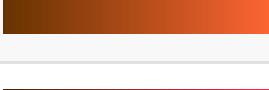
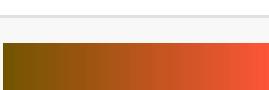
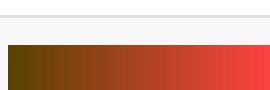
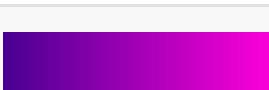
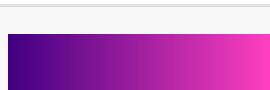
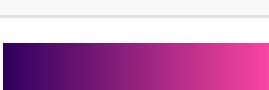
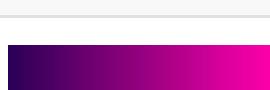
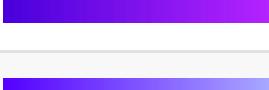
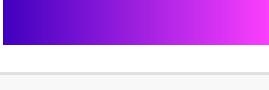
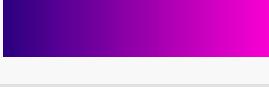
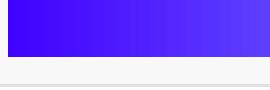


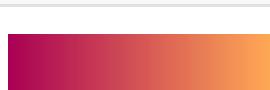
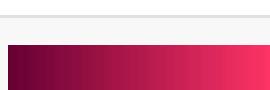
Gradient Library

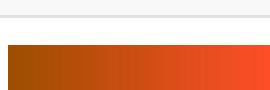
Below is a list of all the Gradients provided, along with their coordinates in YUV space for your convenience.

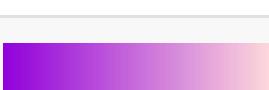
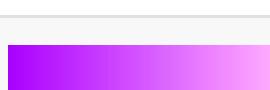
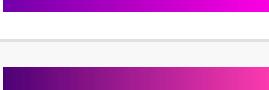
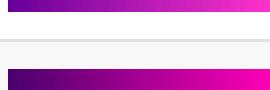
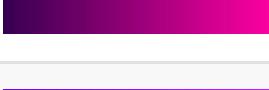
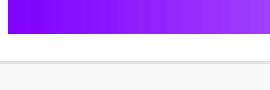
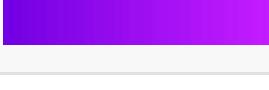
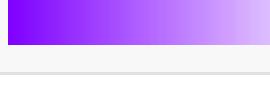
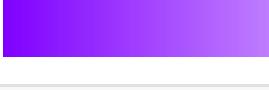
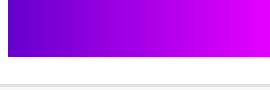
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.1, -0.1)	(0.05, -0.1, -0.1)		(0.0, -0.1, -0.1)	(0.15, -0.0, -0.0)
	(0.0, -0.1, -0.1)	(0.15, 0.19, -0.1)		(0.0, -0.1, -0.1)	(0.1, 0.09, -0.1)
	(0.0, -0.1, -0.1)	(0.25, -0.1, -1.3)		(0.0, -0.1, -0.1)	(0.3, -1.3, -1.3)
	(0.0, -0.1, -0.1)	(0.45, 0.04, 0.04)		(0.0, -0.1, -0.1)	(0.5, -0.1, 0.09)
	(0.0, -0.1, -0.1)	(0.75, -0.1, 0.19)		(0.0, -0.1, -0.2)	(0.05, -1.3, -0.2)
	(0.0, -0.1, -0.2)	(0.15, -0.0, -0.1)		(0.0, -0.1, -0.2)	(0.15, 0.19, -0.2)
	(0.0, -0.1, -0.2)	(0.1, 0.09, -0.2)		(0.0, -0.1, -0.2)	(0.25, -0.1, -0.1)
	(0.0, -0.1, -0.2)	(0.3, -1.3, -0.1)		(0.0, -0.1, -0.2)	(0.45, 0.04, -0.0)
	(0.0, -0.1, -0.2)	(0.5, -0.1, -2.7)		(0.0, -0.1, -0.2)	(0.75, -0.1, 0.09)
	(0.0, -0.1, -0.3)	(0.05, -1.3, -0.3)		(0.0, -0.1, -0.3)	(0.15, -0.0, -0.2)
	(0.0, -0.1, -0.3)	(0.15, 0.19, -0.3)		(0.0, -0.1, -0.3)	(0.1, 0.09, -0.3)
	(0.0, -0.1, -0.3)	(0.25, -0.1, -0.2)		(0.0, -0.1, -0.3)	(0.3, -1.3, -0.2)
	(0.0, -0.1, -0.3)	(0.45, 0.04, -0.1)		(0.0, -0.1, -0.3)	(0.5, -0.1, -0.1)

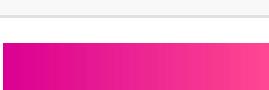
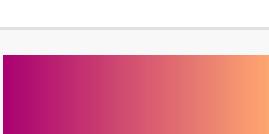
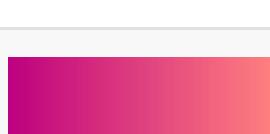
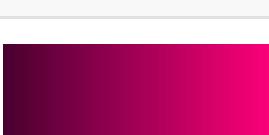
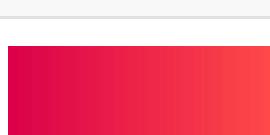
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.1, -0.3)	(0.75, -0.1, 0.0)		(0.0, -0.1, -0.4)	(0.05, -1.3, -0.4)
	(0.0, -0.1, -0.4)	(0.15, -0.0, -0.3)		(0.0, -0.1, -0.4)	(0.15, 0.19, -0.4)
	(0.0, -0.1, -0.4)	(0.1, 0.09, -0.4)		(0.0, -0.1, -0.4)	(0.25, -0.1, -0.3)
	(0.0, -0.1, -0.4)	(0.3, -1.3, -0.3)		(0.0, -0.1, -0.4)	(0.45, 0.04, -0.2)
	(0.0, -0.1, -0.4)	(0.5, -0.1, -0.2)		(0.0, -0.1, -0.4)	(0.75, -0.1, -0.1)
	(0.0, -0.1, -0.5)	(0.05, -1.3, -0.5)		(0.0, -0.1, -0.5)	(0.15, -0.0, -0.4)
	(0.0, -0.1, -0.5)	(0.15, 0.19, -0.5)		(0.0, -0.1, -0.5)	(0.1, 0.09, -0.5)
	(0.0, -0.1, -0.5)	(0.25, -0.1, -0.4)		(0.0, -0.1, -0.5)	(0.3, -1.3, -0.4)
	(0.0, -0.1, -0.5)	(0.45, 0.04, -0.3)		(0.0, -0.1, -0.5)	(0.5, -0.1, -0.3)
	(0.0, -0.1, -0.5)	(0.75, -0.1, -0.2)		(0.0, -0.1, 0.0)	(0.05, -1.3, 0.0)
	(0.0, -0.1, 0.0)	(0.15, -0.0, 0.04)		(0.0, -0.1, 0.0)	(0.15, 0.19, 0.0)
	(0.0, -0.1, 0.0)	(0.1, 0.09, 0.0)		(0.0, -0.1, 0.0)	(0.25, -0.1, 0.09)
	(0.0, -0.1, 0.0)	(0.3, -1.3, 0.09)		(0.0, -0.1, 0.0)	(0.45, 0.04, 0.15)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.1, 0.0)	(0.5, -0.1, 0.19)		(0.0, -0.1, 0.0)	(0.75, -0.1, 0.3)
	(0.0, -0.1, 0.1)	(0.05, -1.3, 0.1)		(0.0, -0.1, 0.1)	(0.15, -0.0, 0.15)
	(0.0, -0.1, 0.1)	(0.15, 0.19, 0.1)		(0.0, -0.1, 0.1)	(0.1, 0.09, 0.1)
	(0.0, -0.1, 0.1)	(0.25, -0.1, 0.2)		(0.0, -0.1, 0.1)	(0.3, -1.3, 0.2)
	(0.0, -0.1, 0.1)	(0.45, 0.04, 0.25)		(0.0, -0.1, 0.1)	(0.5, -0.1, 0.3)
	(0.0, -0.1, 0.1)	(0.75, -0.1, 0.4)		(0.0, -0.1, 0.2)	(0.05, -1.3, 0.2)
	(0.0, -0.1, 0.2)	(0.15, -0.0, 0.25)		(0.0, -0.1, 0.2)	(0.15, 0.19, 0.2)
	(0.0, -0.1, 0.2)	(0.1, 0.09, 0.2)		(0.0, -0.1, 0.2)	(0.25, -0.1, 0.3)
	(0.0, -0.1, 0.2)	(0.3, -1.3, 0.3)		(0.0, -0.1, 0.2)	(0.45, 0.04, 0.35)
	(0.0, -0.1, 0.2)	(0.5, -0.1, 0.4)		(0.0, -0.1, 0.3)	(0.05, -1.3, 0.3)
	(0.0, -0.1, 0.3)	(0.15, -0.0, 0.35)		(0.0, -0.1, 0.3)	(0.15, 0.19, 0.3)
	(0.0, -0.1, 0.3)	(0.1, 0.09, 0.3)		(0.0, -0.1, 0.3)	(0.25, -0.1, 0.39)
	(0.0, -0.1, 0.3)	(0.3, -1.3, 0.39)		(0.0, -0.1, 0.3)	(0.45, 0.04, 0.44)

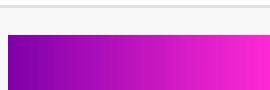
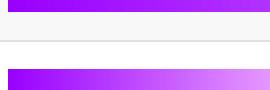
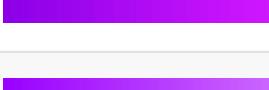
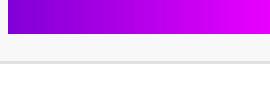
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.1, 0.4)	(0.05, -0.13, 0.4)		(0.0, -0.1, 0.4)	(0.15, -0.0, 0.45)
	(0.0, -0.1, 0.4)	(0.15, 0.19, 0.4)		(0.0, -0.1, 0.4)	(0.1, 0.09, 0.4)
	(0.0, -0.2, -0.1)	(0.05, -0.1, -0.1)		(0.0, -0.2, -0.1)	(0.15, -0.1, -0.0)
	(0.0, -0.2, -0.1)	(0.15, 0.09, -0.1)		(0.0, -0.2, -0.1)	(0.1, -2.7, -0.1)
	(0.0, -0.2, -0.1)	(0.25, -0.2, -1.3)		(0.0, -0.2, -0.1)	(0.3, -0.1, -1.3)
	(0.0, -0.2, -0.1)	(0.45, -0.0, 0.04)		(0.0, -0.2, -0.1)	(0.5, -0.2, 0.09)
	(0.0, -0.2, -0.1)	(0.75, -0.2, 0.19)		(0.0, -0.2, -0.2)	(0.05, -0.1, -0.2)
	(0.0, -0.2, -0.2)	(0.15, -0.1, -0.1)		(0.0, -0.2, -0.2)	(0.15, 0.09, -0.2)
	(0.0, -0.2, -0.2)	(0.1, -2.7, -0.2)		(0.0, -0.2, -0.2)	(0.25, -0.2, -0.1)
	(0.0, -0.2, -0.2)	(0.3, -0.1, -0.1)		(0.0, -0.2, -0.2)	(0.45, -0.0, -0.0)
	(0.0, -0.2, -0.2)	(0.5, -0.2, -2.7)		(0.0, -0.2, -0.2)	(0.75, -0.2, 0.09)
	(0.0, -0.2, -0.3)	(0.05, -0.1, -0.3)		(0.0, -0.2, -0.3)	(0.15, -0.1, -0.2)
	(0.0, -0.2, -0.3)	(0.15, 0.09, -0.3)		(0.0, -0.2, -0.3)	(0.1, -2.7, -0.3)

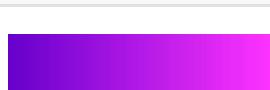
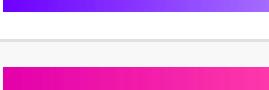
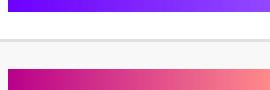
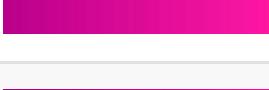
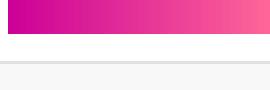
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.2, -0.3)	(0.25, -0.2, -0.2)		(0.0, -0.2, -0.3)	(0.3, -0.1, -0.2)
	(0.0, -0.2, -0.3)	(0.45, -0.0, -0.1)		(0.0, -0.2, -0.3)	(0.5, -0.2, -0.1)
	(0.0, -0.2, -0.3)	(0.75, -0.2, 0.0)		(0.0, -0.2, -0.4)	(0.05, -0.1, -0.4)
	(0.0, -0.2, -0.4)	(0.15, -0.1, -0.3)		(0.0, -0.2, -0.4)	(0.15, 0.09, -0.4)
	(0.0, -0.2, -0.4)	(0.1, -0.2, -0.4)		(0.0, -0.2, -0.4)	(0.25, -0.2, -0.3)
	(0.0, -0.2, -0.4)	(0.3, -0.1, -0.3)		(0.0, -0.2, -0.4)	(0.45, -0.0, -0.2)
	(0.0, -0.2, -0.4)	(0.5, -0.2, -0.2)		(0.0, -0.2, -0.4)	(0.75, -0.2, -0.1)
	(0.0, -0.2, -0.5)	(0.05, -0.1, -0.5)		(0.0, -0.2, -0.5)	(0.15, -0.1, -0.4)
	(0.0, -0.2, -0.5)	(0.15, 0.09, -0.5)		(0.0, -0.2, -0.5)	(0.1, -0.2, -0.5)
	(0.0, -0.2, -0.5)	(0.25, -0.2, -0.4)		(0.0, -0.2, -0.5)	(0.3, -0.1, -0.4)
	(0.0, -0.2, -0.5)	(0.45, -0.0, -0.3)		(0.0, -0.2, -0.5)	(0.5, -0.2, -0.3)
	(0.0, -0.2, -0.5)	(0.75, -0.2, -0.2)		(0.0, -0.2, 0.0)	(0.05, -0.1, 0.0)
	(0.0, -0.2, 0.0)	(0.15, -0.1, 0.04)		(0.0, -0.2, 0.0)	(0.15, 0.09, 0.0)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.2, 0.0)	(0.1, -2.7, 0.0)		(0.0, -0.2, 0.0)	(0.25, -0.2, 0.09)
	(0.0, -0.2, 0.0)	(0.3, -0.1, 0.09)		(0.0, -0.2, 0.0)	(0.45, -0.2, 0.15)
	(0.0, -0.2, 0.0)	(0.5, -0.2, 0.19)		(0.0, -0.2, 0.0)	(0.75, -0.2, 0.3)
	(0.0, -0.2, 0.1)	(0.05, -0.1, 0.1)		(0.0, -0.2, 0.1)	(0.15, -0.1, 0.15)
	(0.0, -0.2, 0.1)	(0.15, -0.2, 0.09)		(0.0, -0.2, 0.1)	(0.1, -2.7, 0.1)
	(0.0, -0.2, 0.1)	(0.25, -0.2, 0.2)		(0.0, -0.2, 0.1)	(0.3, -0.1, 0.2)
	(0.0, -0.2, 0.1)	(0.45, -0.0, 0.25)		(0.0, -0.2, 0.1)	(0.5, -0.2, 0.3)
	(0.0, -0.2, 0.1)	(0.75, -0.2, 0.4)		(0.0, -0.2, 0.2)	(0.05, -0.1, 0.2)
	(0.0, -0.2, 0.2)	(0.15, -0.1, 0.25)		(0.0, -0.2, 0.2)	(0.15, -0.09, 0.2)
	(0.0, -0.2, 0.2)	(0.1, -2.7, 0.2)		(0.0, -0.2, 0.2)	(0.25, -0.2, 0.3)
	(0.0, -0.2, 0.2)	(0.3, -0.1, 0.3)		(0.0, -0.2, 0.2)	(0.45, -0.0, 0.35)
	(0.0, -0.2, 0.2)	(0.5, -0.2, 0.4)		(0.0, -0.2, 0.3)	(0.05, -0.1, 0.3)
	(0.0, -0.2, 0.3)	(0.15, -0.1, 0.35)		(0.0, -0.2, 0.3)	(0.15, -0.09, 0.3)

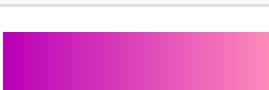
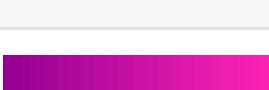
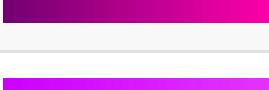
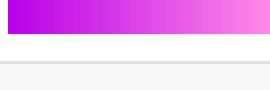
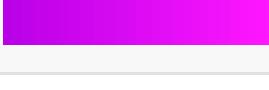
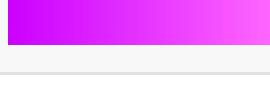
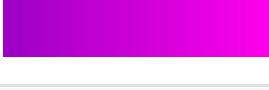
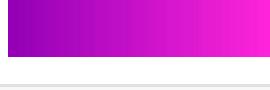
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.2, 0.3)	(0.1, -2.7, 0.3)		(0.0, -0.2, 0.3)	(0.25, -0.2, 0.39)
	(0.0, -0.2, 0.3)	(0.3, -0.1, 0.39)		(0.0, -0.2, 0.3)	(0.45, -0.2, 0.44)
	(0.0, -0.2, 0.4)	(0.05, -0.1, 0.4)		(0.0, -0.2, 0.4)	(0.15, -0.1, 0.45)
	(0.0, -0.2, 0.4)	(0.15, 0.09, 0.4)		(0.0, -0.2, 0.4)	(0.1, -2.7, 0.4)
	(0.0, -0.3, -0.1)	(0.05, -0.2, -0.1)		(0.0, -0.3, -0.1)	(0.15, -0.2, -0.0)
	(0.0, -0.3, -0.1)	(0.15, 0.0, -0.1)		(0.0, -0.3, -0.1)	(0.1, -0.1, -0.1)
	(0.0, -0.3, -0.1)	(0.25, -0.3, -1.3)		(0.0, -0.3, -0.1)	(0.3, -0.2, -1.3)
	(0.0, -0.3, -0.1)	(0.45, -0.1, 0.04)		(0.0, -0.3, -0.1)	(0.5, -0.3, 0.09)
	(0.0, -0.3, -0.1)	(0.75, -0.3, 0.19)		(0.0, -0.3, -0.2)	(0.05, -0.2, -0.2)
	(0.0, -0.3, -0.2)	(0.15, -0.2, -0.1)		(0.0, -0.3, -0.2)	(0.15, 0.0, -0.2)
	(0.0, -0.3, -0.2)	(0.1, -0.1, -0.2)		(0.0, -0.3, -0.2)	(0.25, -0.3, -0.1)
	(0.0, -0.3, -0.2)	(0.3, -0.2, -0.1)		(0.0, -0.3, -0.2)	(0.45, -0.1, -0.0)
	(0.0, -0.3, -0.2)	(0.5, -0.3, -2.7)		(0.0, -0.3, -0.2)	(0.75, -0.3, 0.09)

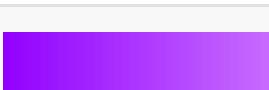
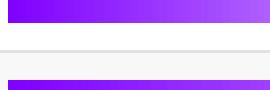
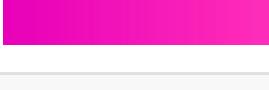
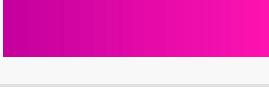
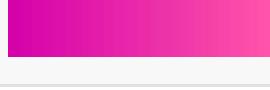
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.3, -0.3)	(0.05, -0.2, -0.3)		(0.0, -0.3, -0.3)	(0.15, -0.2, -0.2)
	(0.0, -0.3, -0.3)	(0.15, 0.0, -0.3)		(0.0, -0.3, -0.3)	(0.1, -0.1, -0.3)
	(0.0, -0.3, -0.3)	(0.25, -0.3, -0.2)		(0.0, -0.3, -0.3)	(0.3, -0.2, -0.2)
	(0.0, -0.3, -0.3)	(0.45, -0.1, -0.1)		(0.0, -0.3, -0.3)	(0.5, -0.3, -0.1)
	(0.0, -0.3, -0.3)	(0.75, -0.3, 0.0)		(0.0, -0.3, -0.4)	(0.05, -0.2, -0.4)
	(0.0, -0.3, -0.4)	(0.15, -0.2, -0.3)		(0.0, -0.3, -0.4)	(0.15, 0.0, -0.4)
	(0.0, -0.3, -0.4)	(0.1, -0.1, -0.4)		(0.0, -0.3, -0.4)	(0.25, -0.3, -0.3)
	(0.0, -0.3, -0.4)	(0.3, -0.2, -0.3)		(0.0, -0.3, -0.4)	(0.45, -0.1, -0.2)
	(0.0, -0.3, -0.4)	(0.5, -0.3, -0.2)		(0.0, -0.3, -0.4)	(0.75, -0.3, -0.1)
	(0.0, -0.3, -0.5)	(0.05, -0.2, -0.5)		(0.0, -0.3, -0.5)	(0.15, -0.2, -0.4)
	(0.0, -0.3, -0.5)	(0.15, 0.0, -0.5)		(0.0, -0.3, -0.5)	(0.1, -0.1, -0.5)
	(0.0, -0.3, -0.5)	(0.25, -0.3, -0.4)		(0.0, -0.3, -0.5)	(0.3, -0.2, -0.4)
	(0.0, -0.3, -0.5)	(0.45, -0.1, -0.3)		(0.0, -0.3, -0.5)	(0.5, -0.3, -0.3)

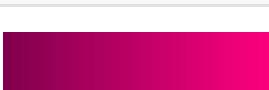
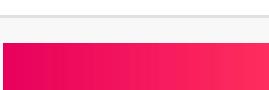
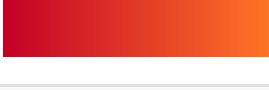
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.3, -0.5)	(0.75, -0.3, -0.2)		(0.0, -0.3, 0.0)	(0.05, -0.2, 0.0)
	(0.0, -0.3, 0.0)	(0.15, -0.2, 0.04)		(0.0, -0.3, 0.0)	(0.15, 0.0, 0.0)
	(0.0, -0.3, 0.0)	(0.1, -0.1, 0.0)		(0.0, -0.3, 0.0)	(0.25, -0.3, 0.09)
	(0.0, -0.3, 0.0)	(0.3, -0.2, 0.09)		(0.0, -0.3, 0.0)	(0.45, -0.1, 0.15)
	(0.0, -0.3, 0.0)	(0.5, -0.3, 0.19)		(0.0, -0.3, 0.0)	(0.75, -0.3, 0.3)
	(0.0, -0.3, 0.1)	(0.05, -0.2, 0.1)		(0.0, -0.3, 0.1)	(0.15, -0.2, 0.15)
	(0.0, -0.3, 0.1)	(0.15, 0.0, 0.1)		(0.0, -0.3, 0.1)	(0.1, -0.1, 0.1)
	(0.0, -0.3, 0.1)	(0.25, -0.3, 0.2)		(0.0, -0.3, 0.1)	(0.3, -0.2, 0.2)
	(0.0, -0.3, 0.1)	(0.45, -0.1, 0.25)		(0.0, -0.3, 0.1)	(0.5, -0.3, 0.3)
	(0.0, -0.3, 0.1)	(0.75, -0.3, 0.4)		(0.0, -0.3, 0.2)	(0.05, -0.2, 0.2)
	(0.0, -0.3, 0.2)	(0.15, -0.2, 0.25)		(0.0, -0.3, 0.2)	(0.15, 0.0, 0.2)
	(0.0, -0.3, 0.2)	(0.1, -0.1, 0.2)		(0.0, -0.3, 0.2)	(0.25, -0.3, 0.3)
	(0.0, -0.3, 0.2)	(0.3, -0.2, 0.3)		(0.0, -0.3, 0.2)	(0.45, -0.1, 0.35)

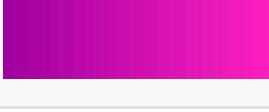
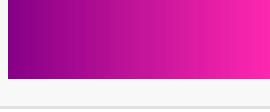
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.3, 0.2)	(0.5, -0.3, 0.4)		(0.0, -0.3, 0.3)	(0.05, -0.2, 0.3)
	(0.0, -0.3, 0.3)	(0.15, -0.2, 0.35)		(0.0, -0.3, 0.3)	(0.15, 0.0, 0.3)
	(0.0, -0.3, 0.3)	(0.1, -0.1, 0.3)		(0.0, -0.3, 0.3)	(0.25, -0.3, 0.39)
	(0.0, -0.3, 0.3)	(0.3, -0.2, 0.39)		(0.0, -0.3, 0.3)	(0.45, -0.1, 0.44)
	(0.0, -0.3, 0.4)	(0.05, -0.2, 0.4)		(0.0, -0.3, 0.4)	(0.15, -0.2, 0.45)
	(0.0, -0.3, 0.4)	(0.15, 0.0, 0.4)		(0.0, -0.3, 0.4)	(0.1, -0.1, 0.4)
	(0.0, -0.4, -0.1)	(0.05, -0.3, -0.1)		(0.0, -0.4, -0.1)	(0.15, -0.1, -0.1)
	(0.0, -0.4, -0.1)	(0.15, -0.3, -0.0)		(0.0, -0.4, -0.1)	(0.1, -0.2, -0.1)
	(0.0, -0.4, -0.1)	(0.25, -0.4, -1.3)		(0.0, -0.4, -0.1)	(0.3, -0.3, -1.3)
	(0.0, -0.4, -0.1)	(0.45, -0.2, 0.04)		(0.0, -0.4, -0.1)	(0.5, -0.4, 0.09)
	(0.0, -0.4, -0.1)	(0.75, -0.4, 0.19)		(0.0, -0.4, -0.2)	(0.05, -0.3, -0.2)
	(0.0, -0.4, -0.2)	(0.15, -0.1, -0.2)		(0.0, -0.4, -0.2)	(0.15, -0.3, -0.1)
	(0.0, -0.4, -0.2)	(0.1, -0.2, -0.2)		(0.0, -0.4, -0.2)	(0.25, -0.4, -0.1)

