| 3 | 4 | 5 | 6 | 7 | **Pixel Indices** |

↑ 2.0   ↑ 3.0   ↑ 4.0   ↑ 5.0   ↑ 6.0   ↑ 7.0   **Pixel Co-ordinates**

↑ 0.5   ↑ 1.5   ↑ 2.5   ↑ 3.5   ↑ 4.5   ↑ 5.5   **Grid Co-ordinates**

↑ 0.0   ↑ 0.2   ↑ 0.4   ↑ 0.6   ↑ 0.8   ↑ 1.0   **Fraction Co-ordinates**

Fraction co-ordinates are floating-point values normalised from zero to one along each dimension. The element with index i extends from fraction co-ordinate $(i-1)/n$ to i/n, where n is the number of elements along the dimension.