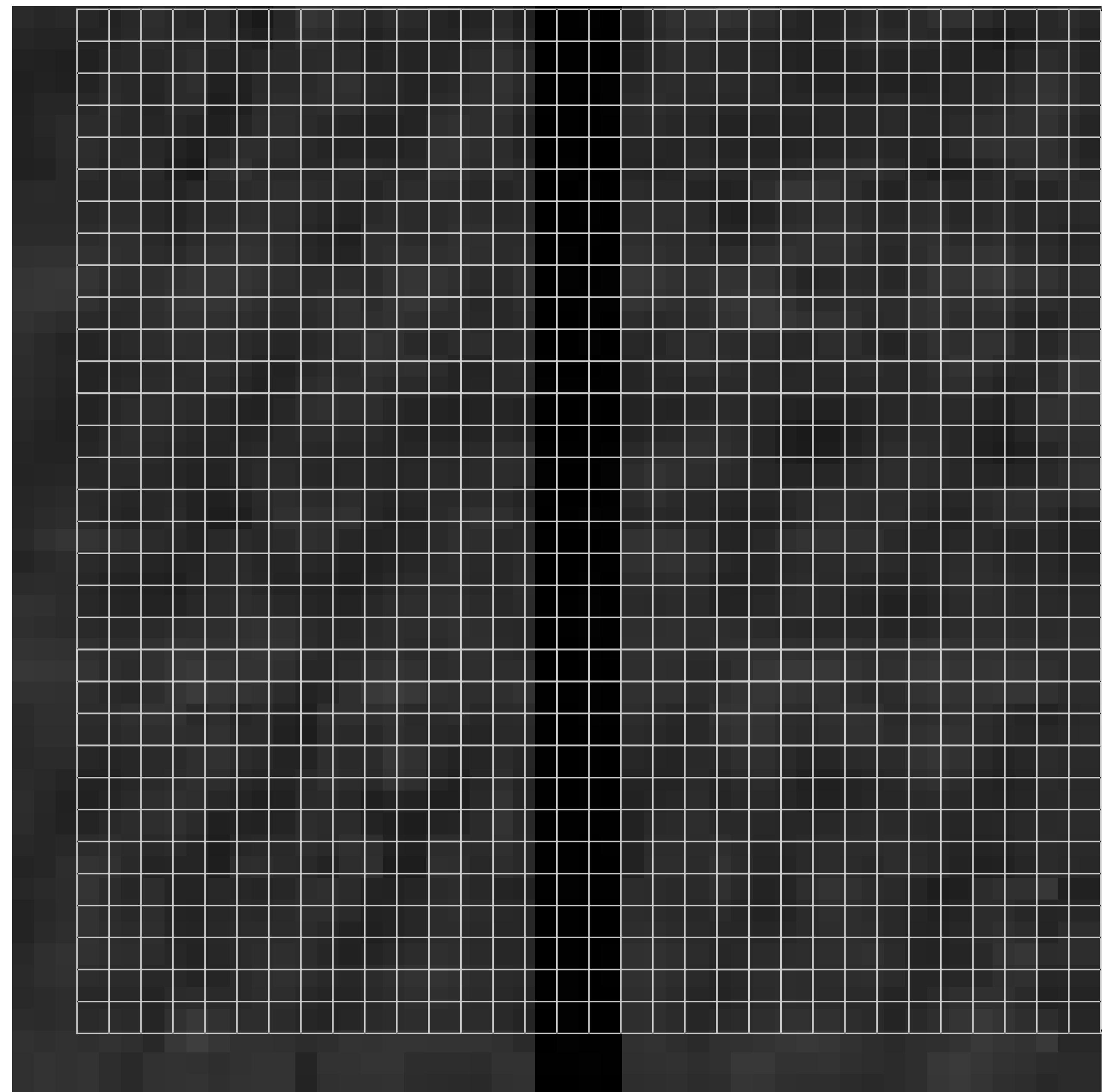