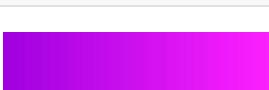
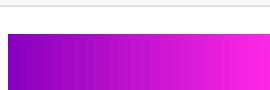
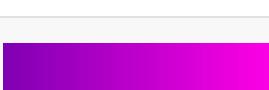
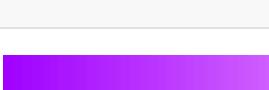
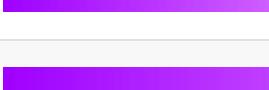
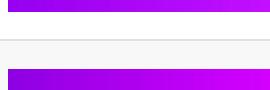
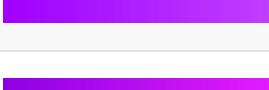
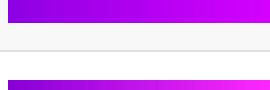
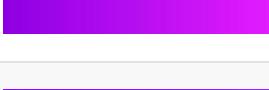
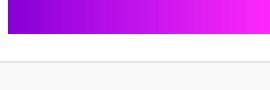
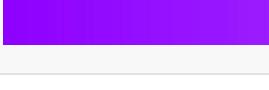
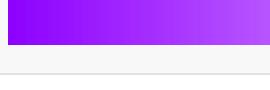
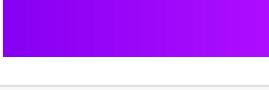
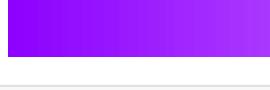
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.4, -0.2)	(0.3, -0.3, -0.1)		(0.0, -0.4, -0.2)	(0.45, -0.2, -0.0)
	(0.0, -0.4, -0.2)	(0.5, -0.4, -2.7)		(0.0, -0.4, -0.2)	(0.75, -0.4, 0.09)
	(0.0, -0.4, -0.3)	(0.05, -0.3, -0.3)		(0.0, -0.4, -0.3)	(0.15, -0.1, -0.3)
	(0.0, -0.4, -0.3)	(0.15, -0.3, -0.2)		(0.0, -0.4, -0.3)	(0.1, -0.2, -0.3)
	(0.0, -0.4, -0.3)	(0.25, -0.4, -0.2)		(0.0, -0.4, -0.3)	(0.3, -0.3, -0.2)
	(0.0, -0.4, -0.3)	(0.45, -0.2, -0.1)		(0.0, -0.4, -0.3)	(0.5, -0.4, -0.1)
	(0.0, -0.4, -0.3)	(0.75, -0.4, 0.0)		(0.0, -0.4, -0.4)	(0.05, -0.3, -0.4)
	(0.0, -0.4, -0.4)	(0.15, -0.1, -0.4)		(0.0, -0.4, -0.4)	(0.15, -0.3, -0.3)
	(0.0, -0.4, -0.4)	(0.1, -0.2, -0.4)		(0.0, -0.4, -0.4)	(0.25, -0.4, -0.3)
	(0.0, -0.4, -0.4)	(0.3, -0.3, -0.3)		(0.0, -0.4, -0.4)	(0.45, -0.2, -0.2)
	(0.0, -0.4, -0.4)	(0.5, -0.4, -0.2)		(0.0, -0.4, -0.4)	(0.75, -0.4, -0.1)
	(0.0, -0.4, -0.5)	(0.05, -0.3, -0.5)		(0.0, -0.4, -0.5)	(0.15, -0.1, -0.5)
	(0.0, -0.4, -0.5)	(0.15, -0.3, -0.4)		(0.0, -0.4, -0.5)	(0.1, -0.2, -0.5)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.4, -0.5)	(0.25, -0.4, -0.4)		(0.0, -0.4, -0.5)	(0.3, -0.3, -0.4)
	(0.0, -0.4, -0.5)	(0.45, -0.2, -0.3)		(0.0, -0.4, -0.5)	(0.5, -0.4, -0.3)
	(0.0, -0.4, -0.5)	(0.75, -0.4, -0.2)		(0.0, -0.4, 0.0)	(0.05, -0.3, 0.0)
	(0.0, -0.4, 0.0)	(0.15, -0.1, 0.0)		(0.0, -0.4, 0.0)	(0.15, -0.3, 0.04)
	(0.0, -0.4, 0.0)	(0.1, -0.2, 0.0)		(0.0, -0.4, 0.0)	(0.25, -0.4, 0.09)
	(0.0, -0.4, 0.0)	(0.3, -0.3, 0.09)		(0.0, -0.4, 0.0)	(0.45, -0.2, 0.15)
	(0.0, -0.4, 0.0)	(0.5, -0.4, 0.19)		(0.0, -0.4, 0.0)	(0.75, -0.4, 0.3)
	(0.0, -0.4, 0.1)	(0.05, -0.3, 0.1)		(0.0, -0.4, 0.1)	(0.15, -0.1, 0.1)
	(0.0, -0.4, 0.1)	(0.15, -0.3, 0.15)		(0.0, -0.4, 0.1)	(0.1, -0.2, 0.1)
	(0.0, -0.4, 0.1)	(0.25, -0.4, 0.2)		(0.0, -0.4, 0.1)	(0.3, -0.3, 0.2)
	(0.0, -0.4, 0.1)	(0.45, -0.2, 0.25)		(0.0, -0.4, 0.1)	(0.5, -0.4, 0.3)
	(0.0, -0.4, 0.1)	(0.75, -0.4, 0.4)		(0.0, -0.4, 0.2)	(0.05, -0.3, 0.2)
	(0.0, -0.4, 0.2)	(0.15, -0.1, 0.2)		(0.0, -0.4, 0.2)	(0.15, -0.3, 0.25)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.4, 0.2)	(0.1, -0.2, 0.2)		(0.0, -0.4, 0.2)	(0.25, -0.4, 0.3)
	(0.0, -0.4, 0.2)	(0.3, -0.3, 0.3)		(0.0, -0.4, 0.2)	(0.45, -0.2, 0.35)
	(0.0, -0.4, 0.2)	(0.5, -0.4, 0.4)		(0.0, -0.4, 0.3)	(0.05, -0.3, 0.3)
	(0.0, -0.4, 0.3)	(0.15, -0.1, 0.3)		(0.0, -0.4, 0.3)	(0.15, -0.3, 0.35)
	(0.0, -0.4, 0.3)	(0.1, -0.2, 0.3)		(0.0, -0.4, 0.3)	(0.25, -0.4, 0.39)
	(0.0, -0.4, 0.3)	(0.3, -0.3, 0.39)		(0.0, -0.4, 0.3)	(0.45, -0.2, 0.44)
	(0.0, -0.4, 0.4)	(0.05, -0.3, 0.4)		(0.0, -0.4, 0.4)	(0.15, -0.1, 0.4)
	(0.0, -0.4, 0.4)	(0.15, -0.3, 0.45)		(0.0, -0.4, 0.4)	(0.1, -0.2, 0.4)
	(0.0, -0.5, -0.1)	(0.05, -0.4, -0.1)		(0.0, -0.5, -0.1)	(0.15, -0.2, -0.1)
	(0.0, -0.5, -0.1)	(0.15, -0.4, -0.0)		(0.0, -0.5, -0.1)	(0.1, -0.3, -0.1)
	(0.0, -0.5, -0.1)	(0.25, -0.5, -1.3)		(0.0, -0.5, -0.1)	(0.3, -0.4, -1.3)
	(0.0, -0.5, -0.1)	(0.45, -0.3, 0.04)		(0.0, -0.5, -0.1)	(0.5, -0.5, 0.09)
	(0.0, -0.5, -0.1)	(0.75, -0.5, 0.19)		(0.0, -0.5, -0.2)	(0.05, -0.4, -0.2)

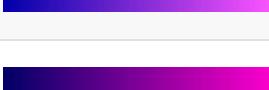
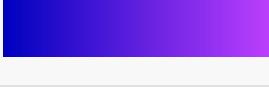
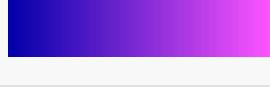
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.5, -0.2)	(0.15, -0.2, -0.2)		(0.0, -0.5, -0.2)	(0.15, -0.4, -0.1)
	(0.0, -0.5, -0.2)	(0.1, -0.3, -0.2)		(0.0, -0.5, -0.2)	(0.25, -0.5, -0.1)
	(0.0, -0.5, -0.2)	(0.3, -0.4, -0.1)		(0.0, -0.5, -0.2)	(0.45, -0.3, -0.0)
	(0.0, -0.5, -0.2)	(0.5, -0.5, -2.7)		(0.0, -0.5, -0.2)	(0.75, -0.5, 0.09)
	(0.0, -0.5, -0.3)	(0.05, -0.4, -0.3)		(0.0, -0.5, -0.3)	(0.15, -0.2, -0.3)
	(0.0, -0.5, -0.3)	(0.15, -0.4, -0.2)		(0.0, -0.5, -0.3)	(0.1, -0.3, -0.3)
	(0.0, -0.5, -0.3)	(0.25, -0.5, -0.2)		(0.0, -0.5, -0.3)	(0.3, -0.4, -0.2)
	(0.0, -0.5, -0.3)	(0.45, -0.3, -0.1)		(0.0, -0.5, -0.3)	(0.5, -0.5, -0.1)
	(0.0, -0.5, -0.3)	(0.75, -0.5, 0.0)		(0.0, -0.5, -0.4)	(0.05, -0.4, -0.4)
	(0.0, -0.5, -0.4)	(0.15, -0.2, -0.4)		(0.0, -0.5, -0.4)	(0.15, -0.4, -0.3)
	(0.0, -0.5, -0.4)	(0.1, -0.3, -0.4)		(0.0, -0.5, -0.4)	(0.25, -0.5, -0.3)
	(0.0, -0.5, -0.4)	(0.3, -0.4, -0.3)		(0.0, -0.5, -0.4)	(0.45, -0.3, -0.2)
	(0.0, -0.5, -0.4)	(0.5, -0.5, -0.2)		(0.0, -0.5, -0.4)	(0.75, -0.5, -0.1)

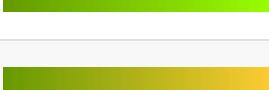
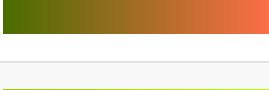
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.5, -0.5)	(0.05, -0.4, -0.5)		(0.0, -0.5, -0.5)	(0.15, -0.2, -0.5)
	(0.0, -0.5, -0.5)	(0.15, -0.4, -0.4)		(0.0, -0.5, -0.5)	(0.1, -0.3, -0.5)
	(0.0, -0.5, -0.5)	(0.25, -0.5, -0.4)		(0.0, -0.5, -0.5)	(0.3, -0.4, -0.4)
	(0.0, -0.5, -0.5)	(0.45, -0.3, -0.3)		(0.0, -0.5, -0.5)	(0.5, -0.5, -0.3)
	(0.0, -0.5, -0.5)	(0.75, -0.5, -0.2)		(0.0, -0.5, 0.0)	(0.05, -0.4, 0.0)
	(0.0, -0.5, 0.0)	(0.15, -0.2, 0.0)		(0.0, -0.5, 0.0)	(0.15, -0.4, 0.04)
	(0.0, -0.5, 0.0)	(0.1, -0.3, 0.0)		(0.0, -0.5, 0.0)	(0.25, -0.5, 0.09)
	(0.0, -0.5, 0.0)	(0.3, -0.4, 0.09)		(0.0, -0.5, 0.0)	(0.45, -0.3, 0.15)
	(0.0, -0.5, 0.0)	(0.5, -0.5, 0.19)		(0.0, -0.5, 0.0)	(0.75, -0.5, 0.3)
	(0.0, -0.5, 0.1)	(0.05, -0.4, 0.1)		(0.0, -0.5, 0.1)	(0.15, -0.2, 0.1)
	(0.0, -0.5, 0.1)	(0.15, -0.4, 0.15)		(0.0, -0.5, 0.1)	(0.1, -0.3, 0.1)
	(0.0, -0.5, 0.1)	(0.25, -0.5, 0.2)		(0.0, -0.5, 0.1)	(0.3, -0.4, 0.2)
	(0.0, -0.5, 0.1)	(0.45, -0.3, 0.25)		(0.0, -0.5, 0.1)	(0.5, -0.5, 0.3)

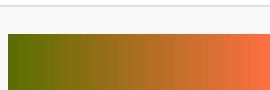
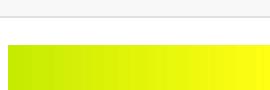
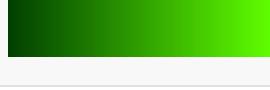
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, -0.5, 0.1)	(0.75, -0.5, 0.4)		(0.0, -0.5, 0.2)	(0.05, -0.4, 0.2)
	(0.0, -0.5, 0.2)	(0.15, -0.2, 0.2)		(0.0, -0.5, 0.2)	(0.15, -0.4, 0.25)
	(0.0, -0.5, 0.2)	(0.1, -0.3, 0.2)		(0.0, -0.5, 0.2)	(0.25, -0.5, 0.3)
	(0.0, -0.5, 0.2)	(0.3, -0.4, 0.3)		(0.0, -0.5, 0.2)	(0.45, -0.3, 0.35)
	(0.0, -0.5, 0.2)	(0.5, -0.5, 0.4)		(0.0, -0.5, 0.3)	(0.05, -0.4, 0.3)
	(0.0, -0.5, 0.3)	(0.15, -0.2, 0.3)		(0.0, -0.5, 0.3)	(0.15, -0.4, 0.35)
	(0.0, -0.5, 0.3)	(0.1, -0.3, 0.3)		(0.0, -0.5, 0.3)	(0.25, -0.5, 0.39)
	(0.0, -0.5, 0.3)	(0.3, -0.4, 0.39)		(0.0, -0.5, 0.3)	(0.45, -0.3, 0.44)
	(0.0, -0.5, 0.4)	(0.05, -0.4, 0.4)		(0.0, -0.5, 0.4)	(0.15, -0.2, 0.4)
	(0.0, -0.5, 0.4)	(0.15, -0.4, 0.45)		(0.0, -0.5, 0.4)	(0.1, -0.3, 0.4)
	(0.0, 0.0, -0.1)	(0.05, 0.09, -0.1)		(0.0, 0.0, -0.1)	(0.15, 0.04, -0.0)
	(0.0, 0.0, -0.1)	(0.15, 0.3, -0.1)		(0.0, 0.0, -0.1)	(0.1, 0.19, -0.1)
	(0.0, 0.0, -0.1)	(0.25, 0.0, -1.3)		(0.0, 0.0, -0.1)	(0.3, 0.09, -1.3)

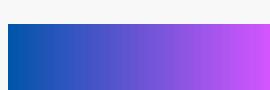
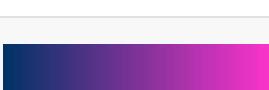
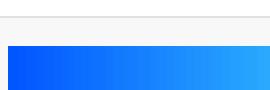
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.0, -0.1)	(0.45, 0.15, 0.04)		(0.0, 0.0, -0.1)	(0.5, 0.0, 0.09)
	(0.0, 0.0, -0.1)	(0.75, 0.0, 0.19)		(0.0, 0.0, -0.2)	(0.05, 0.09, -0.2)
	(0.0, 0.0, -0.2)	(0.15, 0.04, -0.1)		(0.0, 0.0, -0.2)	(0.15, 0.3, -0.2)
	(0.0, 0.0, -0.2)	(0.1, 0.19, -0.2)		(0.0, 0.0, -0.2)	(0.25, 0.0, -0.1)
	(0.0, 0.0, -0.2)	(0.3, 0.09, -0.1)		(0.0, 0.0, -0.2)	(0.45, 0.15, -0.0)
	(0.0, 0.0, -0.2)	(0.5, 0.0, -0.2)		(0.0, 0.0, -0.2)	(0.75, 0.0, 0.09)
	(0.0, 0.0, -0.3)	(0.05, 0.09, -0.3)		(0.0, 0.0, -0.3)	(0.15, 0.04, -0.2)
	(0.0, 0.0, -0.3)	(0.15, 0.3, -0.3)		(0.0, 0.0, -0.3)	(0.1, 0.19, -0.3)
	(0.0, 0.0, -0.3)	(0.25, 0.0, -0.2)		(0.0, 0.0, -0.3)	(0.3, 0.09, -0.2)
	(0.0, 0.0, -0.3)	(0.45, 0.15, -0.1)		(0.0, 0.0, -0.3)	(0.5, 0.0, -0.1)
	(0.0, 0.0, -0.3)	(0.75, 0.0, 0.0)		(0.0, 0.0, -0.4)	(0.05, 0.09, -0.4)
	(0.0, 0.0, -0.4)	(0.15, 0.04, -0.3)		(0.0, 0.0, -0.4)	(0.15, 0.3, -0.4)
	(0.0, 0.0, -0.4)	(0.1, 0.19, -0.4)		(0.0, 0.0, -0.4)	(0.25, 0.0, -0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.0, -0.4)	(0.3, 0.09, -0.3)		(0.0, 0.0, -0.4)	(0.45, 0.15, -0.2)
	(0.0, 0.0, -0.4)	(0.5, 0.0, -0.2)		(0.0, 0.0, -0.4)	(0.75, 0.0, -0.1)
	(0.0, 0.0, -0.5)	(0.05, 0.09, -0.5)		(0.0, 0.0, -0.5)	(0.15, 0.04, -0.4)
	(0.0, 0.0, -0.5)	(0.15, 0.3, -0.5)		(0.0, 0.0, -0.5)	(0.1, 0.19, -0.5)
	(0.0, 0.0, -0.5)	(0.25, 0.0, -0.4)		(0.0, 0.0, -0.5)	(0.3, 0.09, -0.4)
	(0.0, 0.0, -0.5)	(0.45, 0.15, -0.3)		(0.0, 0.0, -0.5)	(0.5, 0.0, -0.3)
	(0.0, 0.0, -0.5)	(0.75, 0.0, -0.2)		(0.0, 0.0, 0.0)	(0.05, 0.09, 0.0)
	(0.0, 0.0, 0.0)	(0.15, 0.04, 0.04)		(0.0, 0.0, 0.0)	(0.15, 0.3, 0.0)
	(0.0, 0.0, 0.0)	(0.1, 0.19, 0.0)		(0.0, 0.0, 0.0)	(0.25, 0.0, 0.09)
	(0.0, 0.0, 0.0)	(0.3, 0.09, 0.09)		(0.0, 0.0, 0.0)	(0.45, 0.15, 0.15)
	(0.0, 0.0, 0.0)	(0.5, 0.0, 0.19)		(0.0, 0.0, 0.0)	(0.75, 0.0, 0.3)
	(0.0, 0.0, 0.1)	(0.05, 0.09, 0.1)		(0.0, 0.0, 0.1)	(0.15, 0.04, 0.15)
	(0.0, 0.0, 0.1)	(0.15, 0.3, 0.1)		(0.0, 0.0, 0.1)	(0.1, 0.19, 0.1)

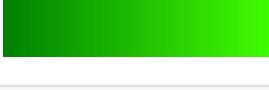
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.0, 0.1)	(0.25, 0.0, 0.2)		(0.0, 0.0, 0.1)	(0.3, 0.09, 0.2)
	(0.0, 0.0, 0.1)	(0.45, 0.15, 0.25)		(0.0, 0.0, 0.1)	(0.5, 0.0, 0.3)
	(0.0, 0.0, 0.1)	(0.75, 0.0, 0.4)		(0.0, 0.0, 0.2)	(0.05, 0.09, 0.2)
	(0.0, 0.0, 0.2)	(0.15, 0.04, 0.25)		(0.0, 0.0, 0.2)	(0.15, 0.3, 0.2)
	(0.0, 0.0, 0.2)	(0.1, 0.19, 0.2)		(0.0, 0.0, 0.2)	(0.25, 0.0, 0.3)
	(0.0, 0.0, 0.2)	(0.3, 0.09, 0.3)		(0.0, 0.0, 0.2)	(0.45, 0.15, 0.35)
	(0.0, 0.0, 0.2)	(0.5, 0.0, 0.4)		(0.0, 0.0, 0.3)	(0.05, 0.09, 0.3)
	(0.0, 0.0, 0.3)	(0.15, 0.04, 0.35)		(0.0, 0.0, 0.3)	(0.15, 0.3, 0.3)
	(0.0, 0.0, 0.3)	(0.1, 0.19, 0.3)		(0.0, 0.0, 0.3)	(0.25, 0.0, 0.39)
	(0.0, 0.0, 0.3)	(0.3, 0.09, 0.39)		(0.0, 0.0, 0.3)	(0.45, 0.15, 0.44)
	(0.0, 0.0, 0.4)	(0.05, 0.09, 0.4)		(0.0, 0.0, 0.4)	(0.15, 0.04, 0.45)
	(0.0, 0.0, 0.4)	(0.15, 0.3, 0.4)		(0.0, 0.0, 0.4)	(0.1, 0.19, 0.4)
	(0.0, 0.1, -0.1)	(0.05, 0.2, -0.1)		(0.0, 0.1, -0.1)	(0.15, 0.15, -0.0)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.1, -0.1)	(0.15, 0.4, -0.1)		(0.0, 0.1, -0.1)	(0.1, 0.3, -0.1)
	(0.0, 0.1, -0.1)	(0.25, 0.1, -1.3)		(0.0, 0.1, -0.1)	(0.3, 0.2, -1.3)
	(0.0, 0.1, -0.1)	(0.45, 0.25, 0.04)		(0.0, 0.1, -0.1)	(0.5, 0.1, 0.09)
	(0.0, 0.1, -0.1)	(0.75, 0.1, 0.19)		(0.0, 0.1, -0.2)	(0.05, 0.2, -0.2)
	(0.0, 0.1, -0.2)	(0.15, 0.15, -0.1)		(0.0, 0.1, -0.2)	(0.15, 0.4, -0.2)
	(0.0, 0.1, -0.2)	(0.1, 0.3, -0.2)		(0.0, 0.1, -0.2)	(0.25, 0.1, -0.1)
	(0.0, 0.1, -0.2)	(0.3, 0.2, -0.1)		(0.0, 0.1, -0.2)	(0.45, 0.25, -0.0)
	(0.0, 0.1, -0.2)	(0.5, 0.1, -2.7)		(0.0, 0.1, -0.2)	(0.75, 0.1, 0.09)
	(0.0, 0.1, -0.3)	(0.05, 0.2, -0.3)		(0.0, 0.1, -0.3)	(0.15, 0.15, -0.2)
	(0.0, 0.1, -0.3)	(0.15, 0.4, -0.3)		(0.0, 0.1, -0.3)	(0.1, 0.3, -0.3)
	(0.0, 0.1, -0.3)	(0.25, 0.1, -0.2)		(0.0, 0.1, -0.3)	(0.3, 0.2, -0.2)
	(0.0, 0.1, -0.3)	(0.45, 0.25, -0.1)		(0.0, 0.1, -0.3)	(0.5, 0.1, -0.1)
	(0.0, 0.1, -0.3)	(0.75, 0.1, 0.0)		(0.0, 0.1, -0.4)	(0.05, 0.2, -0.4)

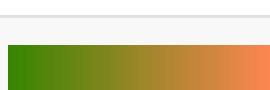
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.1, -0.4)	(0.15, 0.15, -0.3)		(0.0, 0.1, -0.4)	(0.15, 0.4, -0.4)
	(0.0, 0.1, -0.4)	(0.1, 0.3, -0.4)		(0.0, 0.1, -0.4)	(0.25, 0.1, -0.3)
	(0.0, 0.1, -0.4)	(0.3, 0.2, -0.3)		(0.0, 0.1, -0.4)	(0.45, 0.25, -0.2)
	(0.0, 0.1, -0.4)	(0.5, 0.1, -0.2)		(0.0, 0.1, -0.4)	(0.75, 0.1, -0.1)
	(0.0, 0.1, -0.5)	(0.05, 0.2, -0.5)		(0.0, 0.1, -0.5)	(0.15, 0.15, -0.4)
	(0.0, 0.1, -0.5)	(0.15, 0.4, -0.5)		(0.0, 0.1, -0.5)	(0.1, 0.3, -0.5)
	(0.0, 0.1, -0.5)	(0.25, 0.1, -0.4)		(0.0, 0.1, -0.5)	(0.3, 0.2, -0.4)
	(0.0, 0.1, -0.5)	(0.45, 0.25, -0.3)		(0.0, 0.1, -0.5)	(0.5, 0.1, -0.3)
	(0.0, 0.1, -0.5)	(0.75, 0.1, -0.2)		(0.0, 0.1, 0.0)	(0.05, 0.2, 0.0)
	(0.0, 0.1, 0.0)	(0.15, 0.15, 0.04)		(0.0, 0.1, 0.0)	(0.15, 0.4, 0.0)
	(0.0, 0.1, 0.0)	(0.1, 0.3, 0.0)		(0.0, 0.1, 0.0)	(0.25, 0.1, 0.09)
	(0.0, 0.1, 0.0)	(0.3, 0.2, 0.09)		(0.0, 0.1, 0.0)	(0.45, 0.25, 0.15)
	(0.0, 0.1, 0.0)	(0.5, 0.1, 0.19)		(0.0, 0.1, 0.0)	(0.75, 0.1, 0.3)

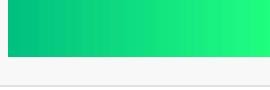
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.1, 0.1)	(0.05, 0.2, 0.1)		(0.0, 0.1, 0.1)	(0.15, 0.15, 0.15)
	(0.0, 0.1, 0.1)	(0.15, 0.4, 0.1)		(0.0, 0.1, 0.1)	(0.1, 0.3, 0.1)
	(0.0, 0.1, 0.1)	(0.25, 0.1, 0.2)		(0.0, 0.1, 0.1)	(0.3, 0.2, 0.2)
	(0.0, 0.1, 0.1)	(0.45, 0.25, 0.25)		(0.0, 0.1, 0.1)	(0.5, 0.1, 0.3)
	(0.0, 0.1, 0.1)	(0.75, 0.1, 0.4)		(0.0, 0.1, 0.2)	(0.05, 0.2, 0.2)
	(0.0, 0.1, 0.2)	(0.15, 0.15, 0.25)		(0.0, 0.1, 0.2)	(0.15, 0.4, 0.2)
	(0.0, 0.1, 0.2)	(0.1, 0.3, 0.2)		(0.0, 0.1, 0.2)	(0.25, 0.1, 0.3)
	(0.0, 0.1, 0.2)	(0.3, 0.2, 0.3)		(0.0, 0.1, 0.2)	(0.45, 0.25, 0.35)
	(0.0, 0.1, 0.2)	(0.5, 0.1, 0.4)		(0.0, 0.1, 0.3)	(0.05, 0.2, 0.3)
	(0.0, 0.1, 0.3)	(0.15, 0.15, 0.35)		(0.0, 0.1, 0.3)	(0.15, 0.4, 0.3)
	(0.0, 0.1, 0.3)	(0.1, 0.3, 0.3)		(0.0, 0.1, 0.3)	(0.25, 0.1, 0.39)
	(0.0, 0.1, 0.3)	(0.3, 0.2, 0.39)		(0.0, 0.1, 0.3)	(0.45, 0.25, 0.44)
	(0.0, 0.1, 0.4)	(0.05, 0.2, 0.4)		(0.0, 0.1, 0.4)	(0.15, 0.15, 0.45)

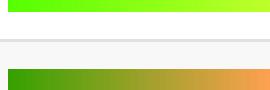
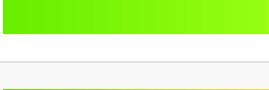
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.1, 0.4)	(0.15, 0.4, 0.4)		(0.0, 0.1, 0.4)	(0.1, 0.3, 0.4)
	(0.0, 0.2, -0.1)	(0.05, 0.3, -0.1)		(0.0, 0.2, -0.1)	(0.15, 0.25, -0.0)
	(0.0, 0.2, -0.1)	(0.1, 0.4, -0.1)		(0.0, 0.2, -0.1)	(0.25, 0.2, -1.3)
	(0.0, 0.2, -0.1)	(0.3, 0.3, -1.3)		(0.0, 0.2, -0.1)	(0.45, 0.35, 0.04)
	(0.0, 0.2, -0.1)	(0.5, 0.2, 0.09)		(0.0, 0.2, -0.1)	(0.75, 0.2, 0.19)
	(0.0, 0.2, -0.2)	(0.05, 0.3, -0.2)		(0.0, 0.2, -0.2)	(0.15, 0.25, -0.1)
	(0.0, 0.2, -0.2)	(0.1, 0.4, -0.2)		(0.0, 0.2, -0.2)	(0.25, 0.2, -0.1)
	(0.0, 0.2, -0.2)	(0.3, 0.3, -0.1)		(0.0, 0.2, -0.2)	(0.45, 0.35, -0.0)
	(0.0, 0.2, -0.2)	(0.5, 0.2, -2.7)		(0.0, 0.2, -0.2)	(0.75, 0.2, 0.09)
	(0.0, 0.2, -0.3)	(0.05, 0.3, -0.3)		(0.0, 0.2, -0.3)	(0.15, 0.25, -0.2)
	(0.0, 0.2, -0.3)	(0.1, 0.4, -0.3)		(0.0, 0.2, -0.3)	(0.25, 0.2, -0.2)
	(0.0, 0.2, -0.3)	(0.3, 0.3, -0.2)		(0.0, 0.2, -0.3)	(0.45, 0.35, -0.1)
	(0.0, 0.2, -0.3)	(0.5, 0.2, -0.1)		(0.0, 0.2, -0.3)	(0.75, 0.2, 0.0)

