

```
initial graph
create_cgimage
(metal context 1 frame 0)
workingFormat=RGBA8
format=RGBA8
roi=[0 0 720 360]
```

```
clamp_to_alpha
roi=[0 0 720 360]
extent=[0 0 720 360]
digest=E0FCAEC307D96245
```

```
colormatch
workingspace_to_devicergb
roi=[0 0 720 360]
extent=[0 0 720 360]
digest=3F926F5AB7D32DC4
```

```
affine
1 0 0
0 -1 360
roi=[0 0 720 360]
extent=[0 0 720 360]
digest=F35AF4A03BA61CA4
```

```
colorkernel colorFilterKernel
roi=[0 0 720 360]
extent=[0 0 720 360]
digest=B55908A27AC80D38
```

```
affine
1 0 0
0 -1 360
roi=[0 0 720 360]
extent=[0 0 720 360]
opaque
digest=1B72859573B86FFA
```

```
colormatch
sRGB_to_workingspace
roi=[0 0 720 360]
extent=[0 0 720 360]
opaque
digest=70A21D0A3EB582EB
```

```
IOSurface 0x600000565dc0(619) seed:1 RGBX8 alpha_one
roi=[0 0 720 360]
extent=[0 0 720 360]
opaque
digest=1
```