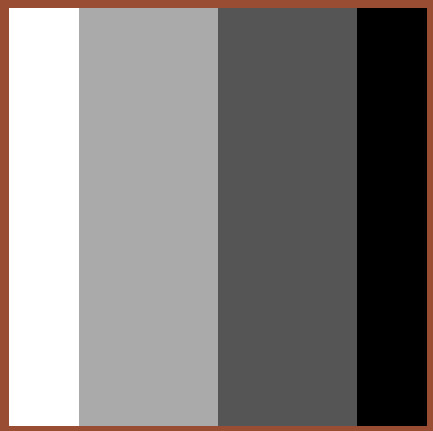
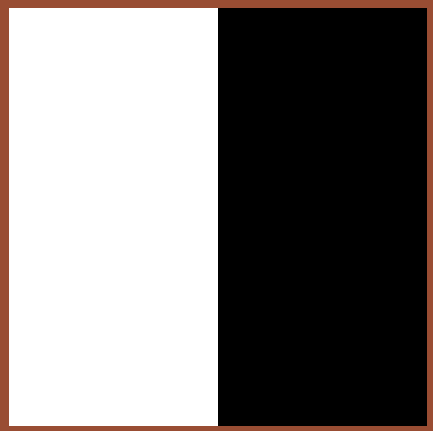
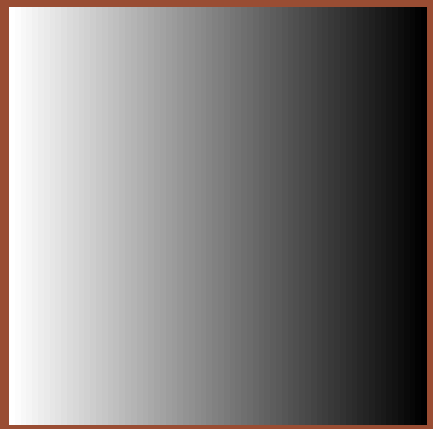
GRAYSCALE - LineX



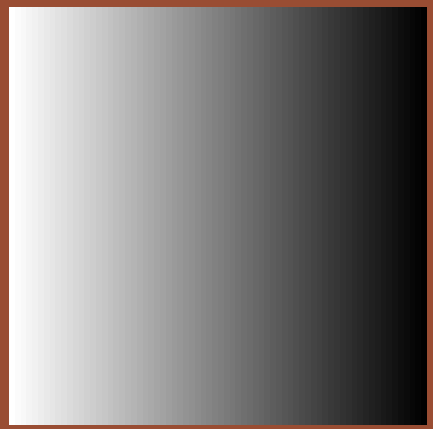
4 levels per channel (2 bits)



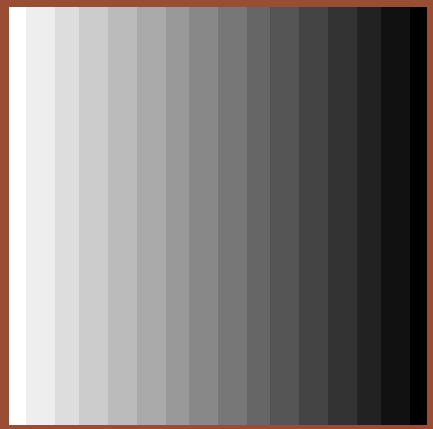
2 levels per channel (1 bit)



65536 levels per channel (16 bits)

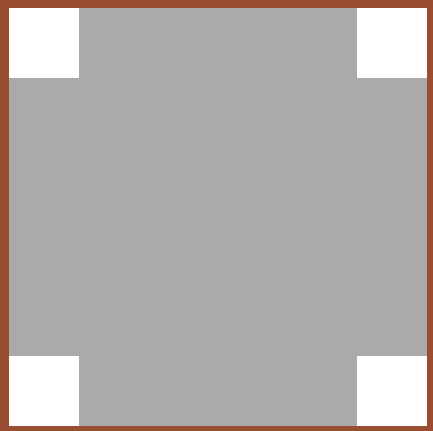


256 levels per channel (8 bits)

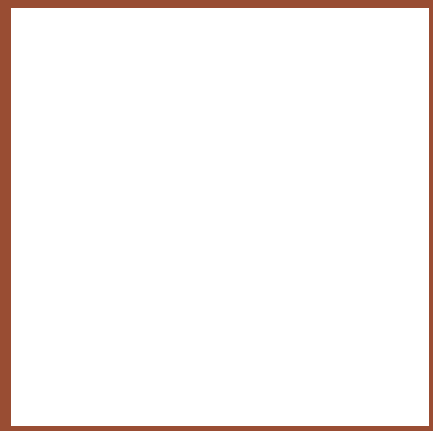


16 levels per channel (4 bits)

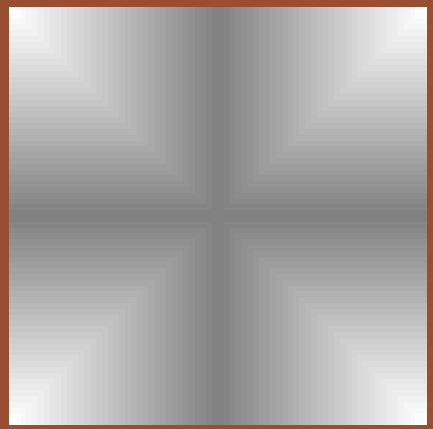
GRAYSCALE - Cross



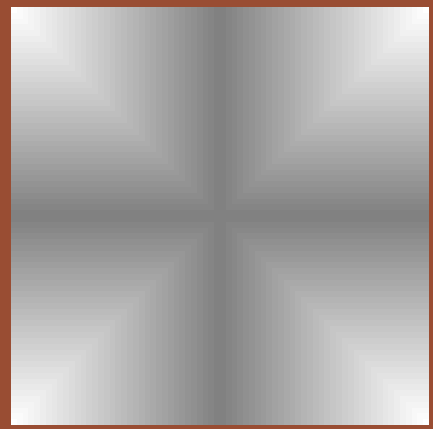
4 levels per channel (2 bits)



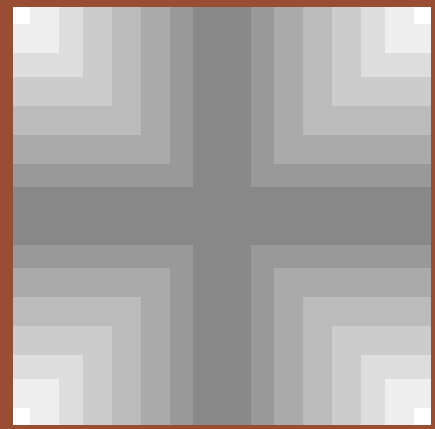
2 levels per channel (1 bit)



65536 levels per channel (16 bits)

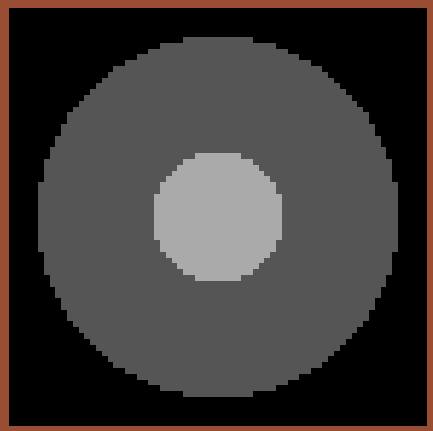


256 levels per channel (8 bits)