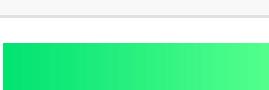
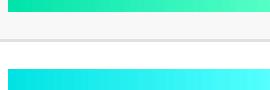
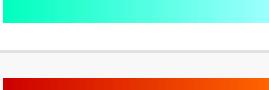
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.2, -0.4)	(0.05, 0.3, -0.4)		(0.0, 0.2, -0.4)	(0.15, 0.25, -0.3)
	(0.0, 0.2, -0.4)	(0.1, 0.4, -0.4)		(0.0, 0.2, -0.4)	(0.25, 0.2, -0.3)
	(0.0, 0.2, -0.4)	(0.3, 0.3, -0.3)		(0.0, 0.2, -0.4)	(0.45, 0.35, -0.2)
	(0.0, 0.2, -0.4)	(0.5, 0.2, -0.2)		(0.0, 0.2, -0.4)	(0.75, 0.2, -0.1)
	(0.0, 0.2, -0.5)	(0.05, 0.3, -0.5)		(0.0, 0.2, -0.5)	(0.15, 0.25, -0.4)
	(0.0, 0.2, -0.5)	(0.1, 0.4, -0.5)		(0.0, 0.2, -0.5)	(0.25, 0.2, -0.4)
	(0.0, 0.2, -0.5)	(0.3, 0.3, -0.4)		(0.0, 0.2, -0.5)	(0.45, 0.35, -0.3)
	(0.0, 0.2, -0.5)	(0.5, 0.2, -0.3)		(0.0, 0.2, -0.5)	(0.75, 0.2, -0.2)
	(0.0, 0.2, 0.0)	(0.05, 0.3, 0.0)		(0.0, 0.2, 0.0)	(0.15, 0.25, 0.04)
	(0.0, 0.2, 0.0)	(0.1, 0.4, 0.0)		(0.0, 0.2, 0.0)	(0.25, 0.2, 0.09)
	(0.0, 0.2, 0.0)	(0.3, 0.3, 0.09)		(0.0, 0.2, 0.0)	(0.45, 0.35, 0.15)
	(0.0, 0.2, 0.0)	(0.5, 0.2, 0.19)		(0.0, 0.2, 0.0)	(0.75, 0.2, 0.3)
	(0.0, 0.2, 0.1)	(0.05, 0.3, 0.1)		(0.0, 0.2, 0.1)	(0.15, 0.25, 0.15)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.2, 0.1)	(0.1, 0.4, 0.1)		(0.0, 0.2, 0.1)	(0.25, 0.2, 0.2)
	(0.0, 0.2, 0.1)	(0.3, 0.3, 0.2)		(0.0, 0.2, 0.1)	(0.45, 0.35, 0.25)
	(0.0, 0.2, 0.1)	(0.5, 0.2, 0.3)		(0.0, 0.2, 0.1)	(0.75, 0.2, 0.4)
	(0.0, 0.2, 0.2)	(0.05, 0.3, 0.2)		(0.0, 0.2, 0.2)	(0.15, 0.25, 0.25)
	(0.0, 0.2, 0.2)	(0.1, 0.4, 0.2)		(0.0, 0.2, 0.2)	(0.25, 0.2, 0.3)
	(0.0, 0.2, 0.2)	(0.3, 0.3, 0.3)		(0.0, 0.2, 0.2)	(0.45, 0.35, 0.35)
	(0.0, 0.2, 0.2)	(0.5, 0.2, 0.4)		(0.0, 0.2, 0.3)	(0.05, 0.3, 0.3)
	(0.0, 0.2, 0.3)	(0.15, 0.25, 0.35)		(0.0, 0.2, 0.3)	(0.1, 0.4, 0.3)
	(0.0, 0.2, 0.3)	(0.25, 0.2, 0.39)		(0.0, 0.2, 0.3)	(0.3, 0.3, 0.39)
	(0.0, 0.2, 0.3)	(0.45, 0.35, 0.44)		(0.0, 0.2, 0.4)	(0.05, 0.3, 0.4)
	(0.0, 0.2, 0.4)	(0.15, 0.25, 0.45)		(0.0, 0.2, 0.4)	(0.1, 0.4, 0.4)
	(0.0, 0.3, -0.1)	(0.05, 0.39, -0.1)		(0.0, 0.3, -0.1)	(0.15, 0.35, -0.0)
	(0.0, 0.3, -0.1)	(0.25, 0.3, -1.3)		(0.0, 0.3, -0.1)	(0.3, 0.39, -1.3)

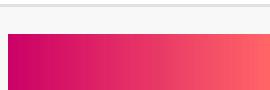
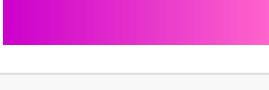
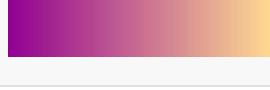
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.3, -0.1)	(0.45, 0.44, 0.04)		(0.0, 0.3, -0.1)	(0.5, 0.3, 0.09)
	(0.0, 0.3, -0.1)	(0.75, 0.3, 0.19)		(0.0, 0.3, -0.2)	(0.05, 0.39, -0.2)
	(0.0, 0.3, -0.2)	(0.15, 0.35, -0.1)		(0.0, 0.3, -0.2)	(0.25, 0.3, -0.1)
	(0.0, 0.3, -0.2)	(0.3, 0.39, -0.1)		(0.0, 0.3, -0.2)	(0.45, 0.44, -0.0)
	(0.0, 0.3, -0.2)	(0.5, 0.3, -0.2)		(0.0, 0.3, -0.2)	(0.75, 0.3, 0.09)
	(0.0, 0.3, -0.3)	(0.05, 0.39, -0.3)		(0.0, 0.3, -0.3)	(0.15, 0.35, -0.2)
	(0.0, 0.3, -0.3)	(0.25, 0.3, -0.2)		(0.0, 0.3, -0.3)	(0.3, 0.39, -0.2)
	(0.0, 0.3, -0.3)	(0.45, 0.44, -0.1)		(0.0, 0.3, -0.3)	(0.5, 0.3, -0.1)
	(0.0, 0.3, -0.3)	(0.75, 0.3, 0.0)		(0.0, 0.3, -0.4)	(0.05, 0.39, -0.4)
	(0.0, 0.3, -0.4)	(0.15, 0.35, -0.3)		(0.0, 0.3, -0.4)	(0.25, 0.3, -0.3)
	(0.0, 0.3, -0.4)	(0.3, 0.39, -0.3)		(0.0, 0.3, -0.4)	(0.45, 0.44, -0.2)
	(0.0, 0.3, -0.4)	(0.5, 0.3, -0.2)		(0.0, 0.3, -0.4)	(0.75, 0.3, -0.1)
	(0.0, 0.3, -0.5)	(0.05, 0.39, -0.5)		(0.0, 0.3, -0.5)	(0.15, 0.35, -0.4)

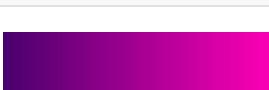
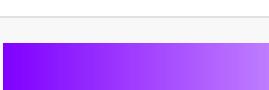
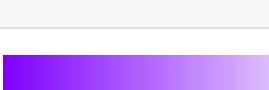
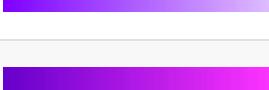
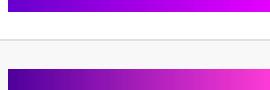
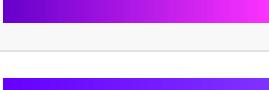
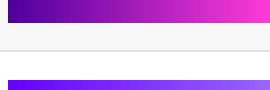
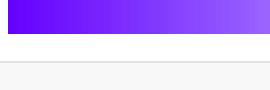
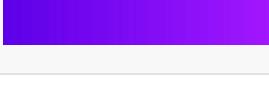
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.3, -0.5)	(0.25, 0.3, -0.4)		(0.0, 0.3, -0.5)	(0.3, 0.39, -0.4)
	(0.0, 0.3, -0.5)	(0.45, 0.44, -0.3)		(0.0, 0.3, -0.5)	(0.5, 0.3, -0.3)
	(0.0, 0.3, -0.5)	(0.75, 0.3, -0.2)		(0.0, 0.3, 0.0)	(0.05, 0.39, 0.0)
	(0.0, 0.3, 0.0)	(0.15, 0.35, 0.04)		(0.0, 0.3, 0.0)	(0.25, 0.3, 0.09)
	(0.0, 0.3, 0.0)	(0.3, 0.39, 0.09)		(0.0, 0.3, 0.0)	(0.45, 0.44, 0.15)
	(0.0, 0.3, 0.0)	(0.5, 0.3, 0.19)		(0.0, 0.3, 0.0)	(0.75, 0.3, 0.3)
	(0.0, 0.3, 0.1)	(0.05, 0.39, 0.1)		(0.0, 0.3, 0.1)	(0.15, 0.35, 0.15)
	(0.0, 0.3, 0.1)	(0.25, 0.3, 0.2)		(0.0, 0.3, 0.1)	(0.3, 0.39, 0.2)
	(0.0, 0.3, 0.1)	(0.45, 0.44, 0.25)		(0.0, 0.3, 0.1)	(0.5, 0.3, 0.3)
	(0.0, 0.3, 0.1)	(0.75, 0.3, 0.4)		(0.0, 0.3, 0.2)	(0.05, 0.39, 0.2)
	(0.0, 0.3, 0.2)	(0.15, 0.35, 0.25)		(0.0, 0.3, 0.2)	(0.25, 0.3, 0.3)
	(0.0, 0.3, 0.2)	(0.3, 0.39, 0.3)		(0.0, 0.3, 0.2)	(0.45, 0.44, 0.35)
	(0.0, 0.3, 0.2)	(0.5, 0.3, 0.4)		(0.0, 0.3, 0.3)	(0.05, 0.39, 0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.3, 0.3)	(0.15, 0.35, 0.35)		(0.0, 0.3, 0.3)	(0.25, 0.3, 0.39)
	(0.0, 0.3, 0.3)	(0.3, 0.39, 0.39)		(0.0, 0.3, 0.3)	(0.45, 0.44, 0.44)
	(0.0, 0.3, 0.4)	(0.05, 0.39, 0.4)		(0.0, 0.3, 0.4)	(0.15, 0.35, 0.45)
	(0.0, 0.4, -0.1)	(0.15, 0.45, -0.0)		(0.0, 0.4, -0.1)	(0.25, 0.4, -1.3)
	(0.0, 0.4, -0.1)	(0.5, 0.4, -0.1)		(0.0, 0.4, -0.1)	(0.75, 0.4, 0.19)
	(0.0, 0.4, -0.2)	(0.15, 0.45, -0.1)		(0.0, 0.4, -0.2)	(0.25, 0.4, -0.1)
	(0.0, 0.4, -0.2)	(0.5, 0.4, -2.7)		(0.0, 0.4, -0.2)	(0.75, 0.4, 0.09)
	(0.0, 0.4, -0.3)	(0.15, 0.45, -0.2)		(0.0, 0.4, -0.3)	(0.25, 0.4, -0.2)
	(0.0, 0.4, -0.3)	(0.5, 0.4, -0.1)		(0.0, 0.4, -0.3)	(0.75, 0.4, 0.0)
	(0.0, 0.4, -0.4)	(0.15, 0.45, -0.3)		(0.0, 0.4, -0.4)	(0.25, 0.4, -0.3)
	(0.0, 0.4, -0.4)	(0.5, 0.4, -0.2)		(0.0, 0.4, -0.4)	(0.75, 0.4, -0.1)
	(0.0, 0.4, -0.5)	(0.15, 0.45, -0.4)		(0.0, 0.4, -0.5)	(0.25, 0.4, -0.4)
	(0.0, 0.4, -0.5)	(0.5, 0.4, -0.3)		(0.0, 0.4, -0.5)	(0.75, 0.4, -0.2)

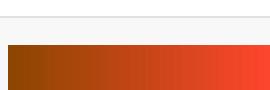
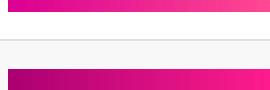
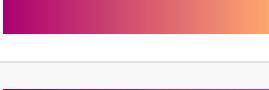
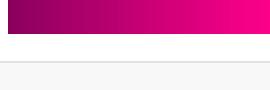
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.0, 0.4, 0.0)	(0.15, 0.45, 0.04)		(0.0, 0.4, 0.0)	(0.25, 0.4, 0.09)
	(0.0, 0.4, 0.0)	(0.5, 0.4, 0.19)		(0.0, 0.4, 0.0)	(0.75, 0.4, 0.3)
	(0.0, 0.4, 0.1)	(0.15, 0.45, 0.15)		(0.0, 0.4, 0.1)	(0.25, 0.4, 0.2)
	(0.0, 0.4, 0.1)	(0.5, 0.4, 0.3)		(0.0, 0.4, 0.1)	(0.75, 0.4, 0.4)
	(0.0, 0.4, 0.2)	(0.15, 0.45, 0.25)		(0.0, 0.4, 0.2)	(0.25, 0.4, 0.3)
	(0.0, 0.4, 0.2)	(0.5, 0.4, 0.4)		(0.0, 0.4, 0.3)	(0.15, 0.45, 0.35)
	(0.0, 0.4, 0.3)	(0.25, 0.4, 0.39)		(0.0, 0.4, 0.4)	(0.15, 0.45, 0.45)
	(0.1, -0.1, -0.1)	(0.15, -1.3, -0.1)		(0.1, -0.1, -0.1)	(0.20, 0.09, -0.1)
	(0.1, -0.1, -0.1)	(0.25, -0.0, -0.0)		(0.1, -0.1, -0.1)	(0.25, 0.19, -0.1)
	(0.1, -0.1, -0.1)	(0.35, -0.1, -1.3)		(0.1, -0.1, -0.1)	(0.4, -1.3, -1.3)
	(0.1, -0.1, -0.1)	(0.55, 0.04, 0.04)		(0.1, -0.1, -0.1)	(0.6, -0.1, 0.09)
	(0.1, -0.1, -0.1)	(0.85, -0.1, 0.19)		(0.1, -0.1, -0.2)	(0.15, -1.3, -0.2)
	(0.1, -0.1, -0.2)	(0.20, 0.09, -0.2)		(0.1, -0.1, -0.2)	(0.25, -0.0, -0.1)

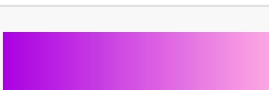
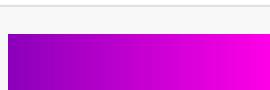
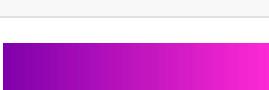
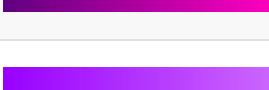
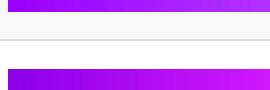
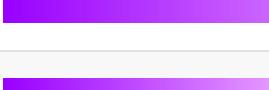
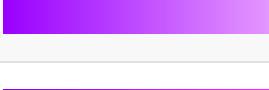
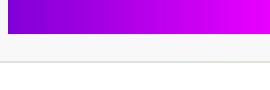
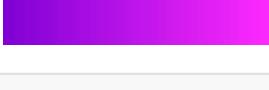
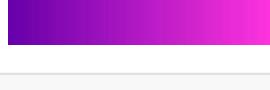
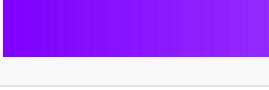
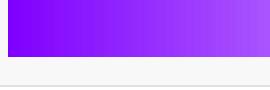
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.1, -0.2)	(0.25, 0.19, -0.2)		(0.1, -0.1, -0.2)	(0.35, -0.1, -0.1)
	(0.1, -0.1, -0.2)	(0.4, -1.3, -0.1)		(0.1, -0.1, -0.2)	(0.55, 0.04, -0.0)
	(0.1, -0.1, -0.2)	(0.6, -0.1, -2.7)		(0.1, -0.1, -0.2)	(0.85, -0.1, -0.1)
	(0.1, -0.1, -0.3)	(0.15, -1.3, -0.3)		(0.1, -0.1, -0.3)	(0.20, 0.09, -0.3)
	(0.1, -0.1, -0.3)	(0.25, -0.0, -0.2)		(0.1, -0.1, -0.3)	(0.25, 0.19, -0.3)
	(0.1, -0.1, -0.3)	(0.35, -0.1, -0.2)		(0.1, -0.1, -0.3)	(0.4, -1.3, -0.2)
	(0.1, -0.1, -0.3)	(0.55, 0.04, -0.1)		(0.1, -0.1, -0.3)	(0.6, -0.1, -0.1)
	(0.1, -0.1, -0.3)	(0.85, -0.1, 0.0)		(0.1, -0.1, -0.4)	(0.15, -1.3, -0.4)
	(0.1, -0.1, -0.4)	(0.20, 0.09, -0.4)		(0.1, -0.1, -0.4)	(0.25, -0.0, -0.3)
	(0.1, -0.1, -0.4)	(0.25, 0.19, -0.4)		(0.1, -0.1, -0.4)	(0.35, -0.1, -0.3)
	(0.1, -0.1, -0.4)	(0.4, -1.3, -0.3)		(0.1, -0.1, -0.4)	(0.55, 0.04, -0.2)
	(0.1, -0.1, -0.4)	(0.6, -0.1, -0.2)		(0.1, -0.1, -0.4)	(0.85, -0.1, -0.1)
	(0.1, -0.1, -0.5)	(0.15, -1.3, -0.5)		(0.1, -0.1, -0.5)	(0.20, 0.09, -0.5)

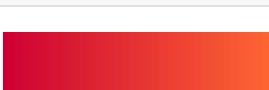
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.1, -0.5)	(0.25, -0.0, -0.4)		(0.1, -0.1, -0.5)	(0.25, 0.19, -0.5)
	(0.1, -0.1, -0.5)	(0.35, -0.1, -0.4)		(0.1, -0.1, -0.5)	(0.4, -1.3, -0.4)
	(0.1, -0.1, -0.5)	(0.55, 0.04, -0.3)		(0.1, -0.1, -0.5)	(0.6, -0.1, -0.3)
	(0.1, -0.1, -0.5)	(0.85, -0.1, -0.2)		(0.1, -0.1, 0.0)	(0.15, -1.3, 0.0)
	(0.1, -0.1, 0.0)	(0.20, 0.09, 0.0)		(0.1, -0.1, 0.0)	(0.25, -0.0, 0.04)
	(0.1, -0.1, 0.0)	(0.25, 0.19, 0.0)		(0.1, -0.1, 0.0)	(0.35, -0.1, 0.09)
	(0.1, -0.1, 0.0)	(0.4, -1.3, 0.09)		(0.1, -0.1, 0.0)	(0.55, 0.04, 0.15)
	(0.1, -0.1, 0.0)	(0.6, -0.1, 0.19)		(0.1, -0.1, 0.0)	(0.85, -0.1, 0.3)
	(0.1, -0.1, 0.1)	(0.15, -1.3, 0.1)		(0.1, -0.1, 0.1)	(0.20, 0.09, 0.1)
	(0.1, -0.1, 0.1)	(0.25, -0.0, 0.15)		(0.1, -0.1, 0.1)	(0.25, 0.19, 0.1)
	(0.1, -0.1, 0.1)	(0.35, -0.1, 0.2)		(0.1, -0.1, 0.1)	(0.4, -1.3, 0.2)
	(0.1, -0.1, 0.1)	(0.55, 0.04, 0.25)		(0.1, -0.1, 0.1)	(0.6, -0.1, 0.3)
	(0.1, -0.1, 0.1)	(0.85, -0.1, 0.4)		(0.1, -0.1, 0.2)	(0.15, -1.3, 0.2)

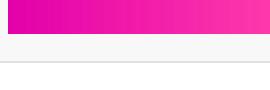
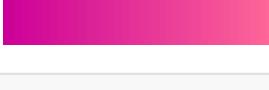
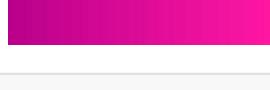
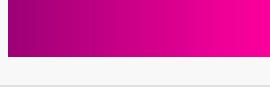
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.1, 0.2)	(0.20, 0.09, 0.2)		(0.1, -0.1, 0.2)	(0.25, -0.0, 0.25)
	(0.1, -0.1, 0.2)	(0.25, 0.19, 0.2)		(0.1, -0.1, 0.2)	(0.35, -0.1, 0.3)
	(0.1, -0.1, 0.2)	(0.4, -1.3, 0.3)		(0.1, -0.1, 0.2)	(0.55, 0.04, 0.35)
	(0.1, -0.1, 0.2)	(0.6, -0.1, 0.4)		(0.1, -0.1, 0.3)	(0.15, -1.3, 0.3)
	(0.1, -0.1, 0.3)	(0.20, 0.09, 0.3)		(0.1, -0.1, 0.3)	(0.25, -0.0, 0.35)
	(0.1, -0.1, 0.3)	(0.25, 0.19, 0.3)		(0.1, -0.1, 0.3)	(0.35, -0.1, 0.39)
	(0.1, -0.1, 0.3)	(0.4, -1.3, 0.39)		(0.1, -0.1, 0.3)	(0.55, 0.04, 0.44)
	(0.1, -0.1, 0.4)	(0.15, -1.3, 0.4)		(0.1, -0.1, 0.4)	(0.20, 0.09, 0.4)
	(0.1, -0.1, 0.4)	(0.25, -0.0, 0.45)		(0.1, -0.1, 0.4)	(0.25, 0.19, 0.4)
	(0.1, -0.2, -0.1)	(0.15, -0.1, -0.1)		(0.1, -0.2, -0.1)	(0.20, -2.7, -0.1)
	(0.1, -0.2, -0.1)	(0.25, -0.1, -0.0)		(0.1, -0.2, -0.1)	(0.25, 0.09, -0.1)
	(0.1, -0.2, -0.1)	(0.35, -0.2, -1.3)		(0.1, -0.2, -0.1)	(0.4, -0.1, -1.3)
	(0.1, -0.2, -0.1)	(0.55, -0.0, 0.04)		(0.1, -0.2, -0.1)	(0.6, -0.2, 0.09)

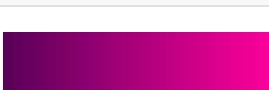
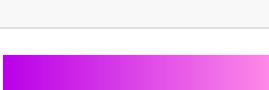
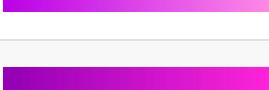
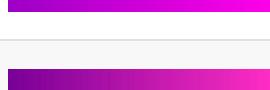
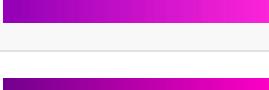
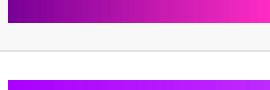
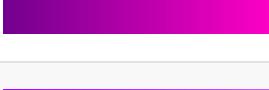
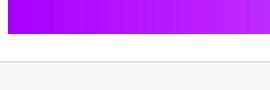
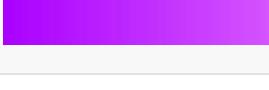
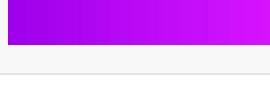
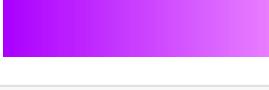
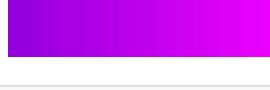
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.2, -0.1)	(0.85, -0.2, 0.19)		(0.1, -0.2, -0.2)	(0.15, -0.1, -0.2)
	(0.1, -0.2, -0.2)	(0.20, -2.7, -0.2)		(0.1, -0.2, -0.2)	(0.25, -0.1, -0.1)
	(0.1, -0.2, -0.2)	(0.25, 0.09, -0.2)		(0.1, -0.2, -0.2)	(0.35, -0.2, -0.1)
	(0.1, -0.2, -0.2)	(0.4, -0.1, -0.1)		(0.1, -0.2, -0.2)	(0.55, -0.0, -0.0)
	(0.1, -0.2, -0.2)	(0.6, -0.2, -2.7)		(0.1, -0.2, -0.2)	(0.85, -0.2, 0.09)
	(0.1, -0.2, -0.3)	(0.15, -0.1, -0.3)		(0.1, -0.2, -0.3)	(0.20, -2.7, -0.3)
	(0.1, -0.2, -0.3)	(0.25, -0.1, -0.2)		(0.1, -0.2, -0.3)	(0.25, 0.09, -0.3)
	(0.1, -0.2, -0.3)	(0.35, -0.2, -0.2)		(0.1, -0.2, -0.3)	(0.4, -0.1, -0.2)
	(0.1, -0.2, -0.3)	(0.55, -0.0, -0.1)		(0.1, -0.2, -0.3)	(0.6, -0.2, -0.1)
	(0.1, -0.2, -0.3)	(0.85, -0.2, 0.0)		(0.1, -0.2, -0.4)	(0.15, -0.1, -0.4)
	(0.1, -0.2, -0.4)	(0.20, -2.7, -0.4)		(0.1, -0.2, -0.4)	(0.25, -0.1, -0.3)
	(0.1, -0.2, -0.4)	(0.25, 0.09, -0.4)		(0.1, -0.2, -0.4)	(0.35, -0.2, -0.3)
	(0.1, -0.2, -0.4)	(0.4, -0.1, -0.3)		(0.1, -0.2, -0.4)	(0.55, -0.0, -0.2)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.2, -0.4)	(0.6, -0.2, -0.2)		(0.1, -0.2, -0.4)	(0.85, -0.2, -0.1)
	(0.1, -0.2, -0.5)	(0.15, -0.1, -0.5)		(0.1, -0.2, -0.5)	(0.20, -2.7, -0.5)
	(0.1, -0.2, -0.5)	(0.25, -0.1, -0.4)		(0.1, -0.2, -0.5)	(0.25, 0.09, -0.5)
	(0.1, -0.2, -0.5)	(0.35, -0.2, -0.4)		(0.1, -0.2, -0.5)	(0.4, -0.1, -0.4)
	(0.1, -0.2, -0.5)	(0.55, -0.0, -0.3)		(0.1, -0.2, -0.5)	(0.6, -0.2, -0.3)
	(0.1, -0.2, -0.5)	(0.85, -0.2, -0.2)		(0.1, -0.2, 0.0)	(0.15, -0.1, 0.0)
	(0.1, -0.2, 0.0)	(0.20, -2.7, 0.0)		(0.1, -0.2, 0.0)	(0.25, -0.1, 0.04)
	(0.1, -0.2, 0.0)	(0.25, 0.09, 0.0)		(0.1, -0.2, 0.0)	(0.35, -0.2, 0.09)
	(0.1, -0.2, 0.0)	(0.4, -0.1, 0.09)		(0.1, -0.2, 0.0)	(0.55, -0.0, 0.15)
	(0.1, -0.2, 0.0)	(0.6, -0.2, 0.19)		(0.1, -0.2, 0.0)	(0.85, -0.2, 0.3)
	(0.1, -0.2, 0.1)	(0.15, -0.1, 0.1)		(0.1, -0.2, 0.1)	(0.20, -2.7, 0.1)
	(0.1, -0.2, 0.1)	(0.25, -0.1, 0.15)		(0.1, -0.2, 0.1)	(0.25, 0.09, 0.1)
	(0.1, -0.2, 0.1)	(0.35, -0.2, 0.2)		(0.1, -0.2, 0.1)	(0.4, -0.1, 0.2)

