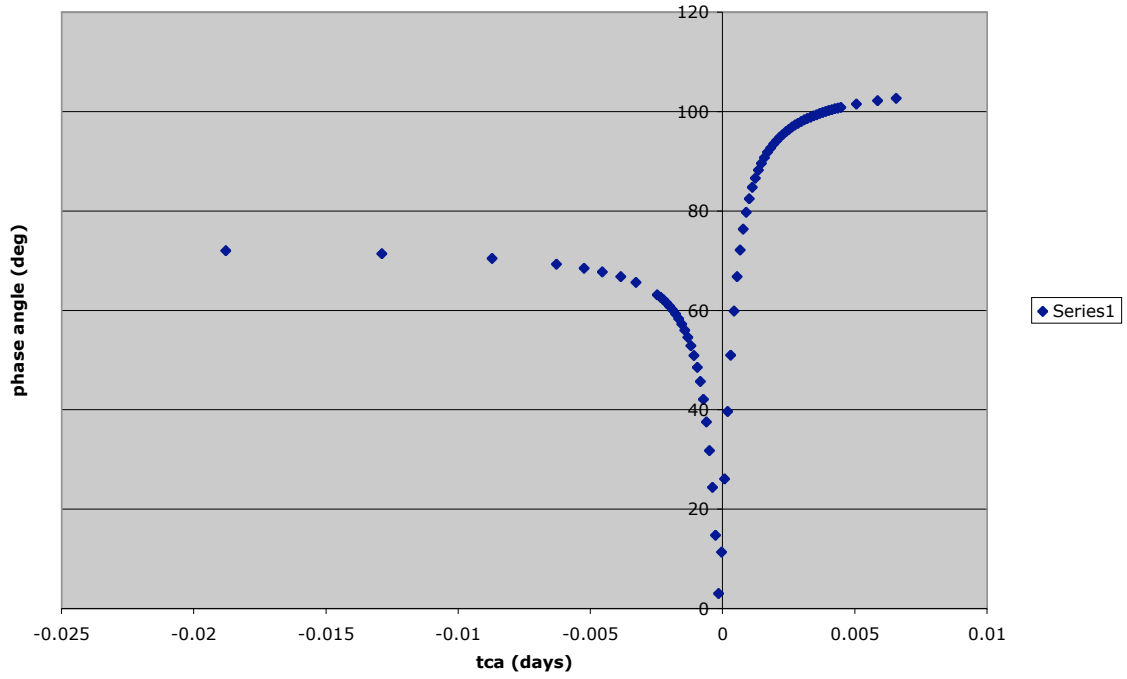
distance vs time from closest approach



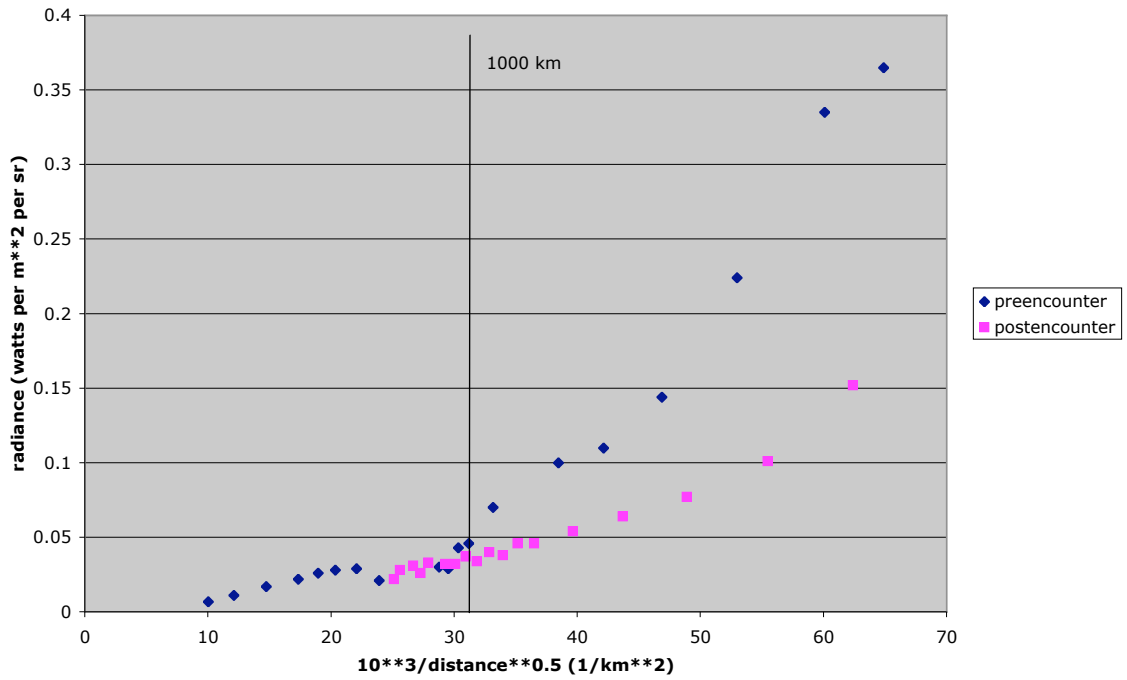
pixscale vs distance



phase angle vs time from closest approach



radiance vs distance



radiance*distance**0.5 vs phase angle