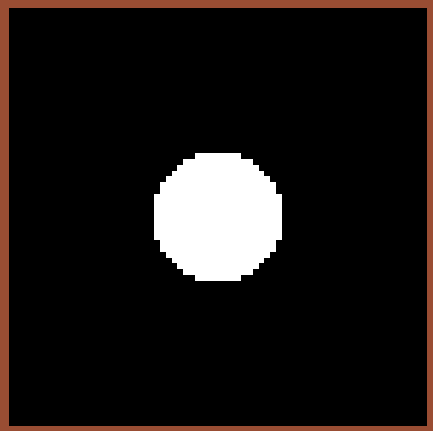


16 levels per channel (4 bits)

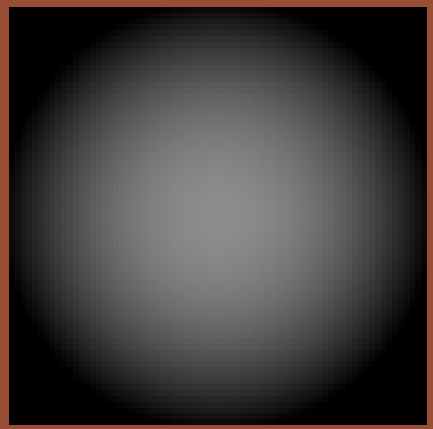
GRAYSCALE - InvertedEllipseC



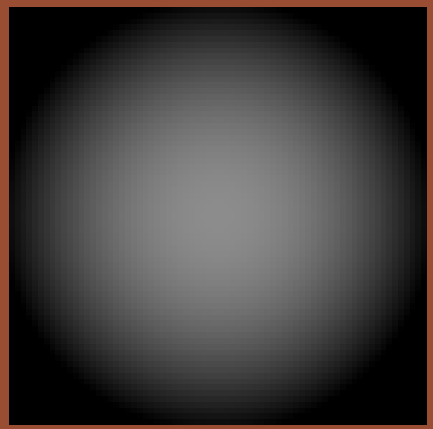
4 levels per channel (2 bits)



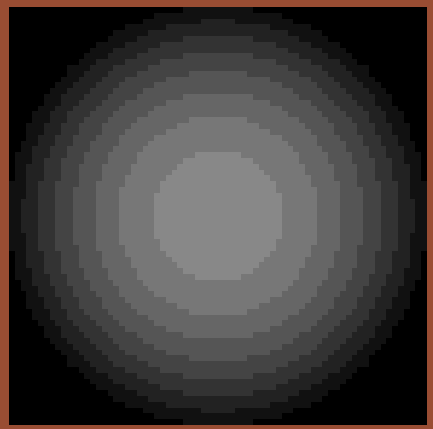
2 levels per channel (1 bit)



65536 levels per channel (16 bits)



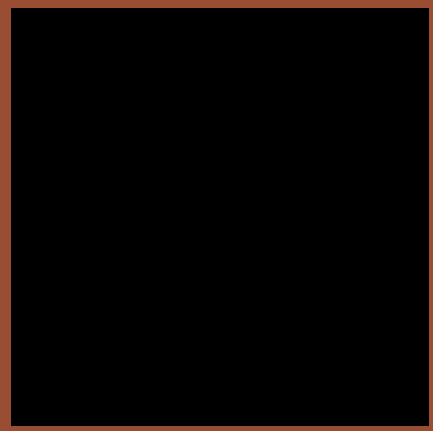
256 levels per channel (8 bits)



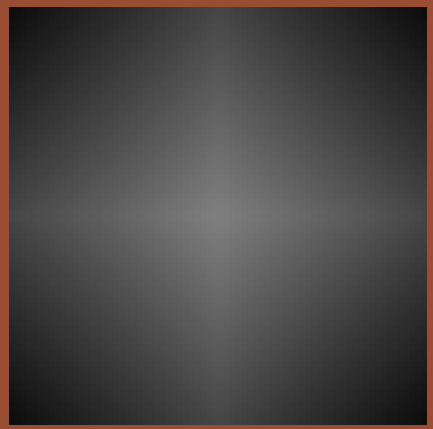
16 levels per channel (4 bits)

GRAYSCALE - Rhomboid

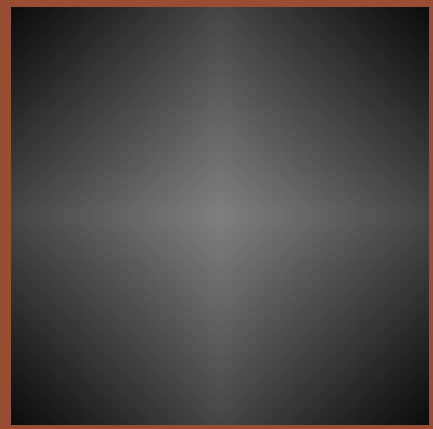
4 levels per channel (2 bits)



2 levels per channel (1 bit)



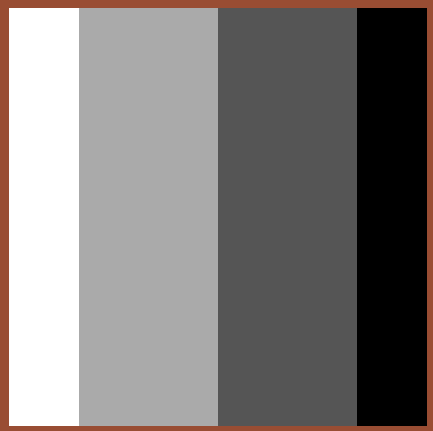
65536 levels per channel (16 bits)



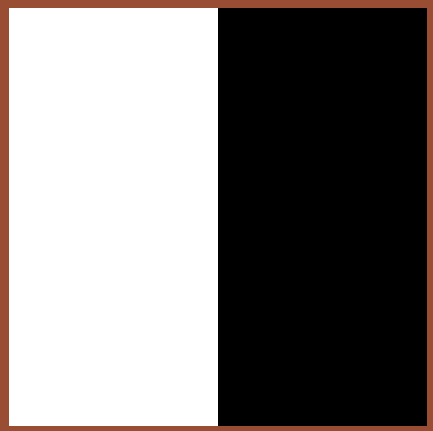
256 levels per channel (8 bits)

16 levels per channel (4 bits)

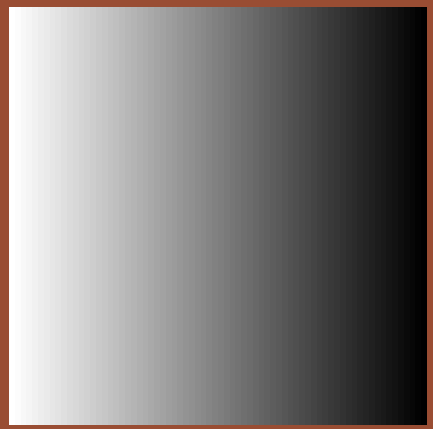
GRAYSCALE - LineX (from file)



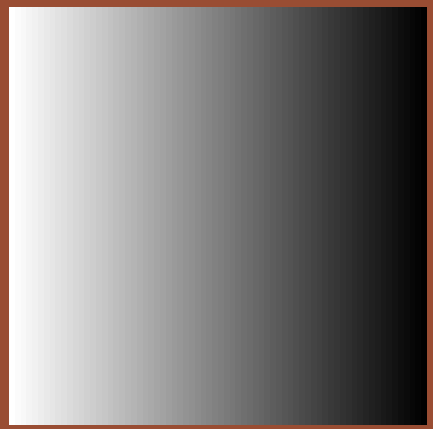
4 levels per channel (2 bits)