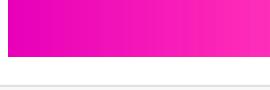
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.2, 0.1)	(0.55, -0.0, 0.25)		(0.1, -0.2, 0.1)	(0.6, -0.2, 0.3)
	(0.1, -0.2, 0.1)	(0.85, -0.2, 0.4)		(0.1, -0.2, 0.2)	(0.15, -0.1, 0.2)
	(0.1, -0.2, 0.2)	(0.20, -2.7, 0.2)		(0.1, -0.2, 0.2)	(0.25, -0.1, 0.25)
	(0.1, -0.2, 0.2)	(0.25, 0.09, 0.2)		(0.1, -0.2, 0.2)	(0.35, -0.2, 0.3)
	(0.1, -0.2, 0.2)	(0.4, -0.1, 0.3)		(0.1, -0.2, 0.2)	(0.55, -0.0, 0.35)
	(0.1, -0.2, 0.2)	(0.6, -0.2, 0.4)		(0.1, -0.2, 0.3)	(0.15, -0.1, 0.3)
	(0.1, -0.2, 0.3)	(0.20, -2.7, 0.3)		(0.1, -0.2, 0.3)	(0.25, -0.1, 0.35)
	(0.1, -0.2, 0.3)	(0.25, 0.09, 0.3)		(0.1, -0.2, 0.3)	(0.35, -0.2, 0.39)
	(0.1, -0.2, 0.3)	(0.4, -0.1, 0.39)		(0.1, -0.2, 0.3)	(0.55, -0.0, 0.44)
	(0.1, -0.2, 0.4)	(0.15, -0.1, 0.4)		(0.1, -0.2, 0.4)	(0.20, -2.7, 0.4)
	(0.1, -0.2, 0.4)	(0.25, -0.1, 0.45)		(0.1, -0.2, 0.4)	(0.25, 0.09, 0.4)
	(0.1, -0.3, -0.1)	(0.15, -0.2, -0.1)		(0.1, -0.3, -0.1)	(0.20, -0.1, -0.1)
	(0.1, -0.3, -0.1)	(0.25, -0.2, -0.0)		(0.1, -0.3, -0.1)	(0.25, 0.0, -0.1)

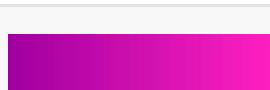
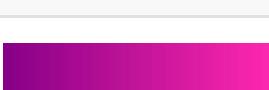
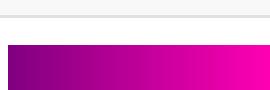
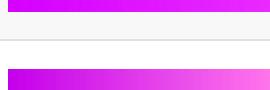
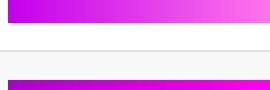
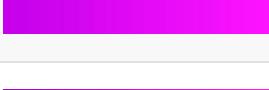
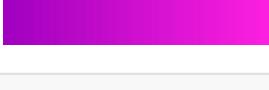
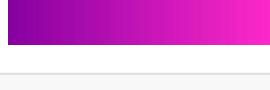
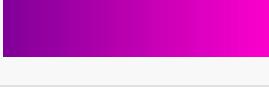
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.3, -0.1)	(0.35, -0.3, -1.3)		(0.1, -0.3, -0.1)	(0.4, -0.2, -1.3)
	(0.1, -0.3, -0.1)	(0.55, -0.1, 0.04)		(0.1, -0.3, -0.1)	(0.6, -0.3, 0.09)
	(0.1, -0.3, -0.1)	(0.85, -0.3, 0.19)		(0.1, -0.3, -0.2)	(0.15, -0.2, -0.2)
	(0.1, -0.3, -0.2)	(0.20, -0.1, -0.2)		(0.1, -0.3, -0.2)	(0.25, -0.2, -0.1)
	(0.1, -0.3, -0.2)	(0.25, 0.0, -0.2)		(0.1, -0.3, -0.2)	(0.35, -0.3, -0.1)
	(0.1, -0.3, -0.2)	(0.4, -0.2, -0.1)		(0.1, -0.3, -0.2)	(0.55, -0.1, -0.0)
	(0.1, -0.3, -0.2)	(0.6, -0.3, -2.7)		(0.1, -0.3, -0.2)	(0.85, -0.3, 0.09)
	(0.1, -0.3, -0.3)	(0.15, -0.2, -0.3)		(0.1, -0.3, -0.3)	(0.20, -0.1, -0.3)
	(0.1, -0.3, -0.3)	(0.25, -0.2, -0.2)		(0.1, -0.3, -0.3)	(0.25, 0.0, -0.3)
	(0.1, -0.3, -0.3)	(0.35, -0.3, -0.2)		(0.1, -0.3, -0.3)	(0.4, -0.2, -0.2)
	(0.1, -0.3, -0.3)	(0.55, -0.1, -0.1)		(0.1, -0.3, -0.3)	(0.6, -0.3, -0.1)
	(0.1, -0.3, -0.3)	(0.85, -0.3, 0.0)		(0.1, -0.3, -0.4)	(0.15, -0.2, -0.4)
	(0.1, -0.3, -0.4)	(0.20, -0.1, -0.4)		(0.1, -0.3, -0.4)	(0.25, -0.2, -0.3)

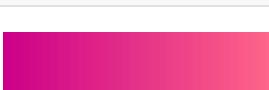
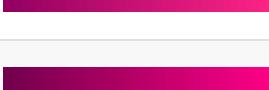
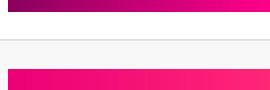
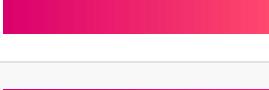
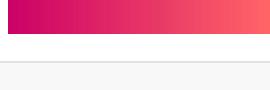
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.3, -0.4)	(0.25, 0.0, -0.4)		(0.1, -0.3, -0.4)	(0.35, -0.3, -0.3)
	(0.1, -0.3, -0.4)	(0.4, -0.2, -0.3)		(0.1, -0.3, -0.4)	(0.55, -0.1, -0.2)
	(0.1, -0.3, -0.4)	(0.6, -0.3, -0.2)		(0.1, -0.3, -0.4)	(0.85, -0.3, -0.1)
	(0.1, -0.3, -0.5)	(0.15, -0.2, -0.5)		(0.1, -0.3, -0.5)	(0.20, -0.1, -0.5)
	(0.1, -0.3, -0.5)	(0.25, -0.2, -0.4)		(0.1, -0.3, -0.5)	(0.25, 0.0, -0.5)
	(0.1, -0.3, -0.5)	(0.35, -0.3, -0.4)		(0.1, -0.3, -0.5)	(0.4, -0.2, -0.4)
	(0.1, -0.3, -0.5)	(0.55, -0.1, -0.3)		(0.1, -0.3, -0.5)	(0.6, -0.3, -0.3)
	(0.1, -0.3, -0.5)	(0.85, -0.3, -0.2)		(0.1, -0.3, 0.0)	(0.15, -0.2, 0.0)
	(0.1, -0.3, 0.0)	(0.20, -0.1, 0.0)		(0.1, -0.3, 0.0)	(0.25, -0.2, 0.04)
	(0.1, -0.3, 0.0)	(0.25, 0.0, 0.0)		(0.1, -0.3, 0.0)	(0.35, -0.3, 0.09)
	(0.1, -0.3, 0.0)	(0.4, -0.2, 0.09)		(0.1, -0.3, 0.0)	(0.55, -0.1, 0.15)
	(0.1, -0.3, 0.0)	(0.6, -0.3, 0.19)		(0.1, -0.3, 0.0)	(0.85, -0.3, 0.3)
	(0.1, -0.3, 0.1)	(0.15, -0.2, 0.1)		(0.1, -0.3, 0.1)	(0.20, -0.1, 0.1)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.3, 0.1)	(0.25, -0.2, 0.15)		(0.1, -0.3, 0.1)	(0.25, 0.0, 0.1)
	(0.1, -0.3, 0.1)	(0.35, -0.3, 0.2)		(0.1, -0.3, 0.1)	(0.4, -0.2, 0.2)
	(0.1, -0.3, 0.1)	(0.55, -0.1, 0.25)		(0.1, -0.3, 0.1)	(0.6, -0.3, 0.3)
	(0.1, -0.3, 0.1)	(0.85, -0.3, 0.4)		(0.1, -0.3, 0.2)	(0.15, -0.2, 0.2)
	(0.1, -0.3, 0.2)	(0.20, -0.1, 0.2)		(0.1, -0.3, 0.2)	(0.25, -0.2, 0.25)
	(0.1, -0.3, 0.2)	(0.25, 0.0, 0.2)		(0.1, -0.3, 0.2)	(0.35, -0.3, 0.3)
	(0.1, -0.3, 0.2)	(0.4, -0.2, 0.3)		(0.1, -0.3, 0.2)	(0.55, -0.1, 0.35)
	(0.1, -0.3, 0.2)	(0.6, -0.3, 0.4)		(0.1, -0.3, 0.3)	(0.15, -0.2, 0.3)
	(0.1, -0.3, 0.3)	(0.20, -0.1, 0.3)		(0.1, -0.3, 0.3)	(0.25, -0.2, 0.35)
	(0.1, -0.3, 0.3)	(0.25, 0.0, 0.3)		(0.1, -0.3, 0.3)	(0.35, -0.3, 0.39)
	(0.1, -0.3, 0.3)	(0.4, -0.2, 0.39)		(0.1, -0.3, 0.3)	(0.55, -0.1, 0.44)
	(0.1, -0.3, 0.4)	(0.15, -0.2, 0.4)		(0.1, -0.3, 0.4)	(0.20, -0.1, 0.4)
	(0.1, -0.3, 0.4)	(0.25, -0.2, 0.45)		(0.1, -0.3, 0.4)	(0.25, 0.0, 0.4)

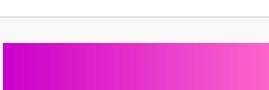
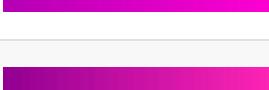
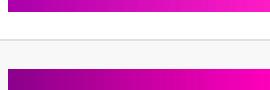
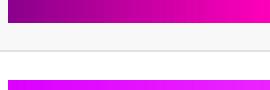
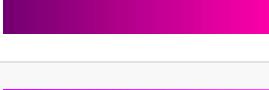
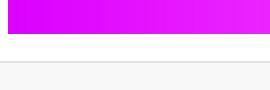
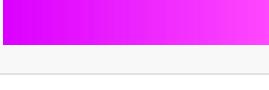
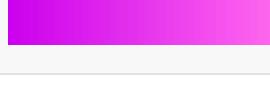
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.4, -0.1)	(0.15, -0.3, -0.1)		(0.1, -0.4, -0.1)	(0.20, -0.2, -0.1)
	(0.1, -0.4, -0.1)	(0.25, -0.1, -0.1)		(0.1, -0.4, -0.1)	(0.25, -0.3, -0.0)
	(0.1, -0.4, -0.1)	(0.35, -0.4, -1.3)		(0.1, -0.4, -0.1)	(0.4, -0.3, -1.3)
	(0.1, -0.4, -0.1)	(0.55, -0.2, 0.04)		(0.1, -0.4, -0.1)	(0.6, -0.4, 0.09)
	(0.1, -0.4, -0.1)	(0.85, -0.4, 0.19)		(0.1, -0.4, -0.2)	(0.15, -0.3, -0.2)
	(0.1, -0.4, -0.2)	(0.20, -0.2, -0.2)		(0.1, -0.4, -0.2)	(0.25, -0.1, -0.2)
	(0.1, -0.4, -0.2)	(0.25, -0.3, -0.1)		(0.1, -0.4, -0.2)	(0.35, -0.4, -0.1)
	(0.1, -0.4, -0.2)	(0.4, -0.3, -0.1)		(0.1, -0.4, -0.2)	(0.55, -0.2, -0.0)
	(0.1, -0.4, -0.2)	(0.6, -0.4, -2.7)		(0.1, -0.4, -0.2)	(0.85, -0.4, 0.09)
	(0.1, -0.4, -0.3)	(0.15, -0.3, -0.3)		(0.1, -0.4, -0.3)	(0.20, -0.2, -0.3)
	(0.1, -0.4, -0.3)	(0.25, -0.1, -0.3)		(0.1, -0.4, -0.3)	(0.25, -0.3, -0.2)
	(0.1, -0.4, -0.3)	(0.35, -0.4, -0.2)		(0.1, -0.4, -0.3)	(0.4, -0.3, -0.2)
	(0.1, -0.4, -0.3)	(0.55, -0.2, -0.1)		(0.1, -0.4, -0.3)	(0.6, -0.4, -0.1)

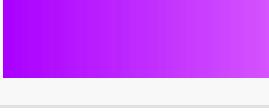
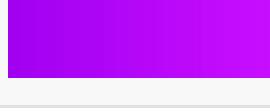
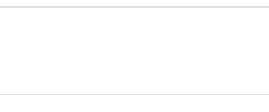
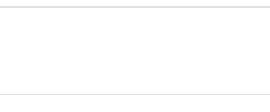
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.4, -0.3)	(0.85, -0.4, 0.0)		(0.1, -0.4, -0.4)	(0.15, -0.3, -0.4)
	(0.1, -0.4, -0.4)	(0.20, -0.2, -0.4)		(0.1, -0.4, -0.4)	(0.25, -0.1, -0.4)
	(0.1, -0.4, -0.4)	(0.25, -0.3, -0.3)		(0.1, -0.4, -0.4)	(0.35, -0.4, -0.3)
	(0.1, -0.4, -0.4)	(0.4, -0.3, -0.3)		(0.1, -0.4, -0.4)	(0.55, -0.2, -0.2)
	(0.1, -0.4, -0.4)	(0.6, -0.4, -0.2)		(0.1, -0.4, -0.4)	(0.85, -0.4, -0.1)
	(0.1, -0.4, -0.5)	(0.15, -0.3, -0.5)		(0.1, -0.4, -0.5)	(0.20, -0.2, -0.5)
	(0.1, -0.4, -0.5)	(0.25, -0.1, -0.5)		(0.1, -0.4, -0.5)	(0.25, -0.3, -0.4)
	(0.1, -0.4, -0.5)	(0.35, -0.4, -0.4)		(0.1, -0.4, -0.5)	(0.4, -0.3, -0.4)
	(0.1, -0.4, -0.5)	(0.55, -0.2, -0.3)		(0.1, -0.4, -0.5)	(0.6, -0.4, -0.3)
	(0.1, -0.4, -0.5)	(0.85, -0.4, -0.2)		(0.1, -0.4, 0.0)	(0.15, -0.3, 0.0)
	(0.1, -0.4, 0.0)	(0.20, -0.2, 0.0)		(0.1, -0.4, 0.0)	(0.25, -0.1, 0.0)
	(0.1, -0.4, 0.0)	(0.25, -0.3, 0.04)		(0.1, -0.4, 0.0)	(0.35, -0.4, 0.09)
	(0.1, -0.4, 0.0)	(0.4, -0.3, 0.09)		(0.1, -0.4, 0.0)	(0.55, -0.2, 0.15)

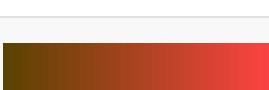
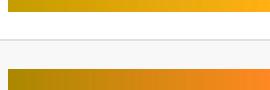
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.4, 0.0)	(0.6, -0.4, 0.19)		(0.1, -0.4, 0.0)	(0.85, -0.4, 0.3)
	(0.1, -0.4, 0.1)	(0.15, -0.3, 0.1)		(0.1, -0.4, 0.1)	(0.20, -0.2, 0.1)
	(0.1, -0.4, 0.1)	(0.25, -0.1, 0.1)		(0.1, -0.4, 0.1)	(0.25, -0.3, 0.15)
	(0.1, -0.4, 0.1)	(0.35, -0.4, 0.2)		(0.1, -0.4, 0.1)	(0.4, -0.3, 0.2)
	(0.1, -0.4, 0.1)	(0.55, -0.2, 0.25)		(0.1, -0.4, 0.1)	(0.6, -0.4, 0.3)
	(0.1, -0.4, 0.1)	(0.85, -0.4, 0.4)		(0.1, -0.4, 0.2)	(0.15, -0.3, 0.2)
	(0.1, -0.4, 0.2)	(0.20, -0.2, 0.2)		(0.1, -0.4, 0.2)	(0.25, -0.1, 0.2)
	(0.1, -0.4, 0.2)	(0.25, -0.3, 0.25)		(0.1, -0.4, 0.2)	(0.35, -0.4, 0.3)
	(0.1, -0.4, 0.2)	(0.4, -0.3, 0.3)		(0.1, -0.4, 0.2)	(0.55, -0.2, 0.35)
	(0.1, -0.4, 0.2)	(0.6, -0.4, 0.4)		(0.1, -0.4, 0.3)	(0.15, -0.3, 0.3)
	(0.1, -0.4, 0.3)	(0.20, -0.2, 0.3)		(0.1, -0.4, 0.3)	(0.25, -0.1, 0.3)
	(0.1, -0.4, 0.3)	(0.25, -0.3, 0.35)		(0.1, -0.4, 0.3)	(0.35, -0.4, 0.39)
	(0.1, -0.4, 0.3)	(0.4, -0.3, 0.39)		(0.1, -0.4, 0.3)	(0.55, -0.2, 0.44)

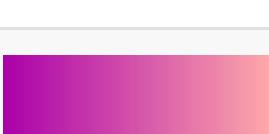
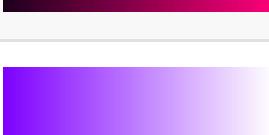
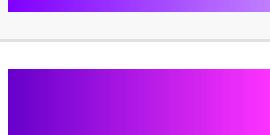
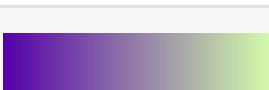
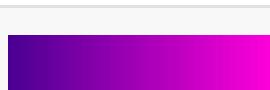
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.4, 0.4)	(0.15, -0.3, 0.4)		(0.1, -0.4, 0.4)	(0.20, -0.2, 0.4)
	(0.1, -0.4, 0.4)	(0.25, -0.1, 0.4)		(0.1, -0.4, 0.4)	(0.25, -0.3, 0.45)
	(0.1, -0.5, -0.1)	(0.15, -0.4, -0.1)		(0.1, -0.5, -0.1)	(0.20, -0.3, -0.1)
	(0.1, -0.5, -0.1)	(0.25, -0.2, -0.1)		(0.1, -0.5, -0.1)	(0.25, -0.4, -0.0)
	(0.1, -0.5, -0.1)	(0.35, -0.5, -1.3)		(0.1, -0.5, -0.1)	(0.4, -0.4, -1.3)
	(0.1, -0.5, -0.1)	(0.55, -0.3, 0.04)		(0.1, -0.5, -0.1)	(0.6, -0.5, 0.09)
	(0.1, -0.5, -0.1)	(0.85, -0.5, 0.19)		(0.1, -0.5, -0.2)	(0.15, -0.4, -0.2)
	(0.1, -0.5, -0.2)	(0.20, -0.3, -0.2)		(0.1, -0.5, -0.2)	(0.25, -0.2, -0.2)
	(0.1, -0.5, -0.2)	(0.25, -0.4, -0.1)		(0.1, -0.5, -0.2)	(0.35, -0.5, -0.1)
	(0.1, -0.5, -0.2)	(0.4, -0.4, -0.1)		(0.1, -0.5, -0.2)	(0.55, -0.3, -0.0)
	(0.1, -0.5, -0.2)	(0.6, -0.5, -2.7)		(0.1, -0.5, -0.2)	(0.85, -0.5, 0.09)
	(0.1, -0.5, -0.3)	(0.15, -0.4, -0.3)		(0.1, -0.5, -0.3)	(0.20, -0.3, -0.3)
	(0.1, -0.5, -0.3)	(0.25, -0.2, -0.3)		(0.1, -0.5, -0.3)	(0.25, -0.4, -0.2)

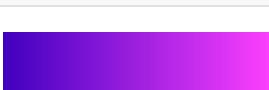
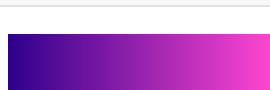
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.5, -0.3)	(0.35, -0.5, -0.2)		(0.1, -0.5, -0.3)	(0.4, -0.4, -0.2)
	(0.1, -0.5, -0.3)	(0.55, -0.3, -0.1)		(0.1, -0.5, -0.3)	(0.6, -0.5, -0.1)
	(0.1, -0.5, -0.3)	(0.85, -0.5, 0.0)		(0.1, -0.5, -0.4)	(0.15, -0.4, -0.4)
	(0.1, -0.5, -0.4)	(0.20, -0.3, -0.4)		(0.1, -0.5, -0.4)	(0.25, -0.2, -0.4)
	(0.1, -0.5, -0.4)	(0.25, -0.4, -0.3)		(0.1, -0.5, -0.4)	(0.35, -0.5, -0.3)
	(0.1, -0.5, -0.4)	(0.4, -0.4, -0.3)		(0.1, -0.5, -0.4)	(0.55, -0.3, -0.2)
	(0.1, -0.5, -0.4)	(0.6, -0.5, -0.2)		(0.1, -0.5, -0.4)	(0.85, -0.5, -0.1)
	(0.1, -0.5, -0.5)	(0.15, -0.4, -0.5)		(0.1, -0.5, -0.5)	(0.20, -0.3, -0.5)
	(0.1, -0.5, -0.5)	(0.25, -0.2, -0.5)		(0.1, -0.5, -0.5)	(0.25, -0.4, -0.4)
	(0.1, -0.5, -0.5)	(0.35, -0.5, -0.4)		(0.1, -0.5, -0.5)	(0.4, -0.4, -0.4)
	(0.1, -0.5, -0.5)	(0.55, -0.3, -0.3)		(0.1, -0.5, -0.5)	(0.6, -0.5, -0.3)
	(0.1, -0.5, -0.5)	(0.85, -0.5, -0.2)		(0.1, -0.5, 0.0)	(0.15, -0.4, 0.0)
	(0.1, -0.5, 0.0)	(0.20, -0.3, 0.0)		(0.1, -0.5, 0.0)	(0.25, -0.2, 0.0)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.5, 0.0)	(0.25, -0.4, 0.04)		(0.1, -0.5, 0.0)	(0.35, -0.5, 0.09)
	(0.1, -0.5, 0.0)	(0.4, -0.4, 0.09)		(0.1, -0.5, 0.0)	(0.55, -0.3, 0.15)
	(0.1, -0.5, 0.0)	(0.6, -0.5, 0.19)		(0.1, -0.5, 0.0)	(0.85, -0.5, 0.3)
	(0.1, -0.5, 0.1)	(0.15, -0.4, 0.1)		(0.1, -0.5, 0.1)	(0.20, -0.3, 0.1)
	(0.1, -0.5, 0.1)	(0.25, -0.2, 0.1)		(0.1, -0.5, 0.1)	(0.25, -0.4, 0.15)
	(0.1, -0.5, 0.1)	(0.35, -0.5, 0.2)		(0.1, -0.5, 0.1)	(0.4, -0.4, 0.2)
	(0.1, -0.5, 0.1)	(0.55, -0.3, 0.25)		(0.1, -0.5, 0.1)	(0.6, -0.5, 0.3)
	(0.1, -0.5, 0.1)	(0.85, -0.5, 0.4)		(0.1, -0.5, 0.2)	(0.15, -0.4, 0.2)
	(0.1, -0.5, 0.2)	(0.20, -0.3, 0.2)		(0.1, -0.5, 0.2)	(0.25, -0.2, 0.2)
	(0.1, -0.5, 0.2)	(0.25, -0.4, 0.25)		(0.1, -0.5, 0.2)	(0.35, -0.5, 0.3)
	(0.1, -0.5, 0.2)	(0.4, -0.4, 0.3)		(0.1, -0.5, 0.2)	(0.55, -0.3, 0.35)
	(0.1, -0.5, 0.2)	(0.6, -0.5, 0.4)		(0.1, -0.5, 0.3)	(0.15, -0.4, 0.3)
	(0.1, -0.5, 0.3)	(0.20, -0.3, 0.3)		(0.1, -0.5, 0.3)	(0.25, -0.2, 0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, -0.5, 0.3)	(0.25, -0.4, 0.35)		(0.1, -0.5, 0.3)	(0.35, -0.5, 0.39)
	(0.1, -0.5, 0.3)	(0.4, -0.4, 0.39)		(0.1, -0.5, 0.3)	(0.55, -0.3, 0.44)
	(0.1, -0.5, 0.4)	(0.15, -0.4, 0.4)		(0.1, -0.5, 0.4)	(0.20, -0.3, 0.4)
	(0.1, -0.5, 0.4)	(0.25, -0.2, 0.4)		(0.1, -0.5, 0.4)	(0.25, -0.4, 0.45)
	(0.1, 0.0, -0.1)	(0.15, 0.09, -0.1)		(0.1, 0.0, -0.1)	(0.20, 0.19, -0.1)
	(0.1, 0.0, -0.1)	(0.25, 0.04, -0.0)		(0.1, 0.0, -0.1)	(0.25, 0.3, -0.1)
	(0.1, 0.0, -0.1)	(0.35, 0.0, -1.3)		(0.1, 0.0, -0.1)	(0.4, 0.09, -1.3)
	(0.1, 0.0, -0.1)	(0.55, 0.15, 0.04)		(0.1, 0.0, -0.1)	(0.6, 0.0, 0.09)
	(0.1, 0.0, -0.1)	(0.85, 0.0, 0.19)		(0.1, 0.0, -0.2)	(0.15, 0.09, -0.2)
	(0.1, 0.0, -0.2)	(0.20, 0.19, -0.2)		(0.1, 0.0, -0.2)	(0.25, 0.04, -0.1)
	(0.1, 0.0, -0.2)	(0.25, 0.3, -0.2)		(0.1, 0.0, -0.2)	(0.35, 0.0, -0.1)
	(0.1, 0.0, -0.2)	(0.4, 0.09, -0.1)		(0.1, 0.0, -0.2)	(0.55, 0.15, -0.0)
	(0.1, 0.0, -0.2)	(0.6, 0.0, -2.7)		(0.1, 0.0, -0.2)	(0.85, 0.0, 0.09)