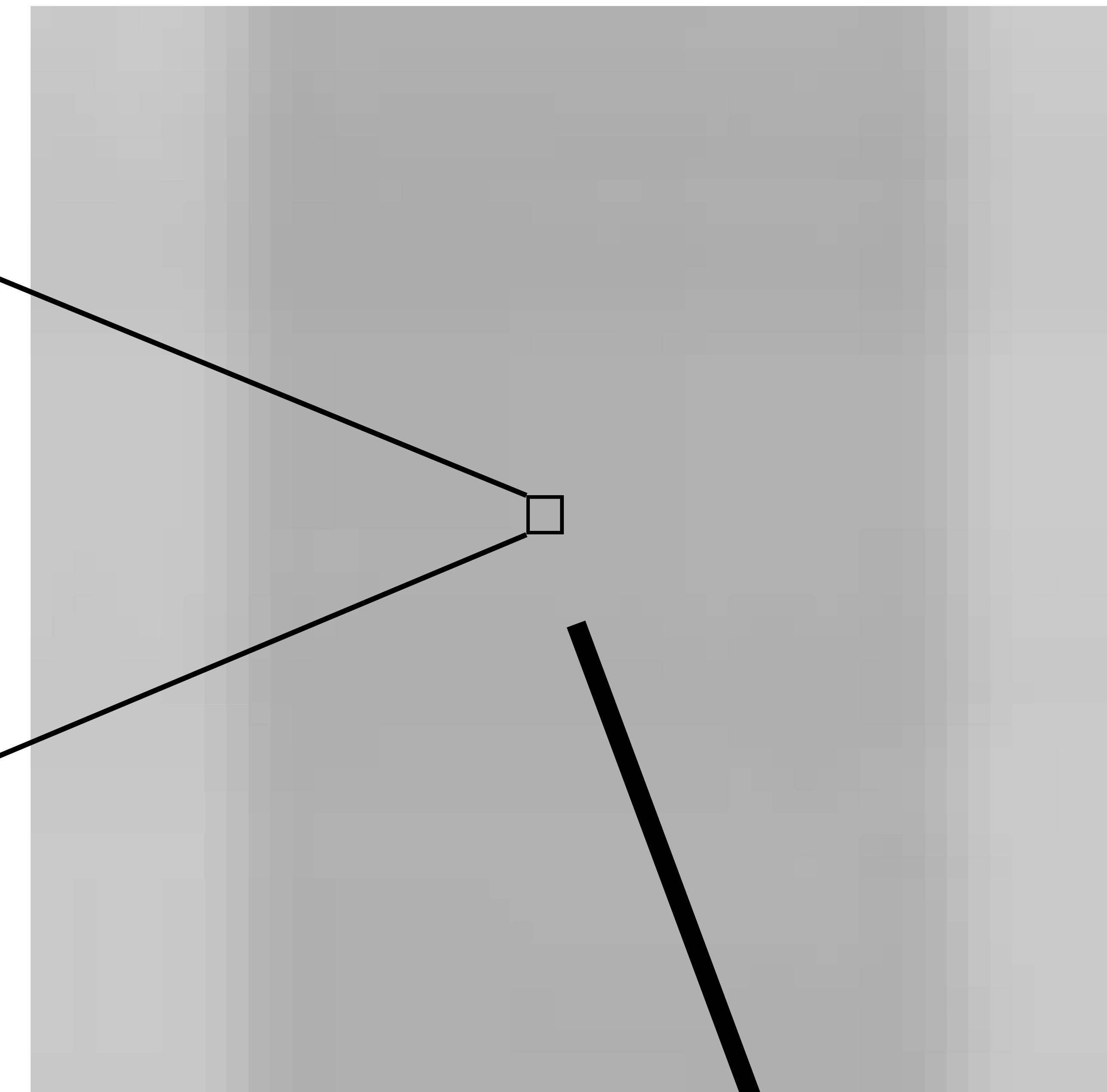