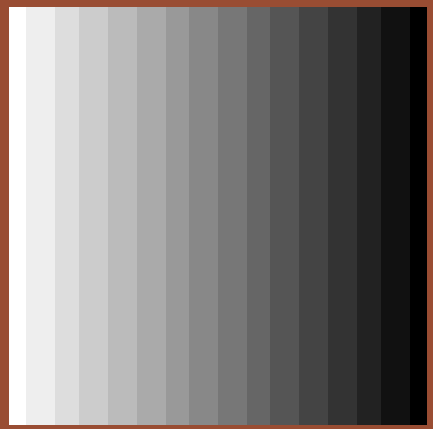
2 levels per channel (1 bit)



65536 levels per channel (16 bits)

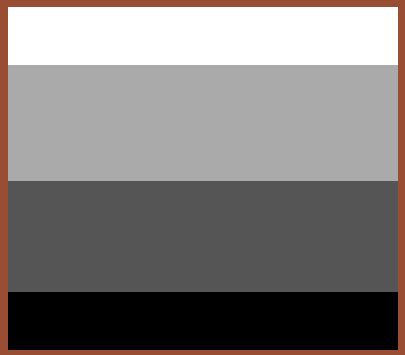


256 levels per channel (8 bits)



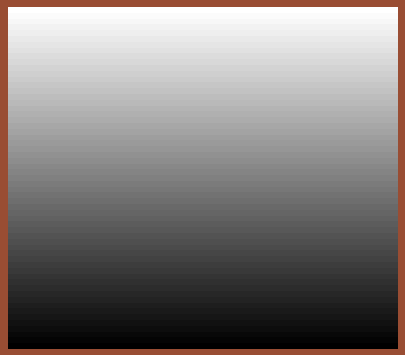
16 levels per channel (4 bits)

GRAYSCALE - 67x59

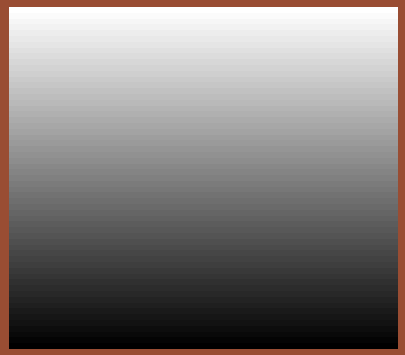


4 levels per channel (2 bits)

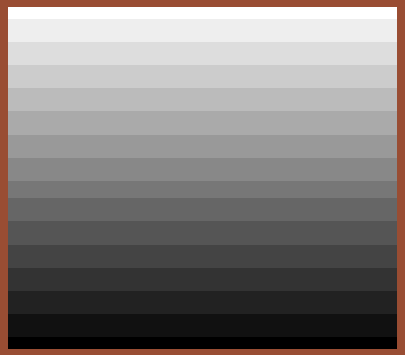
2 levels per channel (1 bit)



65536 levels per channel (16 bits)

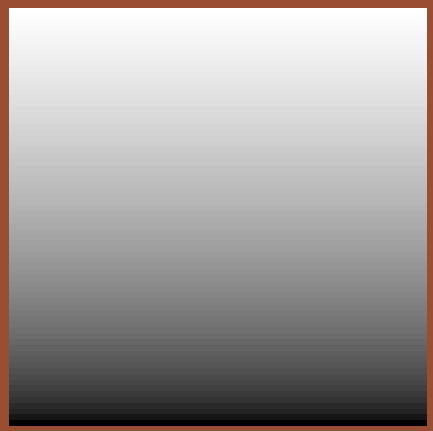


256 levels per channel (8 bits)

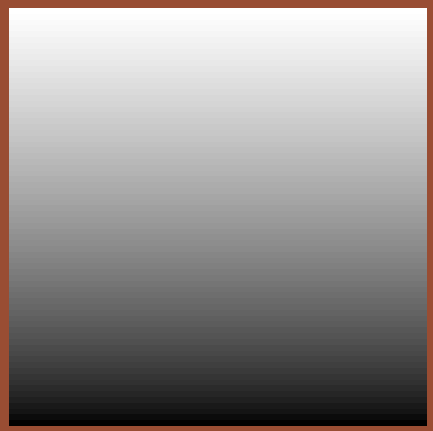


16 levels per channel (4 bits)

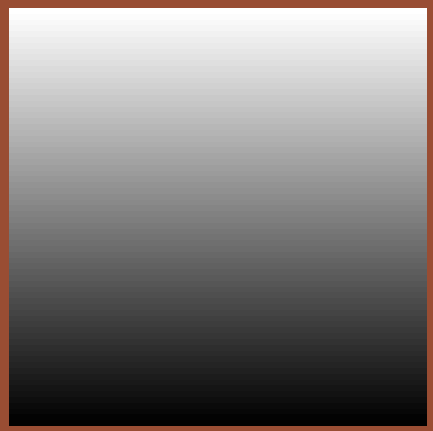
GRAYSCALE - gamma



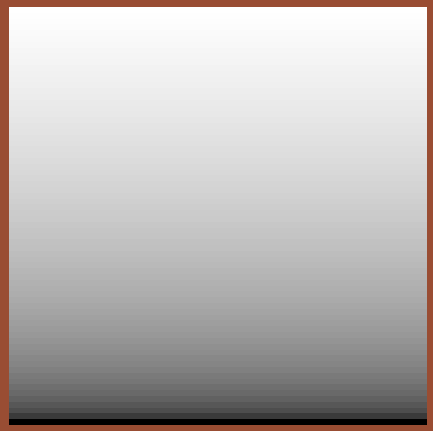
gamma 1.8



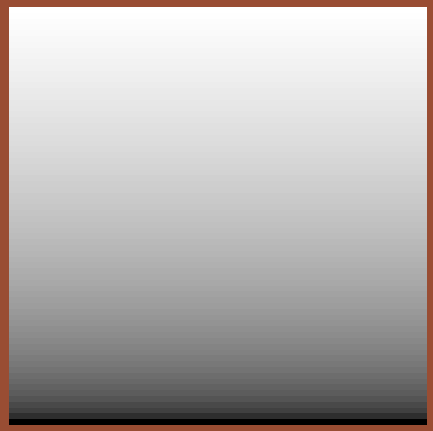
gamma 1.4



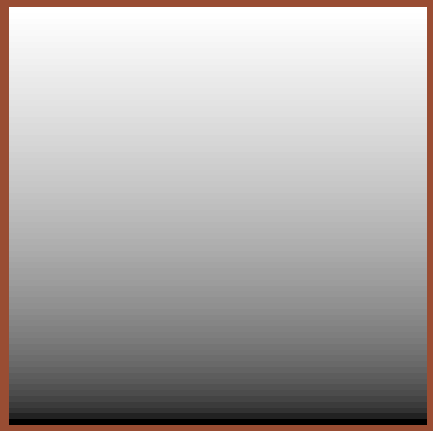
gamma 1.0



gamma 3.0

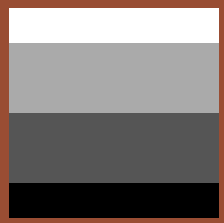


gamma 2.6

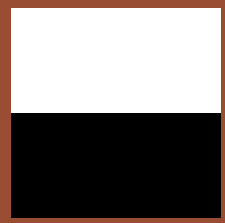


gamma 2.2

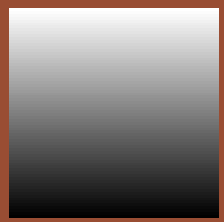
GRAYSCALE - 144 dpi



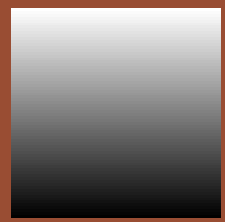
4 levels per channel (2 bits)