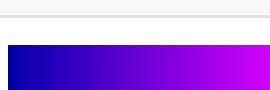
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.0, -0.3)	(0.15, 0.09, -0.3)		(0.1, 0.0, -0.3)	(0.20, 0.19, -0.3)
	(0.1, 0.0, -0.3)	(0.25, 0.04, -0.2)		(0.1, 0.0, -0.3)	(0.25, 0.3, -0.3)
	(0.1, 0.0, -0.3)	(0.35, 0.0, -0.2)		(0.1, 0.0, -0.3)	(0.4, 0.09, -0.2)
	(0.1, 0.0, -0.3)	(0.55, 0.15, -0.1)		(0.1, 0.0, -0.3)	(0.6, 0.0, -0.1)
	(0.1, 0.0, -0.3)	(0.85, 0.0, 0.0)		(0.1, 0.0, -0.4)	(0.15, 0.09, -0.4)
	(0.1, 0.0, -0.4)	(0.20, 0.19, -0.4)		(0.1, 0.0, -0.4)	(0.25, 0.04, -0.3)
	(0.1, 0.0, -0.4)	(0.25, 0.3, -0.4)		(0.1, 0.0, -0.4)	(0.35, 0.0, -0.3)
	(0.1, 0.0, -0.4)	(0.4, 0.09, -0.3)		(0.1, 0.0, -0.4)	(0.55, 0.15, -0.2)
	(0.1, 0.0, -0.4)	(0.6, 0.0, -0.2)		(0.1, 0.0, -0.4)	(0.85, 0.0, -0.1)
	(0.1, 0.0, -0.5)	(0.15, 0.09, -0.5)		(0.1, 0.0, -0.5)	(0.20, 0.19, -0.5)
	(0.1, 0.0, -0.5)	(0.25, 0.04, -0.4)		(0.1, 0.0, -0.5)	(0.25, 0.3, -0.5)
	(0.1, 0.0, -0.5)	(0.35, 0.0, -0.4)		(0.1, 0.0, -0.5)	(0.4, 0.09, -0.4)
	(0.1, 0.0, -0.5)	(0.55, 0.15, -0.3)		(0.1, 0.0, -0.5)	(0.6, 0.0, -0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.0, -0.5)	(0.85, 0.0, -0.2)		(0.1, 0.0, 0.0)	(0.15, 0.09, 0.0)
	(0.1, 0.0, 0.0)	(0.20, 0.19, 0.0)		(0.1, 0.0, 0.0)	(0.25, 0.04, 0.04)
	(0.1, 0.0, 0.0)	(0.25, 0.3, 0.0)		(0.1, 0.0, 0.0)	(0.35, 0.0, 0.09)
	(0.1, 0.0, 0.0)	(0.4, 0.09, 0.09)		(0.1, 0.0, 0.0)	(0.55, 0.15, 0.15)
	(0.1, 0.0, 0.0)	(0.6, 0.0, 0.19)		(0.1, 0.0, 0.0)	(0.85, 0.0, 0.3)
	(0.1, 0.0, 0.1)	(0.15, 0.09, 0.1)		(0.1, 0.0, 0.1)	(0.20, 0.19, 0.1)
	(0.1, 0.0, 0.1)	(0.25, 0.04, 0.15)		(0.1, 0.0, 0.1)	(0.25, 0.3, 0.1)
	(0.1, 0.0, 0.1)	(0.35, 0.0, 0.2)		(0.1, 0.0, 0.1)	(0.4, 0.09, 0.2)
	(0.1, 0.0, 0.1)	(0.55, 0.15, 0.25)		(0.1, 0.0, 0.1)	(0.6, 0.0, 0.3)
	(0.1, 0.0, 0.1)	(0.85, 0.0, 0.4)		(0.1, 0.0, 0.2)	(0.15, 0.09, 0.2)
	(0.1, 0.0, 0.2)	(0.20, 0.19, 0.2)		(0.1, 0.0, 0.2)	(0.25, 0.04, 0.25)
	(0.1, 0.0, 0.2)	(0.25, 0.3, 0.2)		(0.1, 0.0, 0.2)	(0.35, 0.0, 0.3)
	(0.1, 0.0, 0.2)	(0.4, 0.09, 0.3)		(0.1, 0.0, 0.2)	(0.55, 0.15, 0.35)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.0, 0.2)	(0.6, 0.0, 0.4)		(0.1, 0.0, 0.3)	(0.15, 0.09, 0.3)
	(0.1, 0.0, 0.3)	(0.20, 0.19, 0.3)		(0.1, 0.0, 0.3)	(0.25, 0.04, 0.35)
	(0.1, 0.0, 0.3)	(0.25, 0.3, 0.3)		(0.1, 0.0, 0.3)	(0.35, 0.0, 0.39)
	(0.1, 0.0, 0.3)	(0.4, 0.09, 0.39)		(0.1, 0.0, 0.3)	(0.55, 0.15, 0.44)
	(0.1, 0.0, 0.4)	(0.15, 0.09, 0.4)		(0.1, 0.0, 0.4)	(0.20, 0.19, 0.4)
	(0.1, 0.0, 0.4)	(0.25, 0.04, 0.45)		(0.1, 0.0, 0.4)	(0.25, 0.3, 0.4)
	(0.1, 0.1, -0.1)	(0.15, 0.2, -0.1)		(0.1, 0.1, -0.1)	(0.20, 0.3, -0.1)
	(0.1, 0.1, -0.1)	(0.25, 0.15, -0.0)		(0.1, 0.1, -0.1)	(0.25, 0.4, -0.1)
	(0.1, 0.1, -0.1)	(0.35, 0.1, -1.3)		(0.1, 0.1, -0.1)	(0.4, 0.2, -1.3)
	(0.1, 0.1, -0.1)	(0.55, 0.25, 0.04)		(0.1, 0.1, -0.1)	(0.6, 0.1, 0.09)
	(0.1, 0.1, -0.1)	(0.85, 0.1, 0.19)		(0.1, 0.1, -0.2)	(0.15, 0.2, -0.2)
	(0.1, 0.1, -0.2)	(0.20, 0.3, -0.2)		(0.1, 0.1, -0.2)	(0.25, 0.15, -0.1)
	(0.1, 0.1, -0.2)	(0.25, 0.4, -0.2)		(0.1, 0.1, -0.2)	(0.35, 0.1, -0.1)

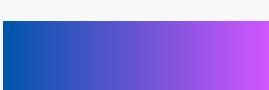
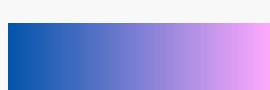
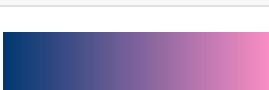
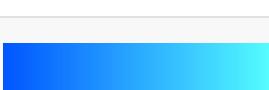
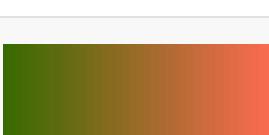
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.1, -0.2)	(0.4, 0.2, -0.1)		(0.1, 0.1, -0.2)	(0.55, 0.25, -0.0)
	(0.1, 0.1, -0.2)	(0.6, 0.1, -2.7)		(0.1, 0.1, -0.2)	(0.85, 0.1, 0.09)
	(0.1, 0.1, -0.3)	(0.15, 0.2, -0.3)		(0.1, 0.1, -0.3)	(0.20, 0.1, -0.3)
	(0.1, 0.1, -0.3)	(0.25, 0.15, -0.2)		(0.1, 0.1, -0.3)	(0.25, 0.1, -0.3)
	(0.1, 0.1, -0.3)	(0.35, 0.1, -0.2)		(0.1, 0.1, -0.3)	(0.4, 0.2, -0.2)
	(0.1, 0.1, -0.3)	(0.55, 0.25, -0.1)		(0.1, 0.1, -0.3)	(0.6, 0.1, -0.1)
	(0.1, 0.1, -0.3)	(0.85, 0.1, 0.0)		(0.1, 0.1, -0.4)	(0.15, 0.2, -0.4)
	(0.1, 0.1, -0.4)	(0.20, 0.3, -0.4)		(0.1, 0.1, -0.4)	(0.25, 0.15, -0.3)
	(0.1, 0.1, -0.4)	(0.25, 0.4, -0.4)		(0.1, 0.1, -0.4)	(0.35, 0.1, -0.3)
	(0.1, 0.1, -0.4)	(0.4, 0.2, -0.3)		(0.1, 0.1, -0.4)	(0.55, 0.25, -0.2)
	(0.1, 0.1, -0.4)	(0.6, 0.1, -0.2)		(0.1, 0.1, -0.4)	(0.85, 0.1, -0.1)
	(0.1, 0.1, -0.5)	(0.15, 0.2, -0.5)		(0.1, 0.1, -0.5)	(0.20, 0.3, -0.5)
	(0.1, 0.1, -0.5)	(0.25, 0.15, -0.4)		(0.1, 0.1, -0.5)	(0.25, 0.4, -0.5)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.1, -0.5)	(0.35, 0.1, -0.4)		(0.1, 0.1, -0.5)	(0.4, 0.2, -0.4)
	(0.1, 0.1, -0.5)	(0.55, 0.25, -0.3)		(0.1, 0.1, -0.5)	(0.6, 0.1, -0.3)
	(0.1, 0.1, -0.5)	(0.85, 0.1, -0.2)		(0.1, 0.1, 0.0)	(0.15, 0.2, 0.0)
	(0.1, 0.1, 0.0)	(0.20, 0.3, 0.0)		(0.1, 0.1, 0.0)	(0.25, 0.15, 0.04)
	(0.1, 0.1, 0.0)	(0.25, 0.4, 0.0)		(0.1, 0.1, 0.0)	(0.35, 0.1, 0.09)
	(0.1, 0.1, 0.0)	(0.4, 0.2, 0.09)		(0.1, 0.1, 0.0)	(0.55, 0.25, 0.15)
	(0.1, 0.1, 0.0)	(0.6, 0.1, 0.19)		(0.1, 0.1, 0.0)	(0.85, 0.1, 0.3)
	(0.1, 0.1, 0.1)	(0.15, 0.2, 0.1)		(0.1, 0.1, 0.1)	(0.20, 0.3, 0.1)
	(0.1, 0.1, 0.1)	(0.25, 0.15, 0.15)		(0.1, 0.1, 0.1)	(0.25, 0.4, 0.1)
	(0.1, 0.1, 0.1)	(0.35, 0.1, 0.2)		(0.1, 0.1, 0.1)	(0.4, 0.2, 0.2)
	(0.1, 0.1, 0.1)	(0.55, 0.25, 0.25)		(0.1, 0.1, 0.1)	(0.6, 0.1, 0.3)
	(0.1, 0.1, 0.1)	(0.85, 0.1, 0.4)		(0.1, 0.1, 0.2)	(0.15, 0.2, 0.2)
	(0.1, 0.1, 0.2)	(0.20, 0.3, 0.2)		(0.1, 0.1, 0.2)	(0.25, 0.15, 0.25)

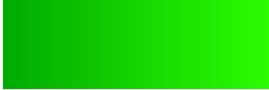
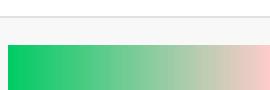
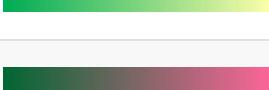
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.1, 0.2)	(0.25, 0.4, 0.2)		(0.1, 0.1, 0.2)	(0.35, 0.1, 0.3)
	(0.1, 0.1, 0.2)	(0.4, 0.2, 0.3)		(0.1, 0.1, 0.2)	(0.55, 0.25, 0.35)
	(0.1, 0.1, 0.2)	(0.6, 0.1, 0.4)		(0.1, 0.1, 0.3)	(0.15, 0.2, 0.3)
	(0.1, 0.1, 0.3)	(0.20, 0.3, 0.3)		(0.1, 0.1, 0.3)	(0.25, 0.15, 0.35)
	(0.1, 0.1, 0.3)	(0.25, 0.4, 0.3)		(0.1, 0.1, 0.3)	(0.35, 0.1, 0.39)
	(0.1, 0.1, 0.3)	(0.4, 0.2, 0.39)		(0.1, 0.1, 0.3)	(0.55, 0.25, 0.44)
	(0.1, 0.1, 0.4)	(0.15, 0.2, 0.4)		(0.1, 0.1, 0.4)	(0.20, 0.3, 0.4)
	(0.1, 0.1, 0.4)	(0.25, 0.15, 0.45)		(0.1, 0.1, 0.4)	(0.25, 0.4, 0.4)
	(0.1, 0.2, -0.1)	(0.15, 0.3, -0.1)		(0.1, 0.2, -0.1)	(0.20, 0.4, -0.1)
	(0.1, 0.2, -0.1)	(0.25, 0.25, -0.0)		(0.1, 0.2, -0.1)	(0.35, 0.2, -1.3)
	(0.1, 0.2, -0.1)	(0.4, 0.3, -1.3)		(0.1, 0.2, -0.1)	(0.55, 0.35, 0.04)
	(0.1, 0.2, -0.1)	(0.6, 0.2, -0.1)		(0.1, 0.2, -0.1)	(0.85, 0.2, 0.19)
	(0.1, 0.2, -0.2)	(0.15, 0.3, -0.2)		(0.1, 0.2, -0.2)	(0.20, 0.4, -0.2)

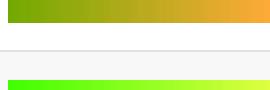
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.2, -0.2)	(0.25, 0.25, -0.1)		(0.1, 0.2, -0.2)	(0.35, 0.2, -0.1)
	(0.1, 0.2, -0.2)	(0.4, 0.3, -0.1)		(0.1, 0.2, -0.2)	(0.55, 0.35, -0.0)
	(0.1, 0.2, -0.2)	(0.6, 0.2, -2.7)		(0.1, 0.2, -0.2)	(0.85, 0.2, 0.09)
	(0.1, 0.2, -0.3)	(0.15, 0.3, -0.3)		(0.1, 0.2, -0.3)	(0.20, 0.4, -0.3)
	(0.1, 0.2, -0.3)	(0.25, 0.25, -0.2)		(0.1, 0.2, -0.3)	(0.35, 0.2, -0.2)
	(0.1, 0.2, -0.3)	(0.4, 0.3, -0.2)		(0.1, 0.2, -0.3)	(0.55, 0.35, -0.1)
	(0.1, 0.2, -0.3)	(0.6, 0.2, -0.1)		(0.1, 0.2, -0.3)	(0.85, 0.2, 0.0)
	(0.1, 0.2, -0.4)	(0.15, 0.3, -0.4)		(0.1, 0.2, -0.4)	(0.20, 0.4, -0.4)
	(0.1, 0.2, -0.4)	(0.25, 0.25, -0.3)		(0.1, 0.2, -0.4)	(0.35, 0.2, -0.3)
	(0.1, 0.2, -0.4)	(0.4, 0.3, -0.3)		(0.1, 0.2, -0.4)	(0.55, 0.35, -0.2)
	(0.1, 0.2, -0.4)	(0.6, 0.2, -0.2)		(0.1, 0.2, -0.4)	(0.85, 0.2, -0.1)
	(0.1, 0.2, -0.5)	(0.15, 0.3, -0.5)		(0.1, 0.2, -0.5)	(0.20, 0.4, -0.5)
	(0.1, 0.2, -0.5)	(0.25, 0.25, -0.4)		(0.1, 0.2, -0.5)	(0.35, 0.2, -0.4)

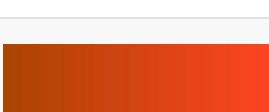
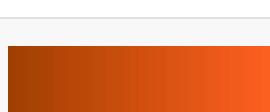
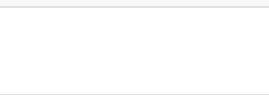
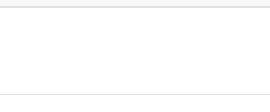
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.2, -0.5)	(0.4, 0.3, -0.4)		(0.1, 0.2, -0.5)	(0.55, 0.35, -0.3)
	(0.1, 0.2, -0.5)	(0.6, 0.2, -0.3)		(0.1, 0.2, -0.5)	(0.85, 0.2, -0.2)
	(0.1, 0.2, 0.0)	(0.15, 0.3, 0.0)		(0.1, 0.2, 0.0)	(0.20, 0.4, 0.0)
	(0.1, 0.2, 0.0)	(0.25, 0.25, 0.04)		(0.1, 0.2, 0.0)	(0.35, 0.2, 0.09)
	(0.1, 0.2, 0.0)	(0.4, 0.3, 0.09)		(0.1, 0.2, 0.0)	(0.55, 0.35, 0.15)
	(0.1, 0.2, 0.0)	(0.6, 0.2, 0.19)		(0.1, 0.2, 0.0)	(0.85, 0.2, 0.3)
	(0.1, 0.2, 0.1)	(0.15, 0.3, 0.1)		(0.1, 0.2, 0.1)	(0.20, 0.4, 0.1)
	(0.1, 0.2, 0.1)	(0.25, 0.25, 0.15)		(0.1, 0.2, 0.1)	(0.35, 0.2, 0.2)
	(0.1, 0.2, 0.1)	(0.4, 0.3, 0.2)		(0.1, 0.2, 0.1)	(0.55, 0.35, 0.25)
	(0.1, 0.2, 0.1)	(0.6, 0.2, 0.3)		(0.1, 0.2, 0.1)	(0.85, 0.2, 0.4)
	(0.1, 0.2, 0.2)	(0.15, 0.3, 0.2)		(0.1, 0.2, 0.2)	(0.20, 0.4, 0.2)
	(0.1, 0.2, 0.2)	(0.25, 0.25, 0.25)		(0.1, 0.2, 0.2)	(0.35, 0.2, 0.3)
	(0.1, 0.2, 0.2)	(0.4, 0.3, 0.3)		(0.1, 0.2, 0.2)	(0.55, 0.35, 0.35)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.2, 0.2)	(0.6, 0.2, 0.4)		(0.1, 0.2, 0.3)	(0.15, 0.3, 0.3)
	(0.1, 0.2, 0.3)	(0.20, 0.4, 0.3)		(0.1, 0.2, 0.3)	(0.25, 0.25, 0.35)
	(0.1, 0.2, 0.3)	(0.35, 0.2, 0.39)		(0.1, 0.2, 0.3)	(0.4, 0.3, 0.39)
	(0.1, 0.2, 0.3)	(0.55, 0.35, 0.44)		(0.1, 0.2, 0.4)	(0.15, 0.3, 0.4)
	(0.1, 0.2, 0.4)	(0.20, 0.4, 0.4)		(0.1, 0.2, 0.4)	(0.25, 0.25, 0.45)
	(0.1, 0.3, -0.1)	(0.15, 0.39, -0.1)		(0.1, 0.3, -0.1)	(0.25, 0.35, -0.0)
	(0.1, 0.3, -0.1)	(0.35, 0.3, -1.3)		(0.1, 0.3, -0.1)	(0.4, 0.39, -1.3)
	(0.1, 0.3, -0.1)	(0.55, 0.44, 0.04)		(0.1, 0.3, -0.1)	(0.6, 0.3, 0.09)
	(0.1, 0.3, -0.1)	(0.85, 0.3, 0.19)		(0.1, 0.3, -0.2)	(0.15, 0.39, -0.2)
	(0.1, 0.3, -0.2)	(0.25, 0.35, -0.1)		(0.1, 0.3, -0.2)	(0.35, 0.3, -0.1)
	(0.1, 0.3, -0.2)	(0.4, 0.39, -0.1)		(0.1, 0.3, -0.2)	(0.55, 0.44, -0.0)
	(0.1, 0.3, -0.2)	(0.6, 0.3, -2.7)		(0.1, 0.3, -0.2)	(0.85, 0.3, 0.09)
	(0.1, 0.3, -0.3)	(0.15, 0.39, -0.3)		(0.1, 0.3, -0.3)	(0.25, 0.35, -0.2)

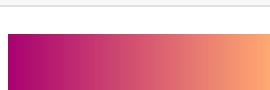
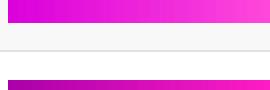
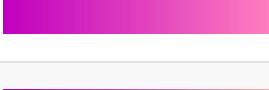
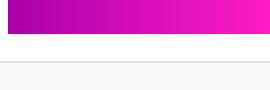
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.3, -0.3)	(0.35, 0.3, -0.2)		(0.1, 0.3, -0.3)	(0.4, 0.39, -0.2)
	(0.1, 0.3, -0.3)	(0.55, 0.44, -0.1)		(0.1, 0.3, -0.3)	(0.6, 0.3, -0.1)
	(0.1, 0.3, -0.3)	(0.85, 0.3, 0.0)		(0.1, 0.3, -0.4)	(0.15, 0.39, -0.4)
	(0.1, 0.3, -0.4)	(0.25, 0.35, -0.3)		(0.1, 0.3, -0.4)	(0.35, 0.3, -0.3)
	(0.1, 0.3, -0.4)	(0.4, 0.39, -0.3)		(0.1, 0.3, -0.4)	(0.55, 0.44, -0.2)
	(0.1, 0.3, -0.4)	(0.6, 0.3, -0.2)		(0.1, 0.3, -0.4)	(0.85, 0.3, -0.1)
	(0.1, 0.3, -0.5)	(0.15, 0.39, -0.5)		(0.1, 0.3, -0.5)	(0.25, 0.35, -0.4)
	(0.1, 0.3, -0.5)	(0.35, 0.3, -0.4)		(0.1, 0.3, -0.5)	(0.4, 0.39, -0.4)
	(0.1, 0.3, -0.5)	(0.55, 0.44, -0.3)		(0.1, 0.3, -0.5)	(0.6, 0.3, -0.3)
	(0.1, 0.3, -0.5)	(0.85, 0.3, -0.2)		(0.1, 0.3, 0.0)	(0.15, 0.39, 0.0)
	(0.1, 0.3, 0.0)	(0.25, 0.35, 0.04)		(0.1, 0.3, 0.0)	(0.35, 0.3, 0.09)
	(0.1, 0.3, 0.0)	(0.4, 0.39, 0.09)		(0.1, 0.3, 0.0)	(0.55, 0.44, 0.15)
	(0.1, 0.3, 0.0)	(0.6, 0.3, 0.19)		(0.1, 0.3, 0.0)	(0.85, 0.3, 0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.3, 0.1)	(0.15, 0.39, 0.1)		(0.1, 0.3, 0.1)	(0.25, 0.35, 0.15)
	(0.1, 0.3, 0.1)	(0.35, 0.3, 0.2)		(0.1, 0.3, 0.1)	(0.4, 0.39, 0.2)
	(0.1, 0.3, 0.1)	(0.55, 0.44, 0.25)		(0.1, 0.3, 0.1)	(0.6, 0.3, 0.3)
	(0.1, 0.3, 0.1)	(0.85, 0.3, 0.4)		(0.1, 0.3, 0.2)	(0.15, 0.39, 0.2)
	(0.1, 0.3, 0.2)	(0.25, 0.35, 0.25)		(0.1, 0.3, 0.2)	(0.35, 0.3, 0.3)
	(0.1, 0.3, 0.2)	(0.4, 0.39, 0.3)		(0.1, 0.3, 0.2)	(0.55, 0.44, 0.35)
	(0.1, 0.3, 0.2)	(0.6, 0.3, 0.4)		(0.1, 0.3, 0.3)	(0.15, 0.39, 0.3)
	(0.1, 0.3, 0.3)	(0.25, 0.35, 0.35)		(0.1, 0.3, 0.3)	(0.35, 0.3, 0.39)
	(0.1, 0.3, 0.3)	(0.4, 0.39, 0.39)		(0.1, 0.3, 0.3)	(0.55, 0.44, 0.44)
	(0.1, 0.3, 0.4)	(0.15, 0.39, 0.4)		(0.1, 0.3, 0.4)	(0.25, 0.35, 0.45)
	(0.1, 0.4, -0.1)	(0.25, 0.45, -0.0)		(0.1, 0.4, -0.1)	(0.35, 0.4, -1.3)
	(0.1, 0.4, -0.1)	(0.6, 0.4, 0.09)		(0.1, 0.4, -0.1)	(0.85, 0.4, 0.19)
	(0.1, 0.4, -0.2)	(0.25, 0.45, -0.1)		(0.1, 0.4, -0.2)	(0.35, 0.4, -0.1)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.4, -0.2)	(0.6, 0.4, -2.7)		(0.1, 0.4, -0.2)	(0.85, 0.4, 0.09)
	(0.1, 0.4, -0.3)	(0.25, 0.45, -0.2)		(0.1, 0.4, -0.3)	(0.35, 0.4, -0.2)
	(0.1, 0.4, -0.3)	(0.6, 0.4, -0.1)		(0.1, 0.4, -0.3)	(0.85, 0.4, 0.0)
	(0.1, 0.4, -0.4)	(0.25, 0.45, -0.3)		(0.1, 0.4, -0.4)	(0.35, 0.4, -0.3)
	(0.1, 0.4, -0.4)	(0.6, 0.4, -0.2)		(0.1, 0.4, -0.4)	(0.85, 0.4, -0.1)
	(0.1, 0.4, -0.5)	(0.25, 0.45, -0.4)		(0.1, 0.4, -0.5)	(0.35, 0.4, -0.4)
	(0.1, 0.4, -0.5)	(0.6, 0.4, -0.3)		(0.1, 0.4, -0.5)	(0.85, 0.4, -0.2)
	(0.1, 0.4, 0.0)	(0.25, 0.45, 0.04)		(0.1, 0.4, 0.0)	(0.35, 0.4, 0.09)
	(0.1, 0.4, 0.0)	(0.6, 0.4, 0.19)		(0.1, 0.4, 0.0)	(0.85, 0.4, 0.3)
	(0.1, 0.4, 0.1)	(0.25, 0.45, 0.15)		(0.1, 0.4, 0.1)	(0.35, 0.4, 0.2)
	(0.1, 0.4, 0.1)	(0.6, 0.4, 0.3)		(0.1, 0.4, 0.1)	(0.85, 0.4, 0.4)
	(0.1, 0.4, 0.2)	(0.25, 0.45, 0.25)		(0.1, 0.4, 0.2)	(0.35, 0.4, 0.3)
	(0.1, 0.4, 0.2)	(0.6, 0.4, 0.4)		(0.1, 0.4, 0.3)	(0.25, 0.4, 0.35)

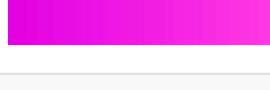
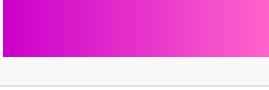
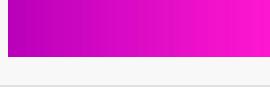
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.1, 0.4, 0.3)	(0.35, 0.4, 0.39)		(0.1, 0.4, 0.4)	(0.25, 0.45, 0.45)
	(0.2, -0.1, -0.1)	(0.25, -1.3, -0.1)		(0.2, -0.1, -0.1)	(0.30, 0.09, -0.1)
	(0.2, -0.1, -0.1)	(0.35, -0.0, -0.0)		(0.2, -0.1, -0.1)	(0.35, 0.19, -0.1)
	(0.2, -0.1, -0.1)	(0.44, -0.1, -1.3)		(0.2, -0.1, -0.1)	(0.5, -1.3, -1.3)
	(0.2, -0.1, -0.1)	(0.65, 0.04, 0.04)		(0.2, -0.1, -0.1)	(0.7, -0.1, 0.09)
	(0.2, -0.1, -0.1)	(0.95, -0.1, 0.19)		(0.2, -0.1, -0.2)	(0.25, -1.3, -0.2)
	(0.2, -0.1, -0.2)	(0.30, 0.09, -0.2)		(0.2, -0.1, -0.2)	(0.35, -0.0, -0.1)
	(0.2, -0.1, -0.2)	(0.35, 0.19, -0.2)		(0.2, -0.1, -0.2)	(0.44, -0.1, -0.1)
	(0.2, -0.1, -0.2)	(0.5, -1.3, -0.1)		(0.2, -0.1, -0.2)	(0.65, 0.04, -0.0)
	(0.2, -0.1, -0.2)	(0.7, -0.1, -2.7)		(0.2, -0.1, -0.2)	(0.95, -0.1, 0.09)
	(0.2, -0.1, -0.3)	(0.25, -1.3, -0.3)		(0.2, -0.1, -0.3)	(0.30, 0.09, -0.3)
	(0.2, -0.1, -0.3)	(0.35, -0.0, -0.2)		(0.2, -0.1, -0.3)	(0.35, 0.19, -0.3)
	(0.2, -0.1, -0.3)	(0.44, -0.1, -0.2)		(0.2, -0.1, -0.3)	(0.5, -1.3, -0.2)

