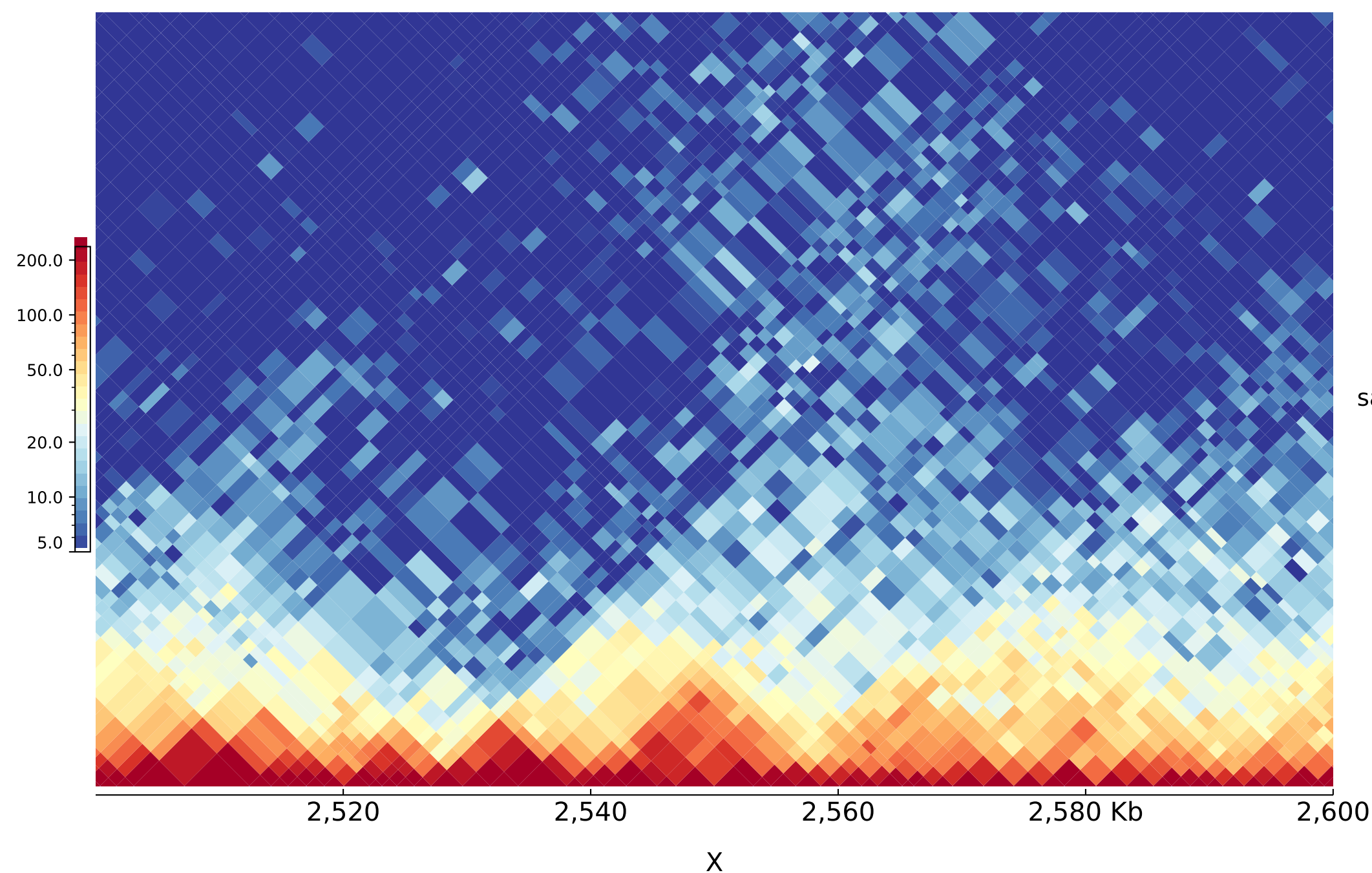


depth = 200000; transform =  
log1p; min\_value = 5; height =  
5

same but orientation=inverted;  
no height



same rasterize = false