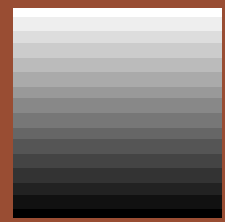
2 levels per channel (1 bit)



65536 levels per channel (16 bits)

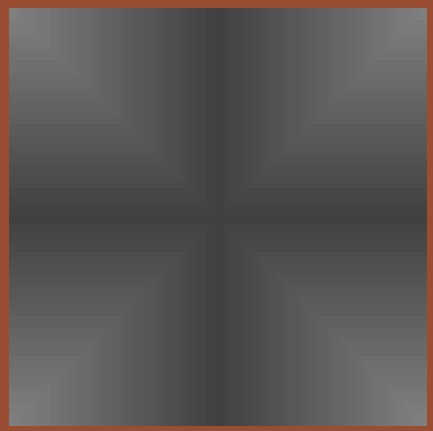


256 levels per channel (8 bits)

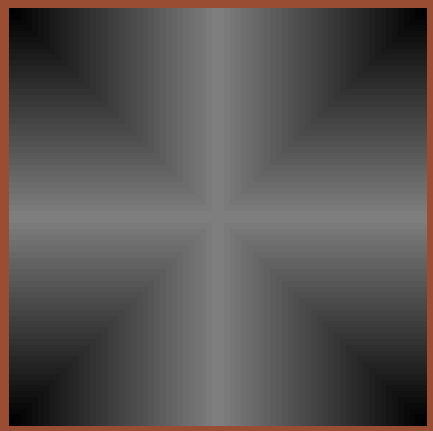


16 levels per channel (4 bits)

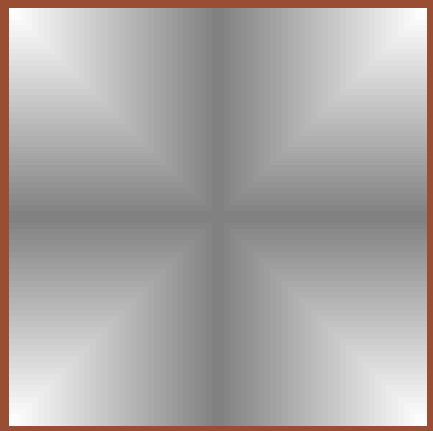
GRAYSCALE - decode



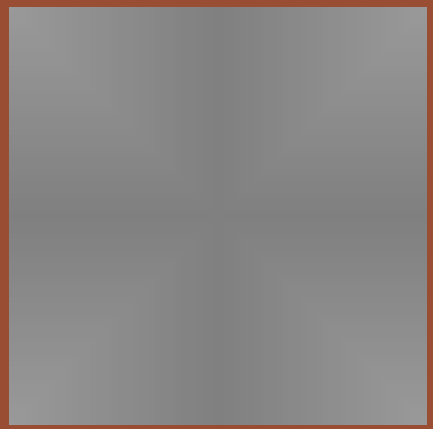
decode [0.000000, 0.500000]



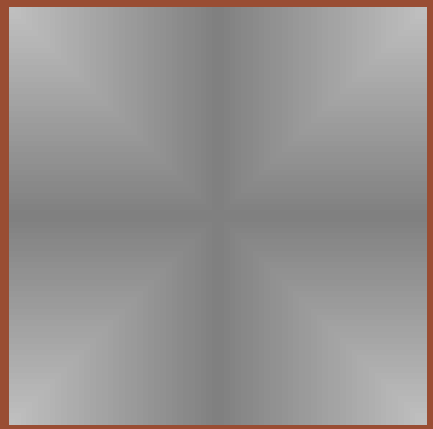
decode [1.000000, 0.000000]



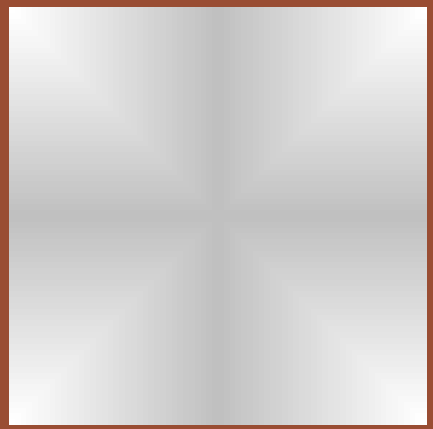
decode [0.000000, 1.000000]



decode [0.400000, 0.600000]

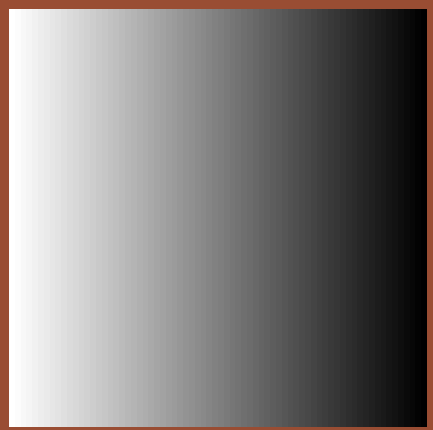


decode [0.250000, 0.750000]

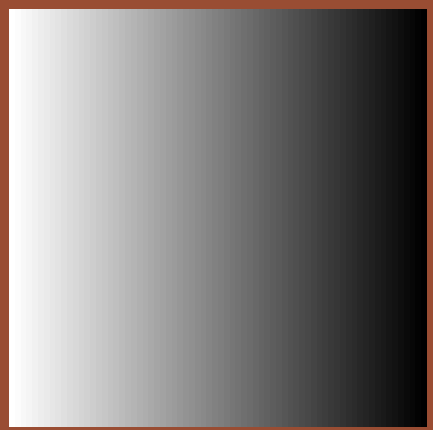


decode [0.500000, 1.000000]