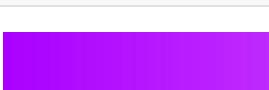
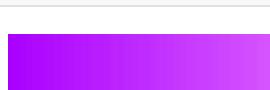
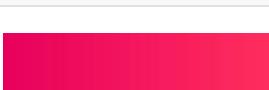
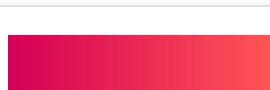
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.1, -0.3)	(0.65, 0.04, -0.1)		(0.2, -0.1, -0.3)	(0.7, -0.1, -0.1)
	(0.2, -0.1, -0.3)	(0.95, -0.1, 0.0)		(0.2, -0.1, -0.4)	(0.25, -1.3, -0.4)
	(0.2, -0.1, -0.4)	(0.30, 0.09, -0.4)		(0.2, -0.1, -0.4)	(0.35, -0.0, -0.3)
	(0.2, -0.1, -0.4)	(0.35, 0.19, -0.4)		(0.2, -0.1, -0.4)	(0.44, -0.1, -0.3)
	(0.2, -0.1, -0.4)	(0.5, -1.3, -0.3)		(0.2, -0.1, -0.4)	(0.65, 0.04, -0.2)
	(0.2, -0.1, -0.4)	(0.7, -0.1, -0.2)		(0.2, -0.1, -0.4)	(0.95, -0.1, -0.1)
	(0.2, -0.1, -0.5)	(0.25, -1.3, -0.5)		(0.2, -0.1, -0.5)	(0.30, 0.09, -0.5)
	(0.2, -0.1, -0.5)	(0.35, -0.0, -0.4)		(0.2, -0.1, -0.5)	(0.35, 0.19, -0.5)
	(0.2, -0.1, -0.5)	(0.44, -0.1, -0.4)		(0.2, -0.1, -0.5)	(0.5, -1.3, -0.4)
	(0.2, -0.1, -0.5)	(0.65, 0.04, -0.3)		(0.2, -0.1, -0.5)	(0.7, -0.1, -0.3)
	(0.2, -0.1, -0.5)	(0.95, -0.1, -0.2)		(0.2, -0.1, 0.0)	(0.25, -1.3, 0.0)
	(0.2, -0.1, 0.0)	(0.30, 0.09, 0.0)		(0.2, -0.1, 0.0)	(0.35, -0.0, 0.04)
	(0.2, -0.1, 0.0)	(0.35, 0.19, 0.0)		(0.2, -0.1, 0.0)	(0.44, -0.1, 0.09)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.1, 0.0)	(0.5, -1.3, 0.09)		(0.2, -0.1, 0.0)	(0.65, 0.04, 0.15)
	(0.2, -0.1, 0.0)	(0.7, -0.1, 0.19)		(0.2, -0.1, 0.0)	(0.95, -0.1, 0.3)
	(0.2, -0.1, 0.1)	(0.25, -1.3, 0.1)		(0.2, -0.1, 0.1)	(0.30, 0.09, 0.1)
	(0.2, -0.1, 0.1)	(0.35, -0.0, 0.15)		(0.2, -0.1, 0.1)	(0.35, 0.19, 0.1)
	(0.2, -0.1, 0.1)	(0.44, -0.1, 0.2)		(0.2, -0.1, 0.1)	(0.5, -1.3, 0.2)
	(0.2, -0.1, 0.1)	(0.65, 0.04, 0.25)		(0.2, -0.1, 0.1)	(0.7, -0.1, 0.3)
	(0.2, -0.1, 0.1)	(0.95, -0.1, 0.4)		(0.2, -0.1, 0.2)	(0.25, -1.3, 0.2)
	(0.2, -0.1, 0.2)	(0.30, 0.09, 0.2)		(0.2, -0.1, 0.2)	(0.35, -0.0, 0.25)
	(0.2, -0.1, 0.2)	(0.35, 0.19, 0.2)		(0.2, -0.1, 0.2)	(0.44, -0.1, 0.3)
	(0.2, -0.1, 0.2)	(0.5, -1.3, 0.3)		(0.2, -0.1, 0.2)	(0.65, 0.04, 0.35)
	(0.2, -0.1, 0.2)	(0.7, -0.1, 0.4)		(0.2, -0.1, 0.3)	(0.25, -1.3, 0.3)
	(0.2, -0.1, 0.3)	(0.30, 0.09, 0.3)		(0.2, -0.1, 0.3)	(0.35, -0.0, 0.35)
	(0.2, -0.1, 0.3)	(0.35, 0.19, 0.3)		(0.2, -0.1, 0.3)	(0.44, -0.1, 0.39)

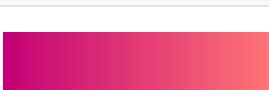
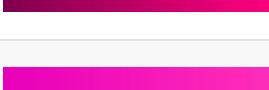
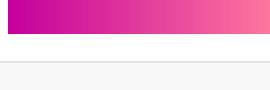
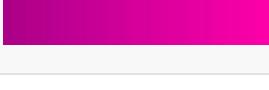
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.1, 0.3)	(0.5, -1.3, 0.39)		(0.2, -0.1, 0.3)	(0.65, 0.04, 0.44)
	(0.2, -0.1, 0.4)	(0.25, -1.3, 0.4)		(0.2, -0.1, 0.4)	(0.30, 0.09, 0.4)
	(0.2, -0.1, 0.4)	(0.35, -0.0, 0.45)		(0.2, -0.1, 0.4)	(0.35, 0.19, 0.4)
	(0.2, -0.2, -0.1)	(0.25, -0.1, -0.1)		(0.2, -0.2, -0.1)	(0.30, -2.7, -0.1)
	(0.2, -0.2, -0.1)	(0.35, -0.1, -0.0)		(0.2, -0.2, -0.1)	(0.35, 0.09, -0.1)
	(0.2, -0.2, -0.1)	(0.44, -0.2, -1.3)		(0.2, -0.2, -0.1)	(0.5, -0.1, -1.3)
	(0.2, -0.2, -0.1)	(0.65, -0.0, 0.04)		(0.2, -0.2, -0.1)	(0.7, -0.2, 0.09)
	(0.2, -0.2, -0.1)	(0.95, -0.2, 0.19)		(0.2, -0.2, -0.2)	(0.25, -0.1, -0.2)
	(0.2, -0.2, -0.2)	(0.30, -2.7, -0.2)		(0.2, -0.2, -0.2)	(0.35, -0.1, -0.1)
	(0.2, -0.2, -0.2)	(0.35, 0.09, -0.2)		(0.2, -0.2, -0.2)	(0.44, -0.2, -0.1)
	(0.2, -0.2, -0.2)	(0.5, -0.1, -0.1)		(0.2, -0.2, -0.2)	(0.65, -0.0, -0.0)
	(0.2, -0.2, -0.2)	(0.7, -0.2, -2.7)		(0.2, -0.2, -0.2)	(0.95, -0.2, 0.09)
	(0.2, -0.2, -0.3)	(0.25, -0.1, -0.3)		(0.2, -0.2, -0.3)	(0.30, -2.7, -0.3)

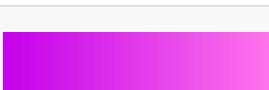
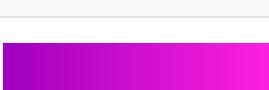
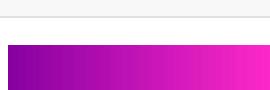
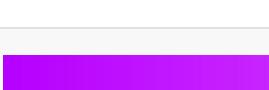
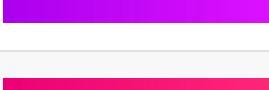
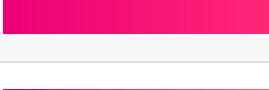
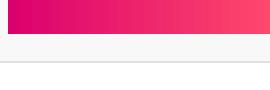
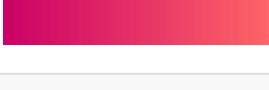
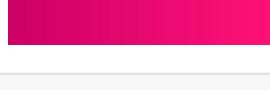
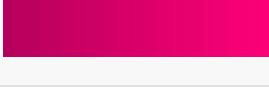
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.2, -0.3)	(0.35, -0.1, -0.2)		(0.2, -0.2, -0.3)	(0.35, 0.09, -0.3)
	(0.2, -0.2, -0.3)	(0.44, -0.2, -0.2)		(0.2, -0.2, -0.3)	(0.5, -0.1, -0.2)
	(0.2, -0.2, -0.3)	(0.65, -0.0, -0.1)		(0.2, -0.2, -0.3)	(0.7, -0.2, -0.1)
	(0.2, -0.2, -0.3)	(0.95, -0.2, 0.0)		(0.2, -0.2, -0.4)	(0.25, -0.1, -0.4)
	(0.2, -0.2, -0.4)	(0.30, -2.7, -0.4)		(0.2, -0.2, -0.4)	(0.35, -0.1, -0.3)
	(0.2, -0.2, -0.4)	(0.35, 0.09, -0.4)		(0.2, -0.2, -0.4)	(0.44, -0.2, -0.3)
	(0.2, -0.2, -0.4)	(0.5, -0.1, -0.3)		(0.2, -0.2, -0.4)	(0.65, -0.0, -0.2)
	(0.2, -0.2, -0.4)	(0.7, -0.2, -0.2)		(0.2, -0.2, -0.4)	(0.95, -0.2, -0.1)
	(0.2, -0.2, -0.5)	(0.25, -0.1, -0.5)		(0.2, -0.2, -0.5)	(0.30, -2.7, -0.5)
	(0.2, -0.2, -0.5)	(0.35, -0.1, -0.4)		(0.2, -0.2, -0.5)	(0.35, 0.09, -0.5)
	(0.2, -0.2, -0.5)	(0.44, -0.2, -0.4)		(0.2, -0.2, -0.5)	(0.5, -0.1, -0.4)
	(0.2, -0.2, -0.5)	(0.65, -0.0, -0.3)		(0.2, -0.2, -0.5)	(0.7, -0.2, -0.3)
	(0.2, -0.2, -0.5)	(0.95, -0.2, -0.2)		(0.2, -0.2, 0.0)	(0.25, -0.1, 0.0)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.2, 0.0)	(0.30, -2.7, 0.0)		(0.2, -0.2, 0.0)	(0.35, -0.1, 0.04)
	(0.2, -0.2, 0.0)	(0.35, 0.09, 0.0)		(0.2, -0.2, 0.0)	(0.44, -0.2, 0.09)
	(0.2, -0.2, 0.0)	(0.5, -0.1, 0.09)		(0.2, -0.2, 0.0)	(0.65, -0.0, 0.15)
	(0.2, -0.2, 0.0)	(0.7, -0.2, 0.19)		(0.2, -0.2, 0.0)	(0.95, -0.2, 0.3)
	(0.2, -0.2, 0.1)	(0.25, -0.1, 0.1)		(0.2, -0.2, 0.1)	(0.30, -2.7, 0.1)
	(0.2, -0.2, 0.1)	(0.35, -0.1, 0.15)		(0.2, -0.2, 0.1)	(0.35, 0.09, 0.1)
	(0.2, -0.2, 0.1)	(0.44, -0.2, 0.2)		(0.2, -0.2, 0.1)	(0.5, -0.1, 0.2)
	(0.2, -0.2, 0.1)	(0.65, -0.0, 0.25)		(0.2, -0.2, 0.1)	(0.7, -0.2, 0.3)
	(0.2, -0.2, 0.1)	(0.95, -0.2, 0.4)		(0.2, -0.2, 0.2)	(0.25, -0.1, 0.2)
	(0.2, -0.2, 0.2)	(0.30, -2.7, 0.2)		(0.2, -0.2, 0.2)	(0.35, -0.1, 0.25)
	(0.2, -0.2, 0.2)	(0.35, 0.09, 0.2)		(0.2, -0.2, 0.2)	(0.44, -0.2, 0.3)
	(0.2, -0.2, 0.2)	(0.5, -0.1, 0.3)		(0.2, -0.2, 0.2)	(0.65, -0.0, 0.35)
	(0.2, -0.2, 0.2)	(0.7, -0.2, 0.4)		(0.2, -0.2, 0.3)	(0.25, -0.1, 0.3)

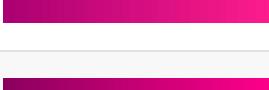
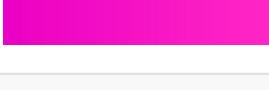
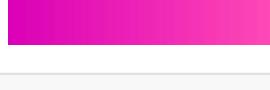
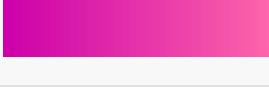
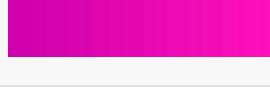
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.2, 0.3)	(0.30, -2.7, 0.3)		(0.2, -0.2, 0.3)	(0.35, -0.1, 0.35)
	(0.2, -0.2, 0.3)	(0.35, 0.09, 0.3)		(0.2, -0.2, 0.3)	(0.44, -0.2, 0.39)
	(0.2, -0.2, 0.3)	(0.5, -0.1, 0.39)		(0.2, -0.2, 0.3)	(0.65, -0.2, 0.44)
	(0.2, -0.2, 0.4)	(0.25, -0.1, 0.4)		(0.2, -0.2, 0.4)	(0.30, -2.7, 0.4)
	(0.2, -0.2, 0.4)	(0.35, -0.1, 0.45)		(0.2, -0.2, 0.4)	(0.35, 0.09, 0.4)
	(0.2, -0.3, -0.1)	(0.25, -0.2, -0.1)		(0.2, -0.3, -0.1)	(0.30, -0.1, -0.1)
	(0.2, -0.3, -0.1)	(0.35, -0.2, -0.0)		(0.2, -0.3, -0.1)	(0.35, 0.0, -0.1)
	(0.2, -0.3, -0.1)	(0.44, -0.3, -1.3)		(0.2, -0.3, -0.1)	(0.5, -0.2, -1.3)
	(0.2, -0.3, -0.1)	(0.65, -0.1, 0.04)		(0.2, -0.3, -0.1)	(0.7, -0.3, 0.09)
	(0.2, -0.3, -0.1)	(0.95, -0.3, 0.19)		(0.2, -0.3, -0.2)	(0.25, -0.2, -0.2)
	(0.2, -0.3, -0.2)	(0.30, -0.1, -0.2)		(0.2, -0.3, -0.2)	(0.35, -0.2, -0.1)
	(0.2, -0.3, -0.2)	(0.35, 0.0, -0.2)		(0.2, -0.3, -0.2)	(0.44, -0.3, -0.1)
	(0.2, -0.3, -0.2)	(0.5, -0.2, -0.1)		(0.2, -0.3, -0.2)	(0.65, -0.1, -0.0)

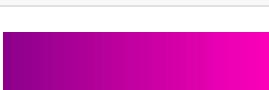
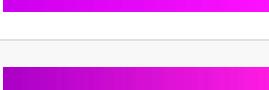
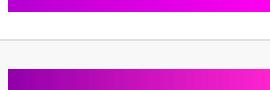
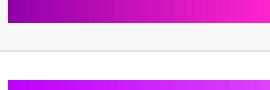
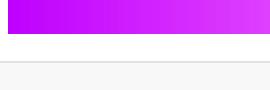
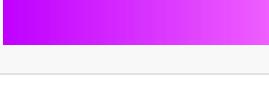
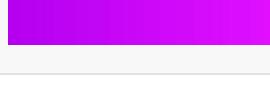
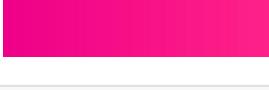
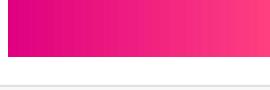
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.3, -0.2)	(0.7, -0.3, -2.7)		(0.2, -0.3, -0.2)	(0.95, -0.3, 0.09)
	(0.2, -0.3, -0.3)	(0.25, -0.2, -0.3)		(0.2, -0.3, -0.3)	(0.30, -0.1, -0.3)
	(0.2, -0.3, -0.3)	(0.35, -0.2, -0.2)		(0.2, -0.3, -0.3)	(0.35, 0.0, -0.3)
	(0.2, -0.3, -0.3)	(0.44, -0.3, -0.2)		(0.2, -0.3, -0.3)	(0.5, -0.2, -0.2)
	(0.2, -0.3, -0.3)	(0.65, -0.1, -0.1)		(0.2, -0.3, -0.3)	(0.7, -0.3, -0.1)
	(0.2, -0.3, -0.3)	(0.95, -0.3, 0.0)		(0.2, -0.3, -0.4)	(0.25, -0.2, -0.4)
	(0.2, -0.3, -0.4)	(0.30, -0.1, -0.4)		(0.2, -0.3, -0.4)	(0.35, -0.2, -0.3)
	(0.2, -0.3, -0.4)	(0.35, 0.0, -0.4)		(0.2, -0.3, -0.4)	(0.44, -0.3, -0.3)
	(0.2, -0.3, -0.4)	(0.5, -0.2, -0.3)		(0.2, -0.3, -0.4)	(0.65, -0.1, -0.2)
	(0.2, -0.3, -0.4)	(0.7, -0.3, -0.2)		(0.2, -0.3, -0.4)	(0.95, -0.3, -0.1)
	(0.2, -0.3, -0.5)	(0.25, -0.2, -0.5)		(0.2, -0.3, -0.5)	(0.30, -0.1, -0.5)
	(0.2, -0.3, -0.5)	(0.35, -0.2, -0.4)		(0.2, -0.3, -0.5)	(0.35, 0.0, -0.5)
	(0.2, -0.3, -0.5)	(0.44, -0.3, -0.4)		(0.2, -0.3, -0.5)	(0.5, -0.2, -0.4)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.3, -0.5)	(0.65, -0.1, -0.3)		(0.2, -0.3, -0.5)	(0.7, -0.3, -0.3)
	(0.2, -0.3, -0.5)	(0.95, -0.3, -0.2)		(0.2, -0.3, 0.0)	(0.25, -0.2, 0.0)
	(0.2, -0.3, 0.0)	(0.30, -0.1, 0.0)		(0.2, -0.3, 0.0)	(0.35, -0.2, 0.04)
	(0.2, -0.3, 0.0)	(0.35, 0.0, 0.0)		(0.2, -0.3, 0.0)	(0.44, -0.3, 0.09)
	(0.2, -0.3, 0.0)	(0.5, -0.2, 0.09)		(0.2, -0.3, 0.0)	(0.65, -0.1, 0.15)
	(0.2, -0.3, 0.0)	(0.7, -0.3, 0.19)		(0.2, -0.3, 0.0)	(0.95, -0.3, 0.3)
	(0.2, -0.3, 0.1)	(0.25, -0.2, 0.1)		(0.2, -0.3, 0.1)	(0.30, -0.1, 0.1)
	(0.2, -0.3, 0.1)	(0.35, -0.2, 0.15)		(0.2, -0.3, 0.1)	(0.35, 0.0, 0.1)
	(0.2, -0.3, 0.1)	(0.44, -0.3, 0.2)		(0.2, -0.3, 0.1)	(0.5, -0.2, 0.2)
	(0.2, -0.3, 0.1)	(0.65, -0.1, 0.25)		(0.2, -0.3, 0.1)	(0.7, -0.3, 0.3)
	(0.2, -0.3, 0.1)	(0.95, -0.3, 0.4)		(0.2, -0.3, 0.2)	(0.25, -0.2, 0.2)
	(0.2, -0.3, 0.2)	(0.30, -0.1, 0.2)		(0.2, -0.3, 0.2)	(0.35, -0.2, 0.25)
	(0.2, -0.3, 0.2)	(0.35, 0.0, 0.2)		(0.2, -0.3, 0.2)	(0.44, -0.3, 0.3)

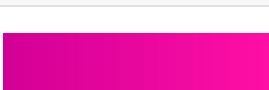
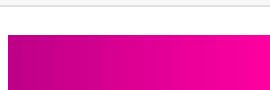
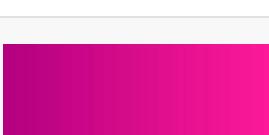
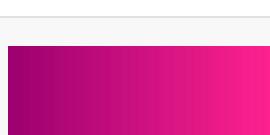
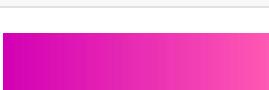
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.3, 0.2)	(0.5, -0.2, 0.3)		(0.2, -0.3, 0.2)	(0.65, -0.1, 0.35)
	(0.2, -0.3, 0.2)	(0.7, -0.3, 0.4)		(0.2, -0.3, 0.3)	(0.25, -0.2, 0.3)
	(0.2, -0.3, 0.3)	(0.30, -0.1, 0.3)		(0.2, -0.3, 0.3)	(0.35, -0.2, 0.35)
	(0.2, -0.3, 0.3)	(0.35, 0.0, 0.3)		(0.2, -0.3, 0.3)	(0.44, -0.3, 0.39)
	(0.2, -0.3, 0.3)	(0.5, -0.2, 0.39)		(0.2, -0.3, 0.3)	(0.65, -0.1, 0.44)
	(0.2, -0.3, 0.4)	(0.25, -0.2, 0.4)		(0.2, -0.3, 0.4)	(0.30, -0.1, 0.4)
	(0.2, -0.3, 0.4)	(0.35, -0.2, 0.45)		(0.2, -0.3, 0.4)	(0.35, 0.0, 0.4)
	(0.2, -0.4, -0.1)	(0.25, -0.3, -0.1)		(0.2, -0.4, -0.1)	(0.30, -0.2, -0.1)
	(0.2, -0.4, -0.1)	(0.35, -0.1, -0.1)		(0.2, -0.4, -0.1)	(0.35, -0.3, -0.0)
	(0.2, -0.4, -0.1)	(0.44, -0.4, -1.3)		(0.2, -0.4, -0.1)	(0.5, -0.3, -1.3)
	(0.2, -0.4, -0.1)	(0.65, -0.2, 0.04)		(0.2, -0.4, -0.1)	(0.7, -0.4, 0.09)
	(0.2, -0.4, -0.1)	(0.95, -0.4, 0.19)		(0.2, -0.4, -0.2)	(0.25, -0.3, -0.2)
	(0.2, -0.4, -0.2)	(0.30, -0.2, -0.2)		(0.2, -0.4, -0.2)	(0.35, -0.1, -0.2)

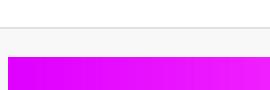
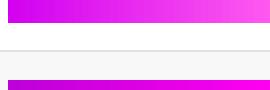
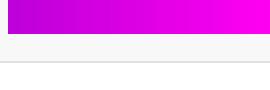
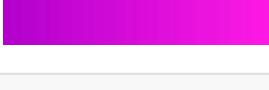
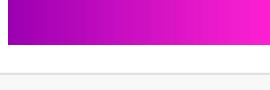
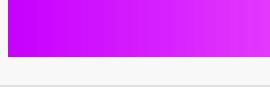
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.4, -0.2)	(0.35, -0.3, -0.1)		(0.2, -0.4, -0.2)	(0.44, -0.4, -0.1)
	(0.2, -0.4, -0.2)	(0.5, -0.3, -0.1)		(0.2, -0.4, -0.2)	(0.65, -0.2, -0.0)
	(0.2, -0.4, -0.2)	(0.7, -0.4, -2.7)		(0.2, -0.4, -0.2)	(0.95, -0.4, -0.4, 0.09)
	(0.2, -0.4, -0.3)	(0.25, -0.3, -0.3)		(0.2, -0.4, -0.3)	(0.30, -0.2, -0.3)
	(0.2, -0.4, -0.3)	(0.35, -0.1, -0.3)		(0.2, -0.4, -0.3)	(0.35, -0.3, -0.2)
	(0.2, -0.4, -0.3)	(0.44, -0.4, -0.2)		(0.2, -0.4, -0.3)	(0.5, -0.3, -0.2)
	(0.2, -0.4, -0.3)	(0.65, -0.2, -0.1)		(0.2, -0.4, -0.3)	(0.7, -0.4, -0.1)
	(0.2, -0.4, -0.3)	(0.95, -0.4, 0.0)		(0.2, -0.4, -0.4)	(0.25, -0.3, -0.4)
	(0.2, -0.4, -0.4)	(0.30, -0.2, -0.4)		(0.2, -0.4, -0.4)	(0.35, -0.1, -0.4)
	(0.2, -0.4, -0.4)	(0.35, -0.3, -0.3)		(0.2, -0.4, -0.4)	(0.44, -0.4, -0.3)
	(0.2, -0.4, -0.4)	(0.5, -0.3, -0.3)		(0.2, -0.4, -0.4)	(0.65, -0.2, -0.2)
	(0.2, -0.4, -0.4)	(0.7, -0.4, -0.2)		(0.2, -0.4, -0.4)	(0.95, -0.4, -0.1)
	(0.2, -0.4, -0.5)	(0.25, -0.3, -0.5)		(0.2, -0.4, -0.5)	(0.30, -0.2, -0.5)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.4, -0.5)	(0.35, -0.1, -0.5)		(0.2, -0.4, -0.5)	(0.35, -0.3, -0.4)
	(0.2, -0.4, -0.5)	(0.44, -0.4, -0.4)		(0.2, -0.4, -0.5)	(0.5, -0.3, -0.4)
	(0.2, -0.4, -0.5)	(0.65, -0.2, -0.3)		(0.2, -0.4, -0.5)	(0.7, -0.4, -0.4)
	(0.2, -0.4, -0.5)	(0.95, -0.4, -0.2)		(0.2, -0.4, 0.0)	(0.25, -0.3, 0.0)
	(0.2, -0.4, 0.0)	(0.30, -0.2, 0.0)		(0.2, -0.4, 0.0)	(0.35, -0.1, 0.0)
	(0.2, -0.4, 0.0)	(0.35, -0.3, 0.04)		(0.2, -0.4, 0.0)	(0.44, -0.4, 0.09)
	(0.2, -0.4, 0.0)	(0.5, -0.3, 0.09)		(0.2, -0.4, 0.0)	(0.65, -0.2, 0.15)
	(0.2, -0.4, 0.0)	(0.7, -0.4, 0.19)		(0.2, -0.4, 0.0)	(0.95, -0.4, 0.3)
	(0.2, -0.4, 0.1)	(0.25, -0.3, 0.1)		(0.2, -0.4, 0.1)	(0.30, -0.2, 0.1)
	(0.2, -0.4, 0.1)	(0.35, -0.1, 0.1)		(0.2, -0.4, 0.1)	(0.35, -0.3, 0.15)
	(0.2, -0.4, 0.1)	(0.44, -0.4, 0.2)		(0.2, -0.4, 0.1)	(0.5, -0.3, 0.2)
	(0.2, -0.4, 0.1)	(0.65, -0.2, 0.25)		(0.2, -0.4, 0.1)	(0.7, -0.4, 0.3)
	(0.2, -0.4, 0.1)	(0.95, -0.4, 0.4)		(0.2, -0.4, 0.2)	(0.25, -0.3, 0.2)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.4, 0.2)	(0.30, -0.2, 0.2)		(0.2, -0.4, 0.2)	(0.35, -0.1, 0.2)
	(0.2, -0.4, 0.2)	(0.35, -0.3, 0.25)		(0.2, -0.4, 0.2)	(0.44, -0.4, 0.3)
	(0.2, -0.4, 0.2)	(0.5, -0.3, 0.3)		(0.2, -0.4, 0.2)	(0.65, -0.2, 0.35)
	(0.2, -0.4, 0.2)	(0.7, -0.4, 0.4)		(0.2, -0.4, 0.3)	(0.25, -0.3, 0.3)
	(0.2, -0.4, 0.3)	(0.30, -0.2, 0.3)		(0.2, -0.4, 0.3)	(0.35, -0.1, 0.3)
	(0.2, -0.4, 0.3)	(0.35, -0.3, 0.35)		(0.2, -0.4, 0.3)	(0.44, -0.4, 0.39)
	(0.2, -0.4, 0.3)	(0.5, -0.3, 0.39)		(0.2, -0.4, 0.3)	(0.65, -0.2, 0.44)
	(0.2, -0.4, 0.4)	(0.25, -0.3, 0.4)		(0.2, -0.4, 0.4)	(0.30, -0.2, 0.4)
	(0.2, -0.4, 0.4)	(0.35, -0.1, 0.4)		(0.2, -0.4, 0.4)	(0.35, -0.3, 0.45)
	(0.2, -0.5, -0.1)	(0.25, -0.4, -0.1)		(0.2, -0.5, -0.1)	(0.30, -0.3, -0.1)
	(0.2, -0.5, -0.1)	(0.35, -0.2, -0.1)		(0.2, -0.5, -0.1)	(0.35, -0.4, -0.0)
	(0.2, -0.5, -0.1)	(0.44, -0.5, -1.3)		(0.2, -0.5, -0.1)	(0.5, -0.4, -1.3)
	(0.2, -0.5, -0.1)	(0.65, -0.3, 0.04)		(0.2, -0.5, -0.1)	(0.7, -0.5, 0.09)