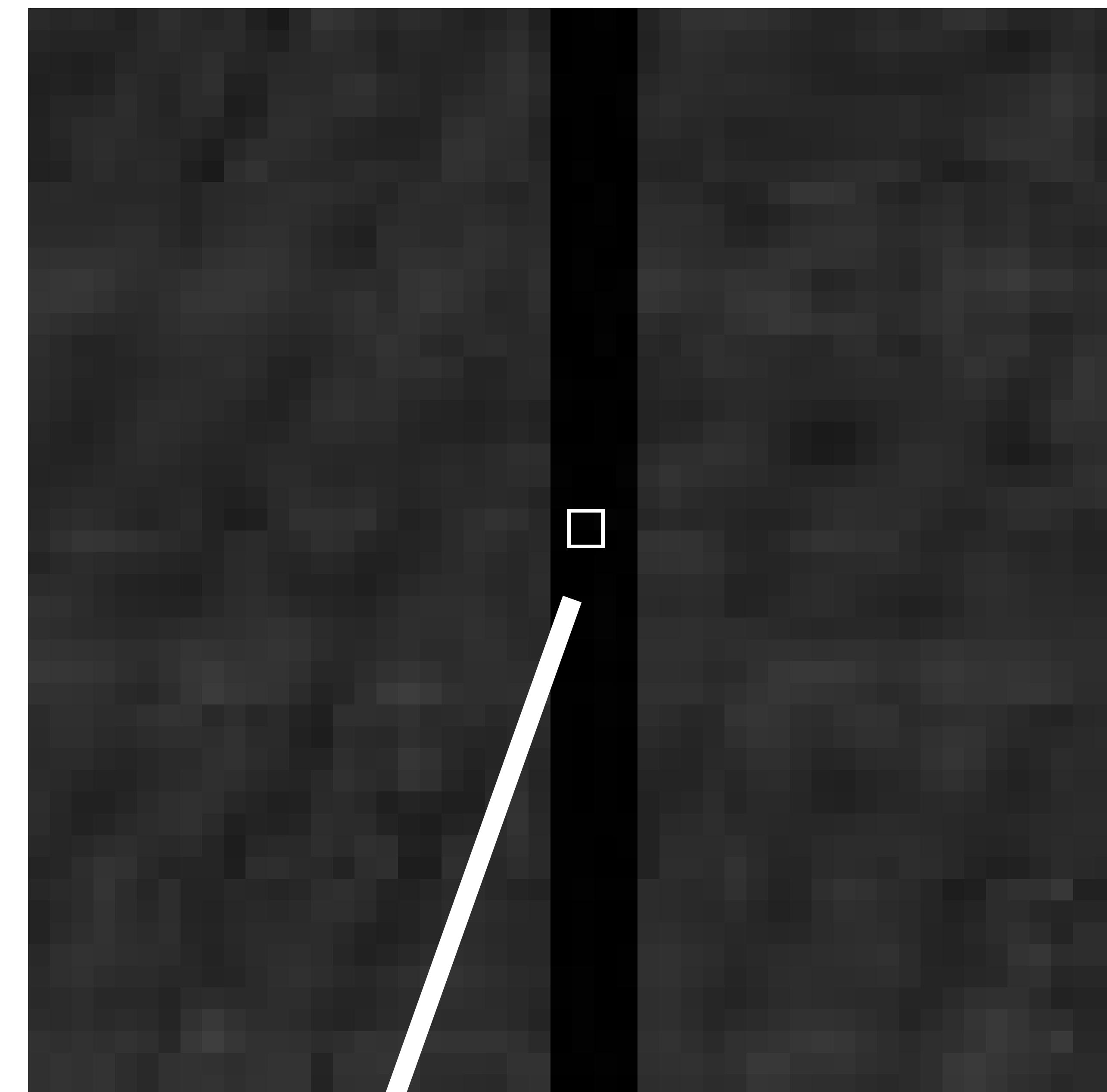
Gain map



Average map



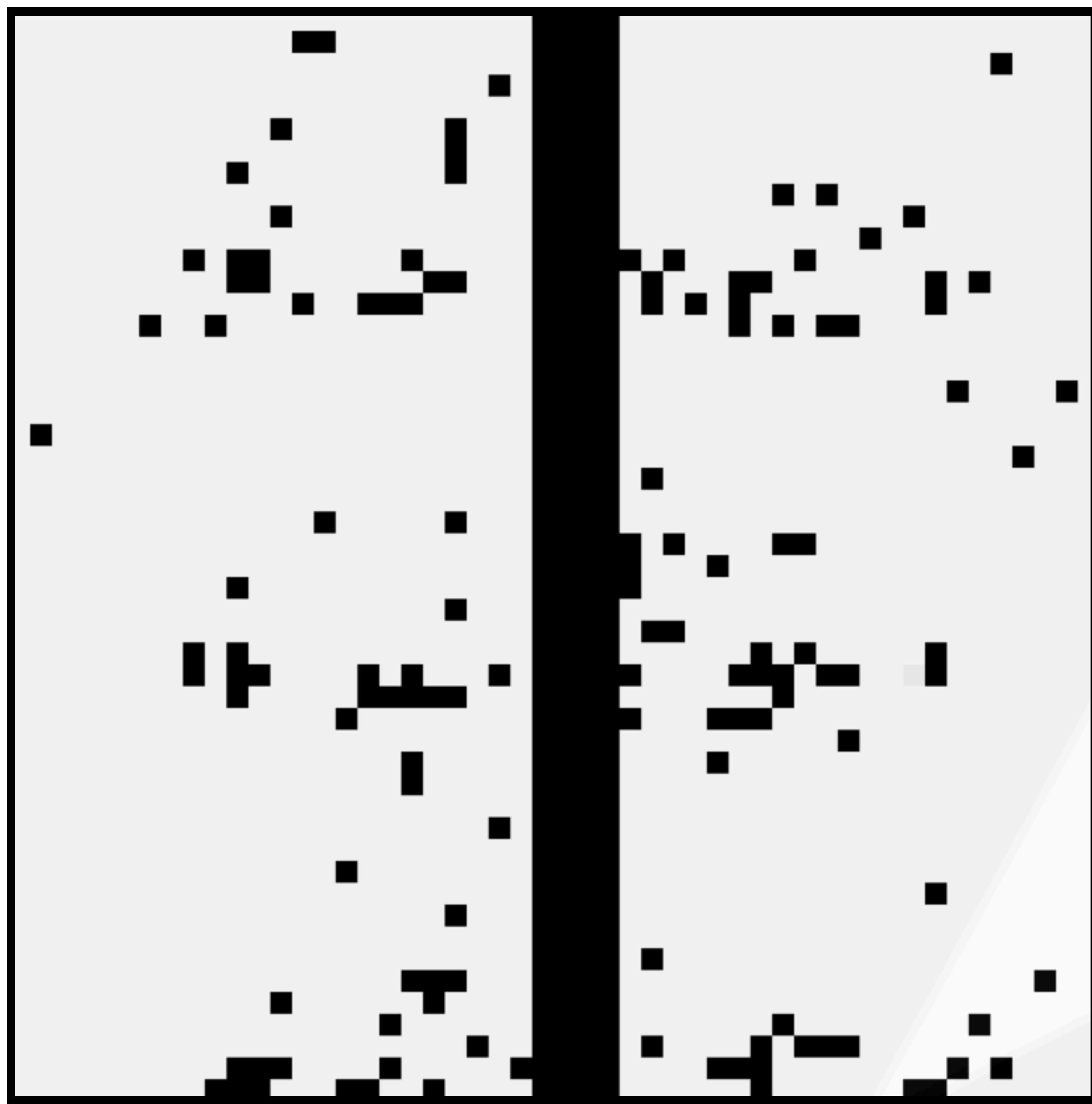
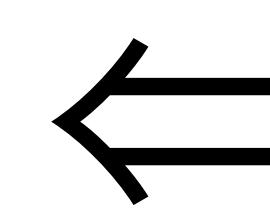
Gain map



nearest neighbor  
averaging  
33x33 kernel

↓ pixel ratio

20% threshold



Ratio map