GRAYSCALE - alternate for print

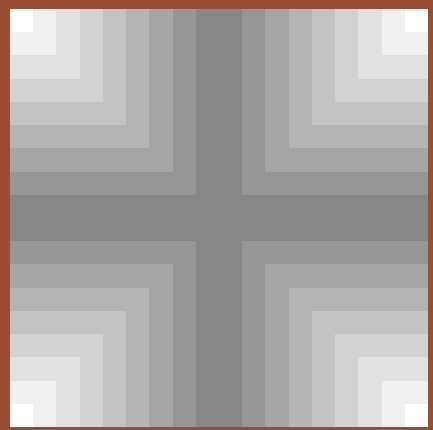


not alternated



alternated

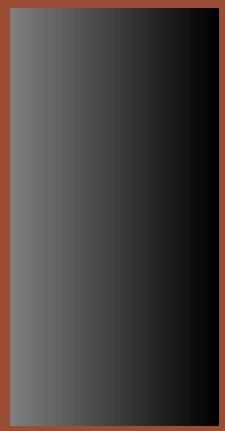
GRAYSCALE - interpolate



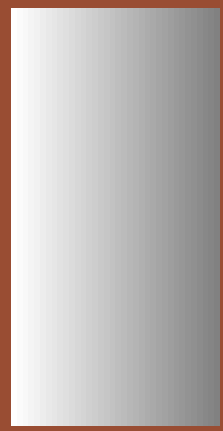
interpolated

not interpolated

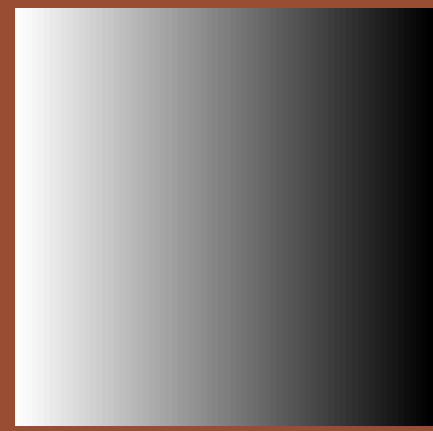
GRAYSCALE - color key mask



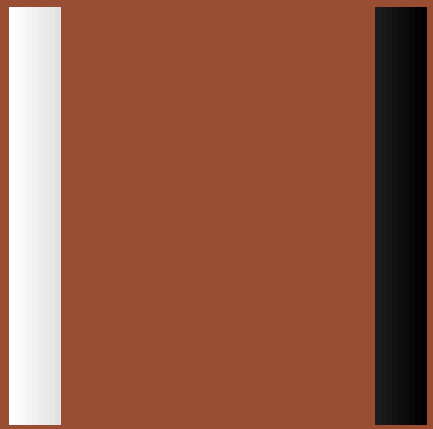
<0.50, 1.00>



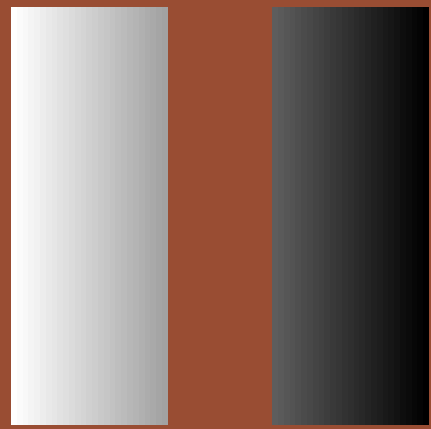
<0.00, 0.50>



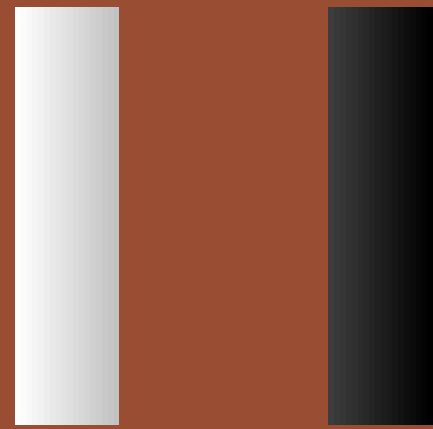
not-masked



<0.13, 0.88>

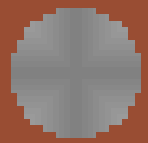


<0.38, 0.63>

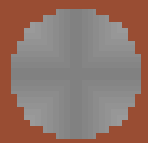


<0.25, 0.75>

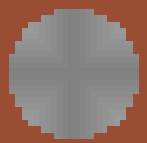
GRAYSCALE - hard mask



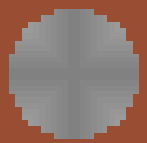
interpolate .. no, reverse yes



interpolate .. yes, reverse no

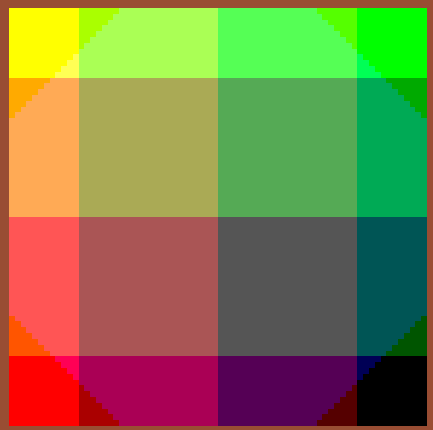


interpolate .. no, reverse no

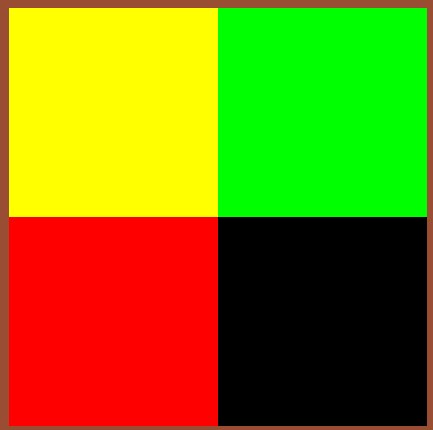


interpolate .. yes, reverse yes

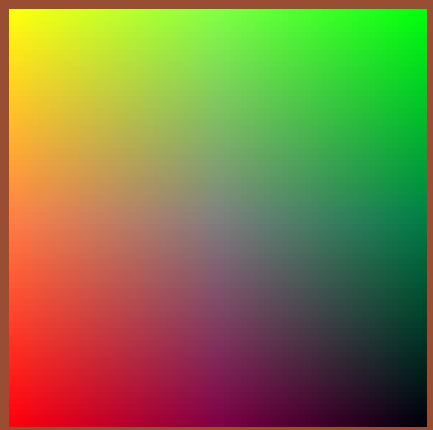
RGB



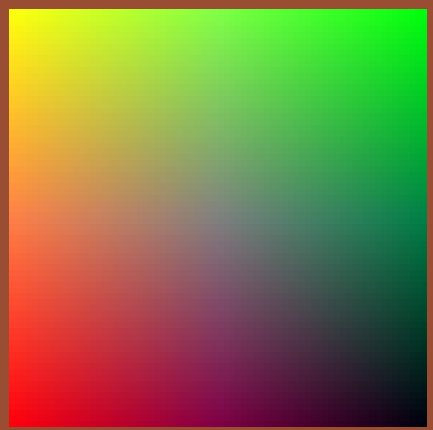
4 levels per channel (2 bits)



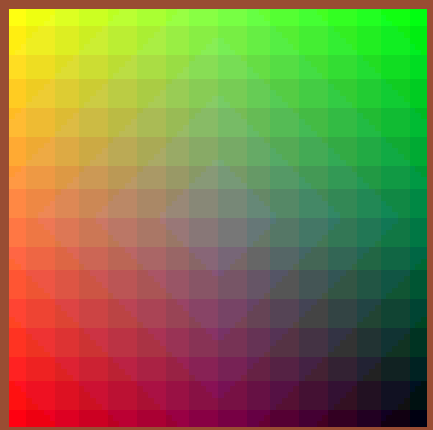
2 levels per channel (1 bit)



65536 levels per channel (16 bits)

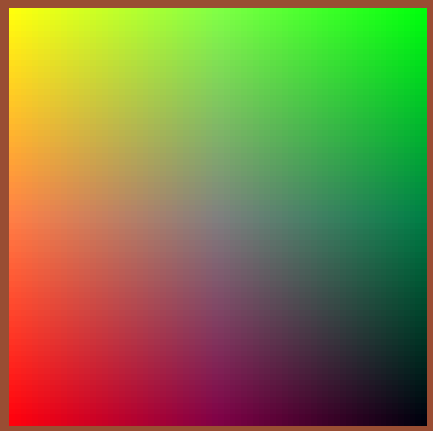


256 levels per channel (8 bits)