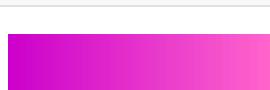
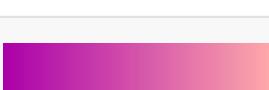
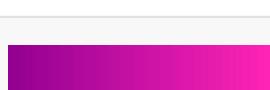
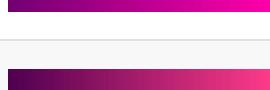
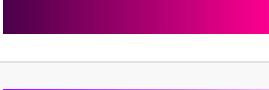
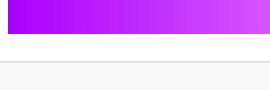
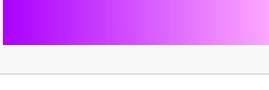
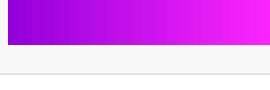
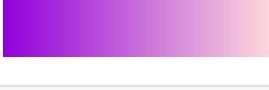
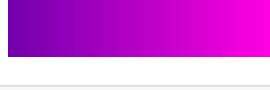
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.5, -0.1)	(0.95, -0.5, 0.19)		(0.2, -0.5, -0.2)	(0.25, -0.4, -0.2)
	(0.2, -0.5, -0.2)	(0.30, -0.3, -0.2)		(0.2, -0.5, -0.2)	(0.35, -0.2, -0.2)
	(0.2, -0.5, -0.2)	(0.35, -0.4, -0.1)		(0.2, -0.5, -0.2)	(0.44, -0.5, -0.1)
	(0.2, -0.5, -0.2)	(0.5, -0.4, -0.1)		(0.2, -0.5, -0.2)	(0.65, -0.3, -0.0)
	(0.2, -0.5, -0.2)	(0.7, -0.5, -2.7)		(0.2, -0.5, -0.2)	(0.95, -0.5, 0.09)
	(0.2, -0.5, -0.3)	(0.25, -0.4, -0.3)		(0.2, -0.5, -0.3)	(0.30, -0.3, -0.3)
	(0.2, -0.5, -0.3)	(0.35, -0.2, -0.3)		(0.2, -0.5, -0.3)	(0.35, -0.4, -0.2)
	(0.2, -0.5, -0.3)	(0.44, -0.5, -0.2)		(0.2, -0.5, -0.3)	(0.5, -0.4, -0.2)
	(0.2, -0.5, -0.3)	(0.65, -0.3, -0.1)		(0.2, -0.5, -0.3)	(0.7, -0.5, -0.1)
	(0.2, -0.5, -0.3)	(0.95, -0.5, 0.0)		(0.2, -0.5, -0.4)	(0.25, -0.4, -0.4)
	(0.2, -0.5, -0.4)	(0.30, -0.3, -0.4)		(0.2, -0.5, -0.4)	(0.35, -0.2, -0.4)
	(0.2, -0.5, -0.4)	(0.35, -0.4, -0.3)		(0.2, -0.5, -0.4)	(0.44, -0.5, -0.3)
	(0.2, -0.5, -0.4)	(0.5, -0.4, -0.3)		(0.2, -0.5, -0.4)	(0.65, -0.3, -0.2)

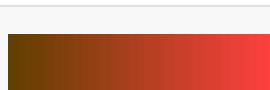
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.5, -0.4)	(0.7, -0.5, -0.2)		(0.2, -0.5, -0.4)	(0.95, -0.5, -0.1)
	(0.2, -0.5, -0.5)	(0.25, -0.4, -0.5)		(0.2, -0.5, -0.5)	(0.30, -0.3, -0.5)
	(0.2, -0.5, -0.5)	(0.35, -0.2, -0.5)		(0.2, -0.5, -0.5)	(0.35, -0.4, -0.4)
	(0.2, -0.5, -0.5)	(0.44, -0.5, -0.4)		(0.2, -0.5, -0.5)	(0.5, -0.4, -0.4)
	(0.2, -0.5, -0.5)	(0.65, -0.3, -0.3)		(0.2, -0.5, -0.5)	(0.7, -0.5, -0.3)
	(0.2, -0.5, -0.5)	(0.95, -0.5, -0.2)		(0.2, -0.5, 0.0)	(0.25, -0.4, 0.0)
	(0.2, -0.5, 0.0)	(0.30, -0.3, 0.0)		(0.2, -0.5, 0.0)	(0.35, -0.2, 0.0)
	(0.2, -0.5, 0.0)	(0.35, -0.4, 0.04)		(0.2, -0.5, 0.0)	(0.44, -0.5, 0.09)
	(0.2, -0.5, 0.0)	(0.5, -0.4, 0.09)		(0.2, -0.5, 0.0)	(0.65, -0.3, 0.15)
	(0.2, -0.5, 0.0)	(0.7, -0.5, 0.19)		(0.2, -0.5, 0.0)	(0.95, -0.5, 0.3)
	(0.2, -0.5, 0.1)	(0.25, -0.4, 0.1)		(0.2, -0.5, 0.1)	(0.30, -0.3, 0.1)
	(0.2, -0.5, 0.1)	(0.35, -0.2, 0.1)		(0.2, -0.5, 0.1)	(0.35, -0.4, 0.15)
	(0.2, -0.5, 0.1)	(0.44, -0.5, 0.2)		(0.2, -0.5, 0.1)	(0.5, -0.4, 0.2)

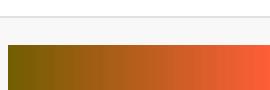
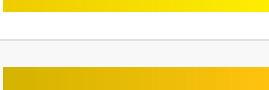
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, -0.5, 0.1)	(0.65, -0.3, 0.25)		(0.2, -0.5, 0.1)	(0.7, -0.5, 0.3)
	(0.2, -0.5, 0.1)	(0.95, -0.5, 0.4)		(0.2, -0.5, 0.2)	(0.25, -0.4, 0.2)
	(0.2, -0.5, 0.2)	(0.30, -0.3, 0.2)		(0.2, -0.5, 0.2)	(0.35, -0.2, 0.2)
	(0.2, -0.5, 0.2)	(0.35, -0.4, 0.25)		(0.2, -0.5, 0.2)	(0.44, -0.5, 0.3)
	(0.2, -0.5, 0.2)	(0.5, -0.4, 0.3)		(0.2, -0.5, 0.2)	(0.65, -0.3, 0.35)
	(0.2, -0.5, 0.2)	(0.7, -0.5, 0.4)		(0.2, -0.5, 0.3)	(0.25, -0.4, 0.3)
	(0.2, -0.5, 0.3)	(0.30, -0.3, 0.3)		(0.2, -0.5, 0.3)	(0.35, -0.2, 0.3)
	(0.2, -0.5, 0.3)	(0.35, -0.4, 0.35)		(0.2, -0.5, 0.3)	(0.44, -0.5, 0.39)
	(0.2, -0.5, 0.3)	(0.5, -0.4, 0.39)		(0.2, -0.5, 0.3)	(0.65, -0.3, 0.44)
	(0.2, -0.5, 0.4)	(0.25, -0.4, 0.4)		(0.2, -0.5, 0.4)	(0.30, -0.3, 0.4)
	(0.2, -0.5, 0.4)	(0.35, -0.2, 0.4)		(0.2, -0.5, 0.4)	(0.35, -0.4, 0.45)
	(0.2, 0.0, -0.1)	(0.25, 0.09, -0.1)		(0.2, 0.0, -0.1)	(0.30, 0.19, -0.1)
	(0.2, 0.0, -0.1)	(0.35, 0.04, -0.0)		(0.2, 0.0, -0.1)	(0.35, 0.3, -0.1)

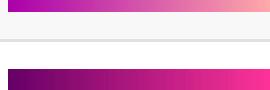
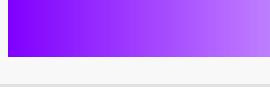
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.0, -0.1)	(0.44, 0.0, -1.3)		(0.2, 0.0, -0.1)	(0.5, 0.09, -1.3)
	(0.2, 0.0, -0.1)	(0.65, 0.15, 0.04)		(0.2, 0.0, -0.1)	(0.7, 0.0, 0.09)
	(0.2, 0.0, -0.1)	(0.95, 0.0, 0.19)		(0.2, 0.0, -0.2)	(0.25, 0.09, -0.2)
	(0.2, 0.0, -0.2)	(0.30, 0.19, -0.2)		(0.2, 0.0, -0.2)	(0.35, 0.04, -0.1)
	(0.2, 0.0, -0.2)	(0.35, 0.3, -0.2)		(0.2, 0.0, -0.2)	(0.44, 0.0, -0.1)
	(0.2, 0.0, -0.2)	(0.5, 0.09, -0.1)		(0.2, 0.0, -0.2)	(0.65, 0.15, -0.0)
	(0.2, 0.0, -0.2)	(0.7, 0.0, -2.7)		(0.2, 0.0, -0.2)	(0.95, 0.0, 0.09)
	(0.2, 0.0, -0.3)	(0.25, 0.09, -0.3)		(0.2, 0.0, -0.3)	(0.30, 0.19, -0.3)
	(0.2, 0.0, -0.3)	(0.35, 0.04, -0.2)		(0.2, 0.0, -0.3)	(0.35, 0.3, -0.3)
	(0.2, 0.0, -0.3)	(0.44, 0.0, -0.2)		(0.2, 0.0, -0.3)	(0.5, 0.09, -0.2)
	(0.2, 0.0, -0.3)	(0.65, 0.15, -0.1)		(0.2, 0.0, -0.3)	(0.7, 0.0, -0.1)
	(0.2, 0.0, -0.3)	(0.95, 0.0, 0.0)		(0.2, 0.0, -0.4)	(0.25, 0.09, -0.4)
	(0.2, 0.0, -0.4)	(0.30, 0.19, -0.4)		(0.2, 0.0, -0.4)	(0.35, 0.04, -0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.0, -0.4)	(0.35, 0.3, -0.4)		(0.2, 0.0, -0.4)	(0.44, 0.0, -0.3)
	(0.2, 0.0, -0.4)	(0.5, 0.09, -0.3)		(0.2, 0.0, -0.4)	(0.65, 0.15, -0.2)
	(0.2, 0.0, -0.4)	(0.7, 0.0, -0.2)		(0.2, 0.0, -0.4)	(0.95, 0.0, -0.1)
	(0.2, 0.0, -0.5)	(0.25, 0.09, -0.5)		(0.2, 0.0, -0.5)	(0.30, 0.19, -0.5)
	(0.2, 0.0, -0.5)	(0.35, 0.04, -0.4)		(0.2, 0.0, -0.5)	(0.35, 0.3, -0.5)
	(0.2, 0.0, -0.5)	(0.44, 0.0, -0.4)		(0.2, 0.0, -0.5)	(0.5, 0.09, -0.4)
	(0.2, 0.0, -0.5)	(0.65, 0.15, -0.3)		(0.2, 0.0, -0.5)	(0.7, 0.0, -0.3)
	(0.2, 0.0, -0.5)	(0.95, 0.0, -0.2)		(0.2, 0.0, 0.0)	(0.25, 0.09, 0.0)
	(0.2, 0.0, 0.0)	(0.30, 0.19, 0.0)		(0.2, 0.0, 0.0)	(0.35, 0.04, 0.04)
	(0.2, 0.0, 0.0)	(0.35, 0.3, 0.0)		(0.2, 0.0, 0.0)	(0.44, 0.0, 0.09)
	(0.2, 0.0, 0.0)	(0.5, 0.09, 0.09)		(0.2, 0.0, 0.0)	(0.65, 0.15, 0.15)
	(0.2, 0.0, 0.0)	(0.7, 0.0, 0.19)		(0.2, 0.0, 0.0)	(0.95, 0.0, 0.3)
	(0.2, 0.0, 0.1)	(0.25, 0.09, 0.1)		(0.2, 0.0, 0.1)	(0.30, 0.19, 0.1)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.0, 0.1)	(0.35, 0.04, 0.15)		(0.2, 0.0, 0.1)	(0.35, 0.3, 0.1)
	(0.2, 0.0, 0.1)	(0.44, 0.0, 0.2)		(0.2, 0.0, 0.1)	(0.5, 0.09, 0.2)
	(0.2, 0.0, 0.1)	(0.65, 0.15, 0.25)		(0.2, 0.0, 0.1)	(0.7, 0.0, 0.3)
	(0.2, 0.0, 0.1)	(0.95, 0.0, 0.4)		(0.2, 0.0, 0.2)	(0.25, 0.09, 0.2)
	(0.2, 0.0, 0.2)	(0.30, 0.19, 0.2)		(0.2, 0.0, 0.2)	(0.35, 0.04, 0.25)
	(0.2, 0.0, 0.2)	(0.35, 0.3, 0.2)		(0.2, 0.0, 0.2)	(0.44, 0.0, 0.3)
	(0.2, 0.0, 0.2)	(0.5, 0.09, 0.3)		(0.2, 0.0, 0.2)	(0.65, 0.15, 0.35)
	(0.2, 0.0, 0.2)	(0.7, 0.0, 0.4)		(0.2, 0.0, 0.3)	(0.25, 0.09, 0.3)
	(0.2, 0.0, 0.3)	(0.30, 0.19, 0.3)		(0.2, 0.0, 0.3)	(0.35, 0.04, 0.35)
	(0.2, 0.0, 0.3)	(0.35, 0.3, 0.3)		(0.2, 0.0, 0.3)	(0.44, 0.0, 0.39)
	(0.2, 0.0, 0.3)	(0.5, 0.09, 0.39)		(0.2, 0.0, 0.3)	(0.65, 0.15, 0.44)
	(0.2, 0.0, 0.4)	(0.25, 0.09, 0.4)		(0.2, 0.0, 0.4)	(0.30, 0.19, 0.4)
	(0.2, 0.0, 0.4)	(0.35, 0.04, 0.45)		(0.2, 0.0, 0.4)	(0.35, 0.3, 0.4)

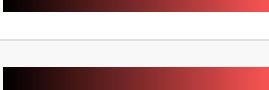
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.1, -0.1)	(0.25, 0.2, -0.1)		(0.2, 0.1, -0.1)	(0.30, 0.3, -0.1)
	(0.2, 0.1, -0.1)	(0.35, 0.15, -0.0)		(0.2, 0.1, -0.1)	(0.35, 0.4, -0.1)
	(0.2, 0.1, -0.1)	(0.44, 0.1, -1.3)		(0.2, 0.1, -0.1)	(0.5, 0.2, -1.3)
	(0.2, 0.1, -0.1)	(0.65, 0.25, 0.04)		(0.2, 0.1, -0.1)	(0.7, 0.1, 0.09)
	(0.2, 0.1, -0.1)	(0.95, 0.1, 0.19)		(0.2, 0.1, -0.2)	(0.25, 0.2, -0.2)
	(0.2, 0.1, -0.2)	(0.30, 0.3, -0.2)		(0.2, 0.1, -0.2)	(0.35, 0.15, -0.1)
	(0.2, 0.1, -0.2)	(0.35, 0.4, -0.2)		(0.2, 0.1, -0.2)	(0.44, 0.1, -0.1)
	(0.2, 0.1, -0.2)	(0.5, 0.2, -0.1)		(0.2, 0.1, -0.2)	(0.65, 0.25, -0.0)
	(0.2, 0.1, -0.2)	(0.7, 0.1, -2.7)		(0.2, 0.1, -0.2)	(0.95, 0.1, 0.09)
	(0.2, 0.1, -0.3)	(0.25, 0.2, -0.3)		(0.2, 0.1, -0.3)	(0.30, 0.3, -0.3)
	(0.2, 0.1, -0.3)	(0.35, 0.15, -0.2)		(0.2, 0.1, -0.3)	(0.35, 0.4, -0.3)
	(0.2, 0.1, -0.3)	(0.44, 0.1, -0.2)		(0.2, 0.1, -0.3)	(0.5, 0.2, -0.2)
	(0.2, 0.1, -0.3)	(0.65, 0.25, -0.1)		(0.2, 0.1, -0.3)	(0.7, 0.1, -0.1)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.1, -0.3)	(0.95, 0.1, 0.0)		(0.2, 0.1, -0.4)	(0.25, 0.2, -0.4)
	(0.2, 0.1, -0.4)	(0.30, 0.3, -0.4)		(0.2, 0.1, -0.4)	(0.35, 0.15, -0.3)
	(0.2, 0.1, -0.4)	(0.35, 0.4, -0.4)		(0.2, 0.1, -0.4)	(0.44, 0.1, -0.3)
	(0.2, 0.1, -0.4)	(0.5, 0.2, -0.3)		(0.2, 0.1, -0.4)	(0.65, 0.25, -0.2)
	(0.2, 0.1, -0.4)	(0.7, 0.1, -0.2)		(0.2, 0.1, -0.4)	(0.95, 0.1, -0.1)
	(0.2, 0.1, -0.5)	(0.25, 0.2, -0.5)		(0.2, 0.1, -0.5)	(0.30, 0.3, -0.5)
	(0.2, 0.1, -0.5)	(0.35, 0.15, -0.4)		(0.2, 0.1, -0.5)	(0.35, 0.4, -0.5)
	(0.2, 0.1, -0.5)	(0.44, 0.1, -0.4)		(0.2, 0.1, -0.5)	(0.5, 0.2, -0.4)
	(0.2, 0.1, -0.5)	(0.65, 0.25, -0.3)		(0.2, 0.1, -0.5)	(0.7, 0.1, -0.3)
	(0.2, 0.1, -0.5)	(0.95, 0.1, -0.2)		(0.2, 0.1, 0.0)	(0.25, 0.2, 0.0)
	(0.2, 0.1, 0.0)	(0.30, 0.3, 0.0)		(0.2, 0.1, 0.0)	(0.35, 0.15, 0.04)
	(0.2, 0.1, 0.0)	(0.35, 0.4, 0.0)		(0.2, 0.1, 0.0)	(0.44, 0.1, 0.09)
	(0.2, 0.1, 0.0)	(0.5, 0.2, 0.09)		(0.2, 0.1, 0.0)	(0.65, 0.25, 0.15)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.1, 0.0)	(0.7, 0.1, 0.19)		(0.2, 0.1, 0.0)	(0.95, 0.1, 0.3)
	(0.2, 0.1, 0.1)	(0.25, 0.2, 0.1)		(0.2, 0.1, 0.1)	(0.30, 0.3, 0.1)
	(0.2, 0.1, 0.1)	(0.35, 0.15, 0.15)		(0.2, 0.1, 0.1)	(0.35, 0.4, 0.1)
	(0.2, 0.1, 0.1)	(0.44, 0.1, 0.2)		(0.2, 0.1, 0.1)	(0.5, 0.2, 0.2)
	(0.2, 0.1, 0.1)	(0.65, 0.25, 0.25)		(0.2, 0.1, 0.1)	(0.7, 0.1, 0.3)
	(0.2, 0.1, 0.1)	(0.95, 0.1, 0.4)		(0.2, 0.1, 0.2)	(0.25, 0.2, 0.2)
	(0.2, 0.1, 0.2)	(0.30, 0.3, 0.2)		(0.2, 0.1, 0.2)	(0.35, 0.15, 0.25)
	(0.2, 0.1, 0.2)	(0.35, 0.4, 0.2)		(0.2, 0.1, 0.2)	(0.44, 0.1, 0.3)
	(0.2, 0.1, 0.2)	(0.5, 0.2, 0.3)		(0.2, 0.1, 0.2)	(0.65, 0.25, 0.35)
	(0.2, 0.1, 0.2)	(0.7, 0.1, 0.4)		(0.2, 0.1, 0.3)	(0.25, 0.2, 0.3)
	(0.2, 0.1, 0.3)	(0.30, 0.3, 0.3)		(0.2, 0.1, 0.3)	(0.35, 0.15, 0.35)
	(0.2, 0.1, 0.3)	(0.35, 0.4, 0.3)		(0.2, 0.1, 0.3)	(0.44, 0.1, 0.39)
	(0.2, 0.1, 0.3)	(0.5, 0.2, 0.39)		(0.2, 0.1, 0.3)	(0.65, 0.25, 0.44)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.1, 0.4)	(0.25, 0.2, 0.4)		(0.2, 0.1, 0.4)	(0.30, 0.3, 0.4)
	(0.2, 0.1, 0.4)	(0.35, 0.15, 0.45)		(0.2, 0.1, 0.4)	(0.35, 0.4, 0.4)
	(0.2, 0.2, -0.1)	(0.25, 0.3, -0.1)		(0.2, 0.2, -0.1)	(0.30, 0.4, -0.1)
	(0.2, 0.2, -0.1)	(0.35, 0.25, -0.0)		(0.2, 0.2, -0.1)	(0.44, 0.2, -1.3)
	(0.2, 0.2, -0.1)	(0.5, 0.3, -1.3)		(0.2, 0.2, -0.1)	(0.65, 0.35, 0.04)
	(0.2, 0.2, -0.1)	(0.7, 0.2, 0.09)		(0.2, 0.2, -0.1)	(0.95, 0.2, 0.19)
	(0.2, 0.2, -0.2)	(0.25, 0.3, -0.2)		(0.2, 0.2, -0.2)	(0.30, 0.4, -0.2)
	(0.2, 0.2, -0.2)	(0.35, 0.25, -0.1)		(0.2, 0.2, -0.2)	(0.44, 0.2, -0.1)
	(0.2, 0.2, -0.2)	(0.5, 0.3, -0.1)		(0.2, 0.2, -0.2)	(0.65, 0.35, -0.0)
	(0.2, 0.2, -0.2)	(0.7, 0.2, -2.7)		(0.2, 0.2, -0.2)	(0.95, 0.2, 0.09)
	(0.2, 0.2, -0.3)	(0.25, 0.3, -0.3)		(0.2, 0.2, -0.3)	(0.30, 0.4, -0.3)
	(0.2, 0.2, -0.3)	(0.35, 0.25, -0.2)		(0.2, 0.2, -0.3)	(0.44, 0.2, -0.2)
	(0.2, 0.2, -0.3)	(0.5, 0.3, -0.2)		(0.2, 0.2, -0.3)	(0.65, 0.35, -0.1)

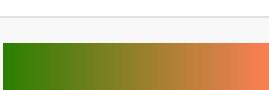
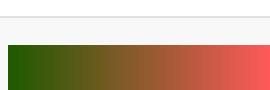
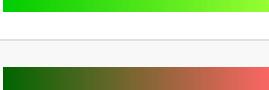
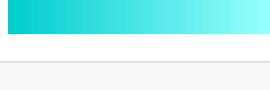
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.2, -0.3)	(0.7, 0.2, -0.1)		(0.2, 0.2, -0.3)	(0.95, 0.2, 0.0)
	(0.2, 0.2, -0.4)	(0.25, 0.3, -0.4)		(0.2, 0.2, -0.4)	(0.30, 0.4, -0.4)
	(0.2, 0.2, -0.4)	(0.35, 0.25, -0.3)		(0.2, 0.2, -0.4)	(0.44, 0.2, -0.3)
	(0.2, 0.2, -0.4)	(0.5, 0.3, -0.3)		(0.2, 0.2, -0.4)	(0.65, 0.35, -0.2)
	(0.2, 0.2, -0.4)	(0.7, 0.2, -0.2)		(0.2, 0.2, -0.4)	(0.95, 0.2, -0.1)
	(0.2, 0.2, -0.5)	(0.25, 0.3, -0.5)		(0.2, 0.2, -0.5)	(0.30, 0.4, -0.5)
	(0.2, 0.2, -0.5)	(0.35, 0.25, -0.4)		(0.2, 0.2, -0.5)	(0.44, 0.2, -0.4)
	(0.2, 0.2, -0.5)	(0.5, 0.3, -0.4)		(0.2, 0.2, -0.5)	(0.65, 0.35, -0.3)
	(0.2, 0.2, -0.5)	(0.7, 0.2, -0.3)		(0.2, 0.2, -0.5)	(0.95, 0.2, -0.2)
	(0.2, 0.2, 0.0)	(0.25, 0.3, 0.0)		(0.2, 0.2, 0.0)	(0.30, 0.4, 0.0)
	(0.2, 0.2, 0.0)	(0.35, 0.25, 0.04)		(0.2, 0.2, 0.0)	(0.44, 0.2, 0.09)
	(0.2, 0.2, 0.0)	(0.5, 0.3, 0.09)		(0.2, 0.2, 0.0)	(0.65, 0.35, 0.15)
	(0.2, 0.2, 0.0)	(0.7, 0.2, 0.19)		(0.2, 0.2, 0.0)	(0.95, 0.2, 0.3)

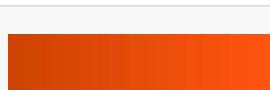
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.2, 0.1)	(0.25, 0.3, 0.1)		(0.2, 0.2, 0.1)	(0.30, 0.4, 0.1)
	(0.2, 0.2, 0.1)	(0.35, 0.25, 0.15)		(0.2, 0.2, 0.1)	(0.44, 0.2, 0.2)
	(0.2, 0.2, 0.1)	(0.5, 0.3, 0.2)		(0.2, 0.2, 0.1)	(0.65, 0.35, 0.25)
	(0.2, 0.2, 0.1)	(0.7, 0.2, 0.3)		(0.2, 0.2, 0.1)	(0.95, 0.2, 0.4)
	(0.2, 0.2, 0.2)	(0.25, 0.3, 0.2)		(0.2, 0.2, 0.2)	(0.30, 0.4, 0.2)
	(0.2, 0.2, 0.2)	(0.35, 0.25, 0.25)		(0.2, 0.2, 0.2)	(0.44, 0.2, 0.3)
	(0.2, 0.2, 0.2)	(0.5, 0.3, 0.3)		(0.2, 0.2, 0.2)	(0.65, 0.35, 0.35)
	(0.2, 0.2, 0.2)	(0.7, 0.2, 0.4)		(0.2, 0.2, 0.3)	(0.25, 0.3, 0.3)
	(0.2, 0.2, 0.3)	(0.30, 0.4, 0.3)		(0.2, 0.2, 0.3)	(0.35, 0.25, 0.35)
	(0.2, 0.2, 0.3)	(0.44, 0.2, 0.39)		(0.2, 0.2, 0.3)	(0.5, 0.3, 0.39)
	(0.2, 0.2, 0.3)	(0.65, 0.35, 0.44)		(0.2, 0.2, 0.4)	(0.25, 0.3, 0.4)
	(0.2, 0.2, 0.4)	(0.30, 0.4, 0.4)		(0.2, 0.2, 0.4)	(0.35, 0.25, 0.45)
	(0.2, 0.3, -0.1)	(0.25, 0.39, -0.1)		(0.2, 0.3, -0.1)	(0.35, 0.35, -0.0)