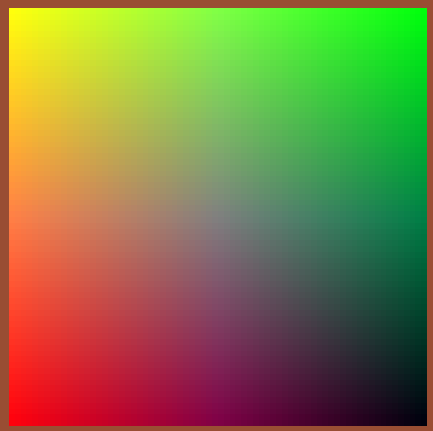


16 levels per channel (4 bits)

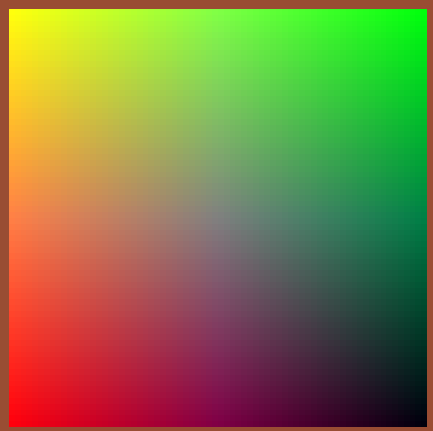
RGB - rendering intent



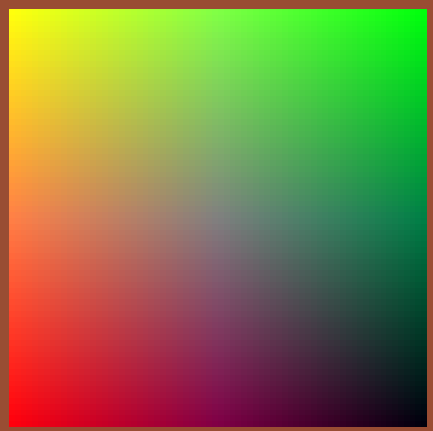
ABSOLUTE_COLORIMETRIC



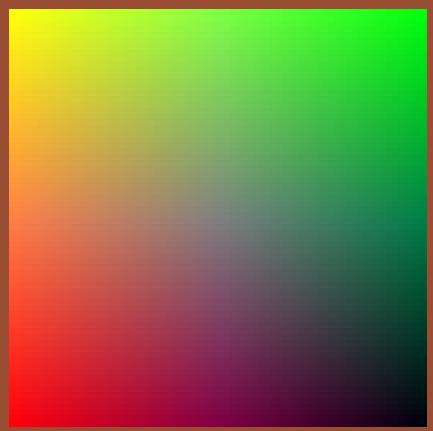
default



PERCEPTUAL

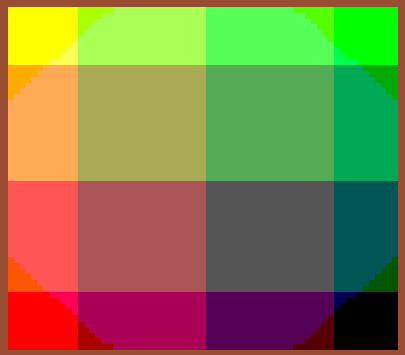


SATURATION

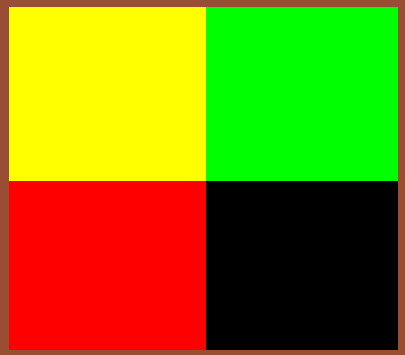


RELATIVE_COLORIMETRIC

RGB - 67x59



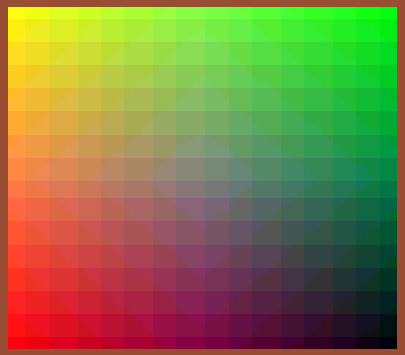
4 levels per channel (2 bits)



2 levels per channel (1 bit)

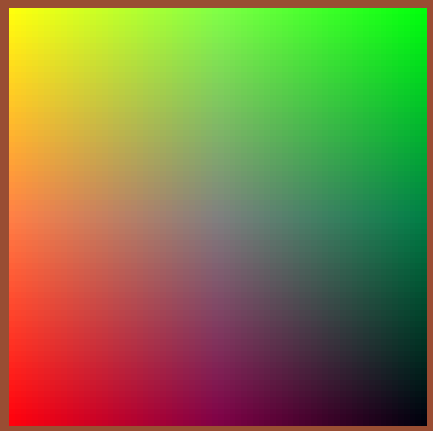
65536 levels per channel (16 bits)

256 levels per channel (8 bits)



16 levels per channel (4 bits)

RGB - color key mask



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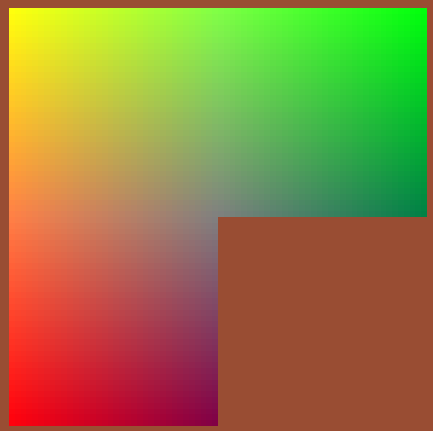

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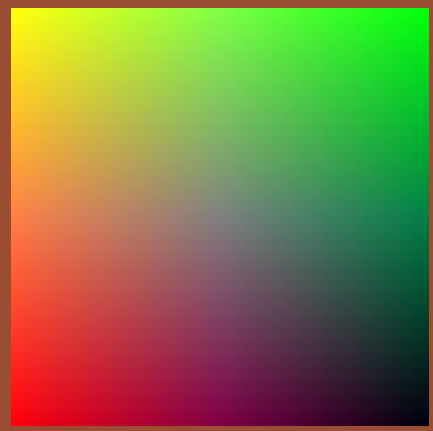
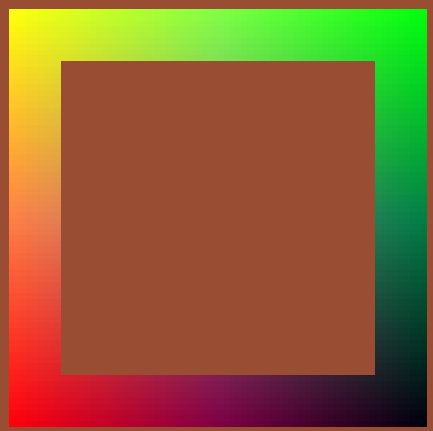


not-masked



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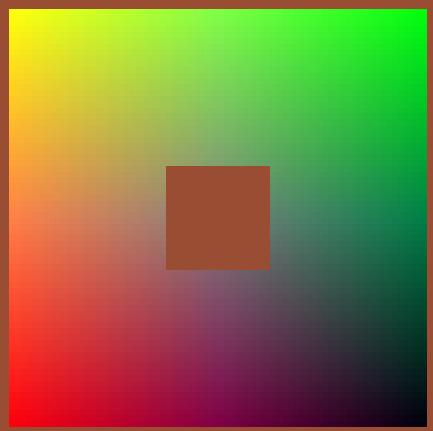

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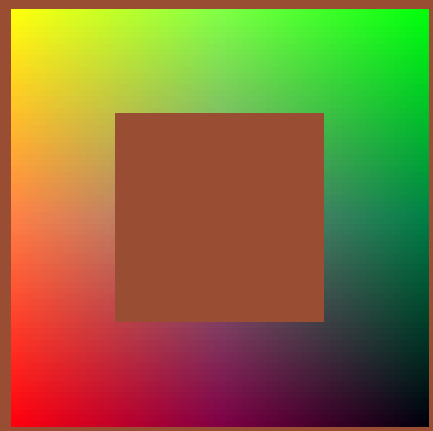

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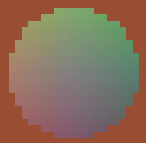
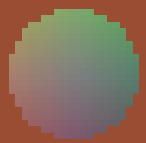
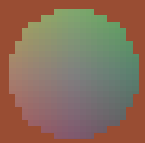
RGB - hard mask



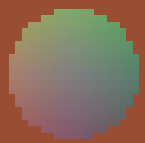
interpolate .. no, reverse yes



interpolate .. yes, reverse no

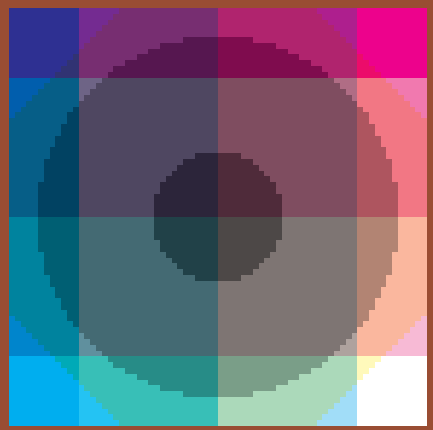


interpolate .. no, reverse no

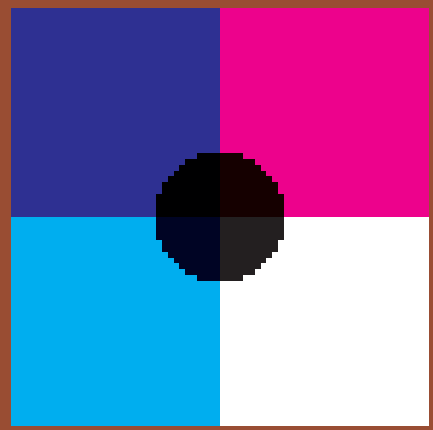


interpolate .. yes, reverse yes

CMYK

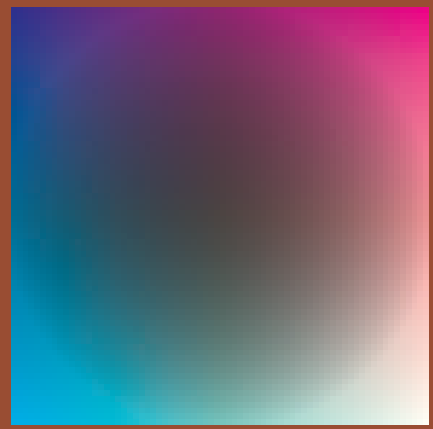


4 levels per channel (2 bits)

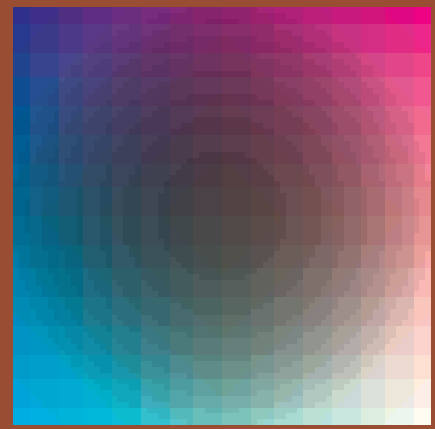


2 levels per channel (1 bit)

65536 levels per channel (16 bits)

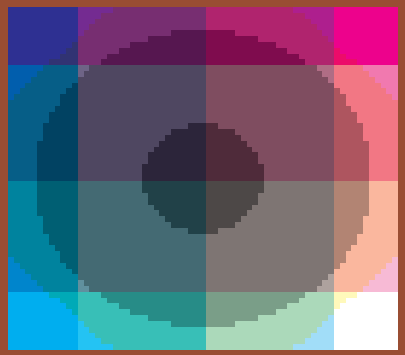


256 levels per channel (8 bits)

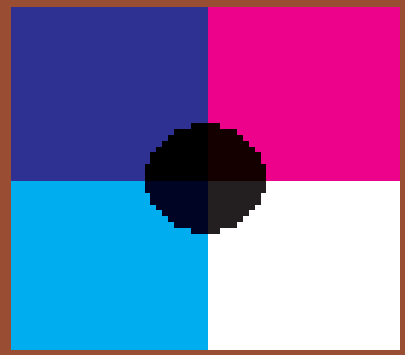


16 levels per channel (4 bits)

CMYK - 67x59



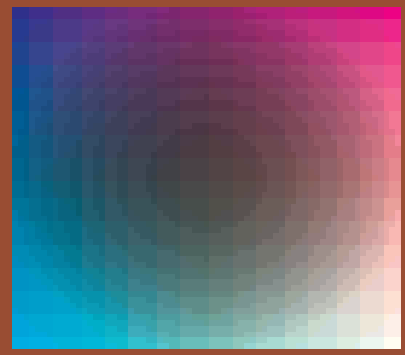
4 levels per channel (2 bits)



2 levels per channel (1 bit)

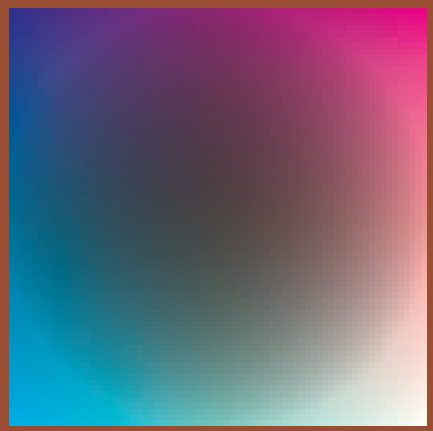
65536 levels per channel (16 bits)

256 levels per channel (8 bits)



16 levels per channel (4 bits)

CMYK - color key mask



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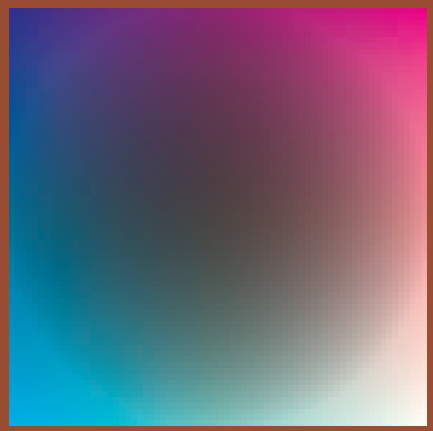

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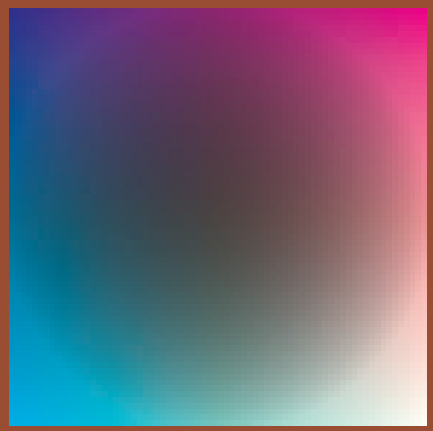
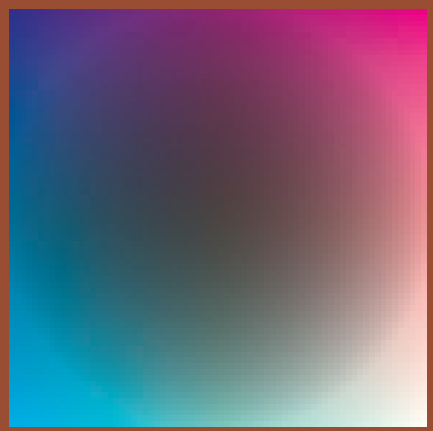


not-masked



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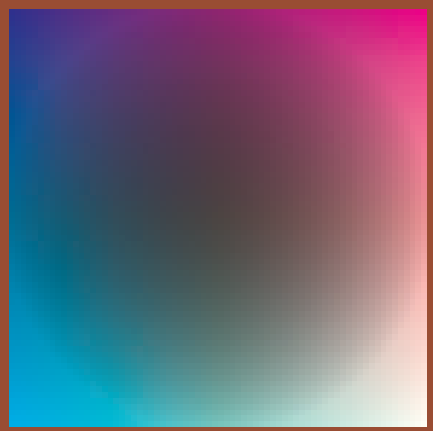
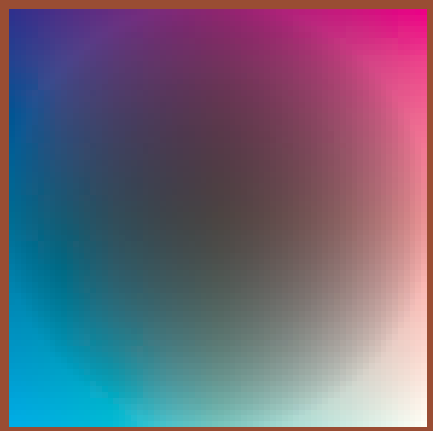
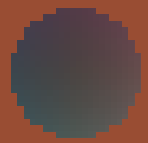


<0.38, 0.63>

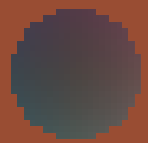


<0.25, 0.75>

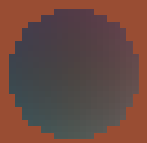
CMYK - hard mask



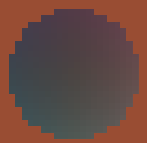
interpolate .. no, reverse yes



interpolate .. yes, reverse no

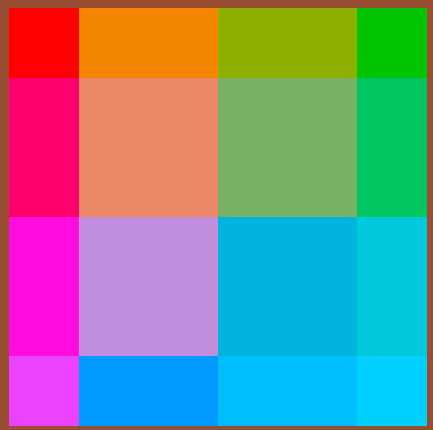


interpolate .. no, reverse no

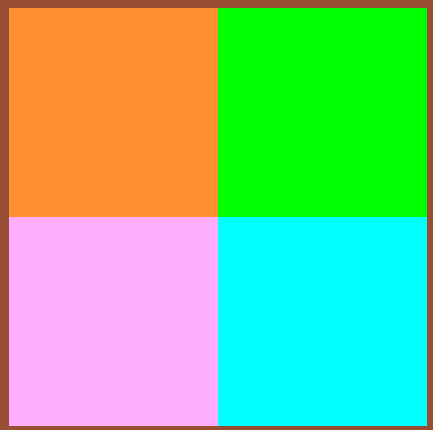


interpolate .. yes, reverse yes

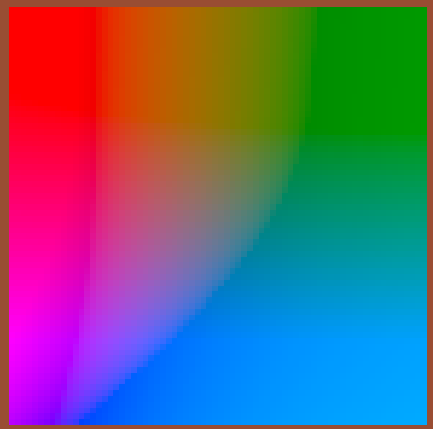
CIE Lab



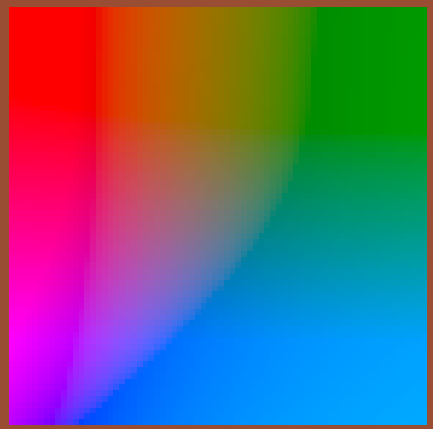
4 levels per channel (2 bits)



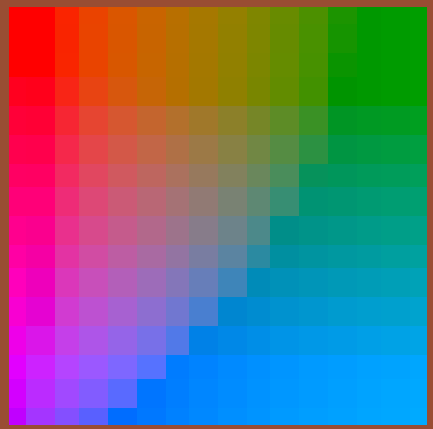
2 levels per channel (1 bit)



65536 levels per channel (16 bits)

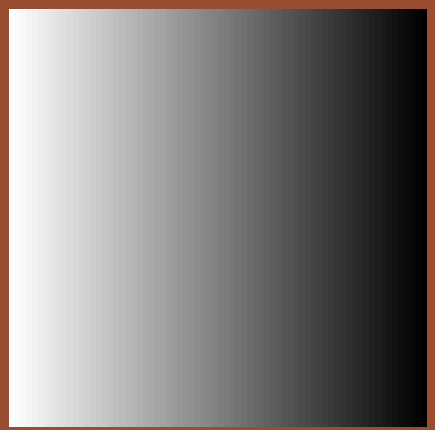


256 levels per channel (8 bits)



16 levels per channel (4 bits)

Palette



256 levels per channel (8 bits)