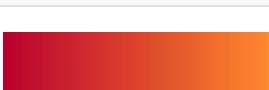
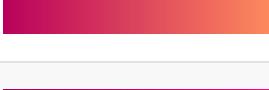
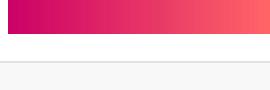
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.3, -0.1)	(0.44, 0.3, -1.3)		(0.2, 0.3, -0.1)	(0.5, 0.39, -1.3)
	(0.2, 0.3, -0.1)	(0.65, 0.44, 0.04)		(0.2, 0.3, -0.1)	(0.7, 0.3, 0.09)
	(0.2, 0.3, -0.1)	(0.95, 0.3, 0.19)		(0.2, 0.3, -0.2)	(0.25, 0.39, -0.2)
	(0.2, 0.3, -0.2)	(0.35, 0.35, -0.1)		(0.2, 0.3, -0.2)	(0.44, 0.3, -0.1)
	(0.2, 0.3, -0.2)	(0.5, 0.39, -0.1)		(0.2, 0.3, -0.2)	(0.65, 0.44, -0.0)
	(0.2, 0.3, -0.2)	(0.7, 0.3, -2.7)		(0.2, 0.3, -0.2)	(0.95, 0.3, 0.09)
	(0.2, 0.3, -0.3)	(0.25, 0.39, -0.3)		(0.2, 0.3, -0.3)	(0.35, 0.35, -0.2)
	(0.2, 0.3, -0.3)	(0.44, 0.3, -0.2)		(0.2, 0.3, -0.3)	(0.5, 0.39, -0.2)
	(0.2, 0.3, -0.3)	(0.65, 0.44, -0.1)		(0.2, 0.3, -0.3)	(0.7, 0.3, -0.1)
	(0.2, 0.3, -0.3)	(0.95, 0.3, 0.0)		(0.2, 0.3, -0.4)	(0.25, 0.39, -0.4)
	(0.2, 0.3, -0.4)	(0.35, 0.35, -0.3)		(0.2, 0.3, -0.4)	(0.44, 0.3, -0.3)
	(0.2, 0.3, -0.4)	(0.5, 0.39, -0.3)		(0.2, 0.3, -0.4)	(0.65, 0.44, -0.2)
	(0.2, 0.3, -0.4)	(0.7, 0.3, -0.2)		(0.2, 0.3, -0.4)	(0.95, 0.3, -0.1)

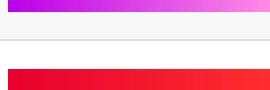
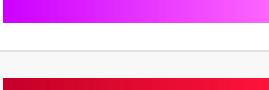
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.3, -0.5)	(0.25, 0.39, -0.5)		(0.2, 0.3, -0.5)	(0.35, 0.35, -0.4)
	(0.2, 0.3, -0.5)	(0.44, 0.3, -0.4)		(0.2, 0.3, -0.5)	(0.5, 0.39, -0.4)
	(0.2, 0.3, -0.5)	(0.65, 0.44, -0.3)		(0.2, 0.3, -0.5)	(0.7, 0.3, -0.3)
	(0.2, 0.3, -0.5)	(0.95, 0.3, -0.2)		(0.2, 0.3, 0.0)	(0.25, 0.39, 0.0)
	(0.2, 0.3, 0.0)	(0.35, 0.35, 0.04)		(0.2, 0.3, 0.0)	(0.44, 0.3, 0.09)
	(0.2, 0.3, 0.0)	(0.5, 0.39, 0.09)		(0.2, 0.3, 0.0)	(0.65, 0.44, 0.15)
	(0.2, 0.3, 0.0)	(0.7, 0.3, 0.19)		(0.2, 0.3, 0.0)	(0.95, 0.3, 0.3)
	(0.2, 0.3, 0.1)	(0.25, 0.39, 0.1)		(0.2, 0.3, 0.1)	(0.35, 0.35, 0.15)
	(0.2, 0.3, 0.1)	(0.44, 0.3, 0.2)		(0.2, 0.3, 0.1)	(0.5, 0.39, 0.2)
	(0.2, 0.3, 0.1)	(0.65, 0.44, 0.25)		(0.2, 0.3, 0.1)	(0.7, 0.3, 0.3)
	(0.2, 0.3, 0.1)	(0.95, 0.3, 0.4)		(0.2, 0.3, 0.2)	(0.25, 0.39, 0.2)
	(0.2, 0.3, 0.2)	(0.35, 0.35, 0.25)		(0.2, 0.3, 0.2)	(0.44, 0.3, 0.3)
	(0.2, 0.3, 0.2)	(0.5, 0.39, 0.3)		(0.2, 0.3, 0.2)	(0.65, 0.44, 0.35)

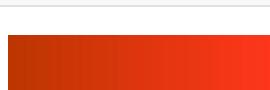
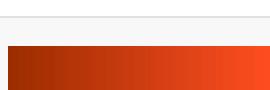
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.3, 0.2)	(0.7, 0.3, 0.4)		(0.2, 0.3, 0.3)	(0.25, 0.39, 0.3)
	(0.2, 0.3, 0.3)	(0.35, 0.35, 0.35)		(0.2, 0.3, 0.3)	(0.44, 0.3, 0.39)
	(0.2, 0.3, 0.3)	(0.5, 0.39, 0.39)		(0.2, 0.3, 0.3)	(0.65, 0.44, 0.44)
	(0.2, 0.3, 0.4)	(0.25, 0.39, 0.4)		(0.2, 0.3, 0.4)	(0.35, 0.35, 0.45)
	(0.2, 0.4, -0.1)	(0.35, 0.45, -0.0)		(0.2, 0.4, -0.1)	(0.44, 0.4, -1.3)
	(0.2, 0.4, -0.1)	(0.7, 0.4, 0.09)		(0.2, 0.4, -0.1)	(0.95, 0.4, 0.19)
	(0.2, 0.4, -0.2)	(0.35, 0.45, -0.1)		(0.2, 0.4, -0.2)	(0.44, 0.4, -0.1)
	(0.2, 0.4, -0.2)	(0.7, 0.4, -2.7)		(0.2, 0.4, -0.2)	(0.95, 0.4, 0.09)
	(0.2, 0.4, -0.3)	(0.35, 0.45, -0.2)		(0.2, 0.4, -0.3)	(0.44, 0.4, -0.2)
	(0.2, 0.4, -0.3)	(0.7, 0.4, -0.1)		(0.2, 0.4, -0.3)	(0.95, 0.4, 0.0)
	(0.2, 0.4, -0.4)	(0.35, 0.45, -0.3)		(0.2, 0.4, -0.4)	(0.44, 0.4, -0.3)
	(0.2, 0.4, -0.4)	(0.7, 0.4, -0.2)		(0.2, 0.4, -0.4)	(0.95, 0.4, -0.1)
	(0.2, 0.4, -0.5)	(0.35, 0.45, -0.4)		(0.2, 0.4, -0.5)	(0.44, 0.4, -0.4)

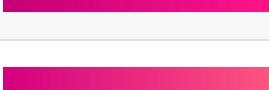
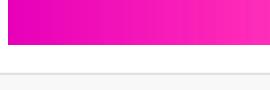
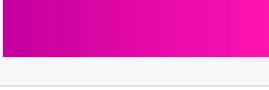
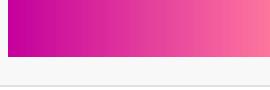
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.2, 0.4, -0.5)	(0.7, 0.4, -0.3)		(0.2, 0.4, -0.5)	(0.95, 0.4, -0.2)
	(0.2, 0.4, 0.0)	(0.35, 0.45, 0.04)		(0.2, 0.4, 0.0)	(0.44, 0.4, 0.09)
	(0.2, 0.4, 0.0)	(0.7, 0.4, 0.19)		(0.2, 0.4, 0.0)	(0.95, 0.4, 0.3)
	(0.2, 0.4, 0.1)	(0.35, 0.45, 0.15)		(0.2, 0.4, 0.1)	(0.44, 0.4, 0.2)
	(0.2, 0.4, 0.1)	(0.7, 0.4, 0.3)		(0.2, 0.4, 0.1)	(0.95, 0.4, 0.4)
	(0.2, 0.4, 0.2)	(0.35, 0.45, 0.25)		(0.2, 0.4, 0.2)	(0.44, 0.4, 0.3)
	(0.2, 0.4, 0.2)	(0.7, 0.4, 0.4)		(0.2, 0.4, 0.3)	(0.35, 0.45, 0.35)
	(0.2, 0.4, 0.3)	(0.44, 0.4, 0.39)		(0.2, 0.4, 0.4)	(0.35, 0.45, 0.45)
	(0.3, -0.1, -0.1)	(0.35, -1.3, -0.1)		(0.3, -0.1, -0.1)	(0.44, -0.0, -0.0)
	(0.3, -0.1, -0.1)	(0.45, 0.19, -0.1)		(0.3, -0.1, -0.1)	(0.4, 0.09, -0.1)
	(0.3, -0.1, -0.1)	(0.54, -0.1, -1.3)		(0.3, -0.1, -0.1)	(0.6, -1.3, -1.3)
	(0.3, -0.1, -0.1)	(0.75, 0.04, 0.04)		(0.3, -0.1, -0.1)	(0.79, -0.1, 0.09)
	(0.3, -0.1, -0.2)	(0.35, -1.3, -0.2)		(0.3, -0.1, -0.2)	(0.44, -0.0, -0.1)

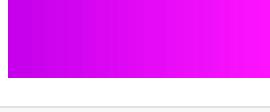
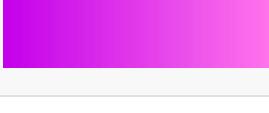
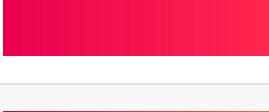
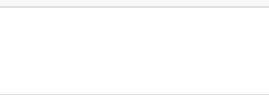
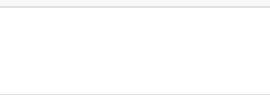
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.1, -0.2)	(0.45, 0.19, -0.2)		(0.3, -0.1, -0.2)	(0.4, 0.09, -0.2)
	(0.3, -0.1, -0.2)	(0.54, -0.1, -0.1)		(0.3, -0.1, -0.2)	(0.6, -1.3, -0.1)
	(0.3, -0.1, -0.2)	(0.75, 0.04, -0.0)		(0.3, -0.1, -0.2)	(0.79, -0.1, -2.7)
	(0.3, -0.1, -0.3)	(0.35, -1.3, -0.3)		(0.3, -0.1, -0.3)	(0.44, -0.0, -0.2)
	(0.3, -0.1, -0.3)	(0.45, 0.19, -0.3)		(0.3, -0.1, -0.3)	(0.4, 0.09, -0.3)
	(0.3, -0.1, -0.3)	(0.54, -0.1, -0.2)		(0.3, -0.1, -0.3)	(0.6, -1.3, -0.2)
	(0.3, -0.1, -0.3)	(0.75, 0.04, -0.1)		(0.3, -0.1, -0.3)	(0.79, -0.1, -0.1)
	(0.3, -0.1, -0.4)	(0.35, -1.3, -0.4)		(0.3, -0.1, -0.4)	(0.44, -0.0, -0.3)
	(0.3, -0.1, -0.4)	(0.45, 0.19, -0.4)		(0.3, -0.1, -0.4)	(0.4, 0.09, -0.4)
	(0.3, -0.1, -0.4)	(0.54, -0.1, -0.3)		(0.3, -0.1, -0.4)	(0.6, -1.3, -0.3)
	(0.3, -0.1, -0.4)	(0.75, 0.04, -0.2)		(0.3, -0.1, -0.4)	(0.79, -0.1, -0.2)
	(0.3, -0.1, -0.5)	(0.35, -1.3, -0.5)		(0.3, -0.1, -0.5)	(0.44, -0.0, -0.4)
	(0.3, -0.1, -0.5)	(0.45, 0.19, -0.5)		(0.3, -0.1, -0.5)	(0.4, 0.09, -0.5)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.1, -0.5)	(0.54, -0.1, -0.4)		(0.3, -0.1, -0.5)	(0.6, -0.1, -1.3, -0.4)
	(0.3, -0.1, -0.5)	(0.75, 0.04, -0.3)		(0.3, -0.1, -0.5)	(0.79, -0.1, -0.1, -0.3)
	(0.3, -0.1, 0.0)	(0.35, -1.3, 0.0)		(0.3, -0.1, 0.0)	(0.44, -0.1, -0.0, 0.04)
	(0.3, -0.1, 0.0)	(0.45, 0.19, 0.0)		(0.3, -0.1, 0.0)	(0.4, -0.1, 0.09, 0.0)
	(0.3, -0.1, 0.0)	(0.54, -0.1, 0.09)		(0.3, -0.1, 0.0)	(0.6, -0.1, -1.3, 0.09)
	(0.3, -0.1, 0.0)	(0.75, 0.04, 0.15)		(0.3, -0.1, 0.0)	(0.79, -0.1, -0.1, 0.19)
	(0.3, -0.1, 0.1)	(0.35, -1.3, 0.1)		(0.3, -0.1, 0.1)	(0.44, -0.1, -0.0, 0.15)
	(0.3, -0.1, 0.1)	(0.45, 0.19, 0.1)		(0.3, -0.1, 0.1)	(0.4, -0.1, 0.09, 0.1)
	(0.3, -0.1, 0.1)	(0.54, -0.1, 0.2)		(0.3, -0.1, 0.1)	(0.6, -0.1, -1.3, 0.2)
	(0.3, -0.1, 0.1)	(0.75, 0.04, 0.25)		(0.3, -0.1, 0.1)	(0.79, -0.1, -0.1, 0.3)
	(0.3, -0.1, 0.2)	(0.35, -1.3, 0.2)		(0.3, -0.1, 0.2)	(0.44, -0.1, -0.0, 0.25)
	(0.3, -0.1, 0.2)	(0.45, 0.19, 0.2)		(0.3, -0.1, 0.2)	(0.4, -0.1, 0.09, 0.2)
	(0.3, -0.1, 0.2)	(0.54, -0.1, 0.3)		(0.3, -0.1, 0.2)	(0.6, -0.1, -1.3, 0.3)

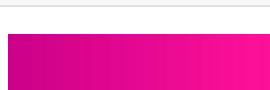
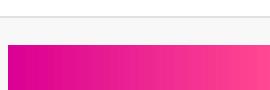
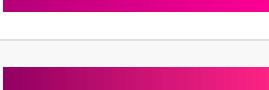
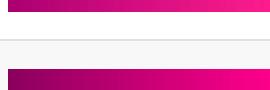
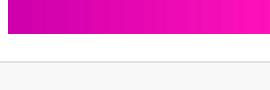
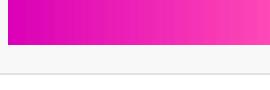
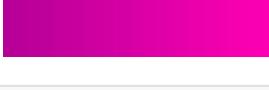
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.1, 0.2)	(0.75, 0.04, 0.35)		(0.3, -0.1, 0.2)	(0.79, -0.1, 0.4)
	(0.3, -0.1, 0.3)	(0.35, -1.3, 0.3)		(0.3, -0.1, 0.3)	(0.44, -0.0, 0.35)
	(0.3, -0.1, 0.3)	(0.45, 0.19, 0.3)		(0.3, -0.1, 0.3)	(0.4, 0.09, 0.3)
	(0.3, -0.1, 0.3)	(0.54, -0.1, 0.39)		(0.3, -0.1, 0.3)	(0.6, -1.3, 0.39)
	(0.3, -0.1, 0.3)	(0.75, 0.04, 0.44)		(0.3, -0.1, 0.4)	(0.35, -1.3, 0.4)
	(0.3, -0.1, 0.4)	(0.44, -0.0, 0.45)		(0.3, -0.1, 0.4)	(0.45, 0.19, 0.4)
	(0.3, -0.1, 0.4)	(0.4, 0.09, 0.4)		(0.3, -0.2, -0.1)	(0.35, -0.1, -0.1)
	(0.3, -0.2, -0.1)	(0.44, -0.1, -0.0)		(0.3, -0.2, -0.1)	(0.45, 0.09, -0.1)
	(0.3, -0.2, -0.1)	(0.4, -2.7, -0.1)		(0.3, -0.2, -0.1)	(0.54, -0.2, -1.3)
	(0.3, -0.2, -0.1)	(0.6, -0.1, -1.3)		(0.3, -0.2, -0.1)	(0.75, -0.0, 0.04)
	(0.3, -0.2, -0.1)	(0.79, -0.2, 0.09)		(0.3, -0.2, -0.2)	(0.35, -0.1, -0.2)
	(0.3, -0.2, -0.2)	(0.44, -0.1, -0.1)		(0.3, -0.2, -0.2)	(0.45, 0.09, -0.2)
	(0.3, -0.2, -0.2)	(0.4, -2.7, -0.2)		(0.3, -0.2, -0.2)	(0.54, -0.2, -0.1)

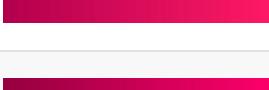
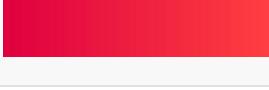
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.2, -0.2)	(0.6, -0.1, -0.1)		(0.3, -0.2, -0.2)	(0.75, -0.0, -0.0)
	(0.3, -0.2, -0.2)	(0.79, -0.2, -2.7)		(0.3, -0.2, -0.3)	(0.35, -0.1, -0.3)
	(0.3, -0.2, -0.3)	(0.44, -0.1, -0.2)		(0.3, -0.2, -0.3)	(0.45, 0.09, -0.3)
	(0.3, -0.2, -0.3)	(0.4, -2.7, -0.3)		(0.3, -0.2, -0.3)	(0.54, -0.2, -0.2)
	(0.3, -0.2, -0.3)	(0.6, -0.1, -0.2)		(0.3, -0.2, -0.3)	(0.75, -0.0, -0.1)
	(0.3, -0.2, -0.3)	(0.79, -0.2, -0.1)		(0.3, -0.2, -0.4)	(0.35, -0.1, -0.4)
	(0.3, -0.2, -0.4)	(0.44, -0.1, -0.3)		(0.3, -0.2, -0.4)	(0.45, 0.09, -0.4)
	(0.3, -0.2, -0.4)	(0.4, -2.7, -0.4)		(0.3, -0.2, -0.4)	(0.54, -0.2, -0.3)
	(0.3, -0.2, -0.4)	(0.6, -0.1, -0.3)		(0.3, -0.2, -0.4)	(0.75, -0.0, -0.2)
	(0.3, -0.2, -0.4)	(0.79, -0.2, -0.2)		(0.3, -0.2, -0.5)	(0.35, -0.1, -0.5)
	(0.3, -0.2, -0.5)	(0.44, -0.1, -0.4)		(0.3, -0.2, -0.5)	(0.45, 0.09, -0.5)
	(0.3, -0.2, -0.5)	(0.4, -2.7, -0.5)		(0.3, -0.2, -0.5)	(0.54, -0.2, -0.4)
	(0.3, -0.2, -0.5)	(0.6, -0.1, -0.4)		(0.3, -0.2, -0.5)	(0.75, -0.0, -0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.2, -0.5)	(0.79, -0.2, -0.3)		(0.3, -0.2, 0.0)	(0.35, -0.1, 0.0)
	(0.3, -0.2, 0.0)	(0.44, -0.1, 0.04)		(0.3, -0.2, 0.0)	(0.45, 0.09, 0.0)
	(0.3, -0.2, 0.0)	(0.4, -2.7, 0.0)		(0.3, -0.2, 0.0)	(0.54, -0.2, 0.09)
	(0.3, -0.2, 0.0)	(0.6, -0.1, 0.09)		(0.3, -0.2, 0.0)	(0.75, -0.0, 0.15)
	(0.3, -0.2, 0.0)	(0.79, -0.2, 0.19)		(0.3, -0.2, 0.1)	(0.35, -0.1, 0.1)
	(0.3, -0.2, 0.1)	(0.44, -0.1, 0.15)		(0.3, -0.2, 0.1)	(0.45, 0.09, 0.1)
	(0.3, -0.2, 0.1)	(0.4, -2.7, 0.1)		(0.3, -0.2, 0.1)	(0.54, -0.2, 0.2)
	(0.3, -0.2, 0.1)	(0.6, -0.1, 0.2)		(0.3, -0.2, 0.1)	(0.75, -0.0, 0.25)
	(0.3, -0.2, 0.1)	(0.79, -0.2, 0.3)		(0.3, -0.2, 0.2)	(0.35, -0.1, 0.2)
	(0.3, -0.2, 0.2)	(0.44, -0.1, 0.25)		(0.3, -0.2, 0.2)	(0.45, 0.09, 0.2)
	(0.3, -0.2, 0.2)	(0.4, -2.7, 0.2)		(0.3, -0.2, 0.2)	(0.54, -0.2, 0.3)
	(0.3, -0.2, 0.2)	(0.6, -0.1, 0.3)		(0.3, -0.2, 0.2)	(0.75, -0.0, 0.35)
	(0.3, -0.2, 0.2)	(0.79, -0.2, 0.4)		(0.3, -0.2, 0.3)	(0.35, -0.1, 0.3)

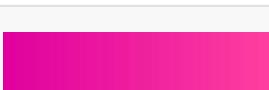
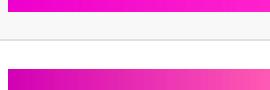
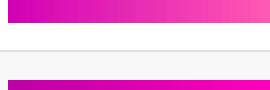
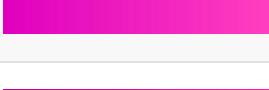
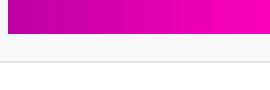
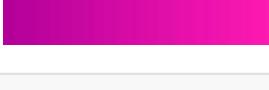
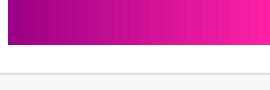
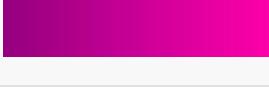
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.2, 0.3)	(0.44, -0.1, 0.35)		(0.3, -0.2, 0.3)	(0.45, 0.09, 0.3)
	(0.3, -0.2, 0.3)	(0.4, -2.7, 0.3)		(0.3, -0.2, 0.3)	(0.54, -0.2, 0.39)
	(0.3, -0.2, 0.3)	(0.6, -0.1, 0.39)		(0.3, -0.2, 0.3)	(0.75, -0.2, 0.44)
	(0.3, -0.2, 0.4)	(0.35, -0.1, 0.4)		(0.3, -0.2, 0.4)	(0.44, -0.1, 0.45)
	(0.3, -0.2, 0.4)	(0.45, 0.09, 0.4)		(0.3, -0.2, 0.4)	(0.4, -2.7, 0.4)
	(0.3, -0.3, -0.1)	(0.35, -0.2, -0.1)		(0.3, -0.3, -0.1)	(0.44, -0.2, -0.0)
	(0.3, -0.3, -0.1)	(0.45, 0.0, -0.1)		(0.3, -0.3, -0.1)	(0.4, -0.1, -0.1)
	(0.3, -0.3, -0.1)	(0.54, -0.3, -1.3)		(0.3, -0.3, -0.1)	(0.6, -0.2, -1.3)
	(0.3, -0.3, -0.1)	(0.75, -0.1, 0.04)		(0.3, -0.3, -0.1)	(0.79, -0.3, 0.09)
	(0.3, -0.3, -0.2)	(0.35, -0.2, -0.2)		(0.3, -0.3, -0.2)	(0.44, -0.2, -0.1)
	(0.3, -0.3, -0.2)	(0.45, 0.0, -0.2)		(0.3, -0.3, -0.2)	(0.4, -0.1, -0.2)
	(0.3, -0.3, -0.2)	(0.54, -0.3, -0.1)		(0.3, -0.3, -0.2)	(0.6, -0.2, -0.1)
	(0.3, -0.3, -0.2)	(0.75, -0.1, -0.0)		(0.3, -0.3, -0.2)	(0.79, -0.3, -2.7)

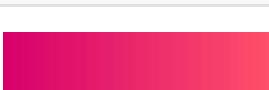
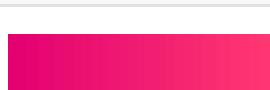
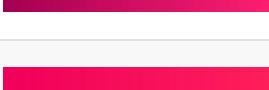
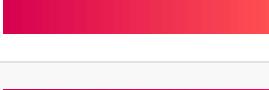
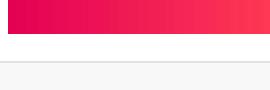
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.3, -0.3)	(0.35, -0.2, -0.3)		(0.3, -0.3, -0.3)	(0.44, -0.2, -0.2)
	(0.3, -0.3, -0.3)	(0.45, 0.0, -0.3)		(0.3, -0.3, -0.3)	(0.4, -0.1, -0.3)
	(0.3, -0.3, -0.3)	(0.54, -0.3, -0.2)		(0.3, -0.3, -0.3)	(0.6, -0.2, -0.2)
	(0.3, -0.3, -0.3)	(0.75, -0.1, -0.1)		(0.3, -0.3, -0.3)	(0.79, -0.3, -0.1)
	(0.3, -0.3, -0.4)	(0.35, -0.2, -0.4)		(0.3, -0.3, -0.4)	(0.44, -0.2, -0.3)
	(0.3, -0.3, -0.4)	(0.45, 0.0, -0.4)		(0.3, -0.3, -0.4)	(0.4, -0.1, -0.4)
	(0.3, -0.3, -0.4)	(0.54, -0.3, -0.3)		(0.3, -0.3, -0.4)	(0.6, -0.2, -0.3)
	(0.3, -0.3, -0.4)	(0.75, -0.1, -0.2)		(0.3, -0.3, -0.4)	(0.79, -0.3, -0.2)
	(0.3, -0.3, -0.5)	(0.35, -0.2, -0.5)		(0.3, -0.3, -0.5)	(0.44, -0.2, -0.4)
	(0.3, -0.3, -0.5)	(0.45, 0.0, -0.5)		(0.3, -0.3, -0.5)	(0.4, -0.1, -0.5)
	(0.3, -0.3, -0.5)	(0.54, -0.3, -0.4)		(0.3, -0.3, -0.5)	(0.6, -0.2, -0.4)
	(0.3, -0.3, -0.5)	(0.75, -0.1, -0.3)		(0.3, -0.3, -0.5)	(0.79, -0.3, -0.3)
	(0.3, -0.3, 0.0)	(0.35, -0.2, 0.0)		(0.3, -0.3, 0.0)	(0.44, -0.2, 0.04)

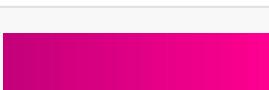
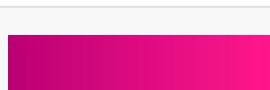
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.3, 0.0)	(0.45, 0.0, 0.0)		(0.3, -0.3, 0.0)	(0.4, -0.1, 0.0)
	(0.3, -0.3, 0.0)	(0.54, -0.3, 0.09)		(0.3, -0.3, 0.0)	(0.6, -0.2, 0.09)
	(0.3, -0.3, 0.0)	(0.75, -0.1, 0.15)		(0.3, -0.3, 0.0)	(0.79, -0.3, 0.19)
	(0.3, -0.3, 0.1)	(0.35, -0.2, 0.1)		(0.3, -0.3, 0.1)	(0.44, -0.2, 0.15)
	(0.3, -0.3, 0.1)	(0.45, 0.0, 0.1)		(0.3, -0.3, 0.1)	(0.4, -0.1, 0.1)
	(0.3, -0.3, 0.1)	(0.54, -0.3, 0.2)		(0.3, -0.3, 0.1)	(0.6, -0.2, 0.2)
	(0.3, -0.3, 0.1)	(0.75, -0.1, 0.25)		(0.3, -0.3, 0.1)	(0.79, -0.3, 0.3)
	(0.3, -0.3, 0.2)	(0.35, -0.2, 0.2)		(0.3, -0.3, 0.2)	(0.44, -0.2, 0.25)
	(0.3, -0.3, 0.2)	(0.45, 0.0, 0.2)		(0.3, -0.3, 0.2)	(0.4, -0.1, 0.2)
	(0.3, -0.3, 0.2)	(0.54, -0.3, 0.3)		(0.3, -0.3, 0.2)	(0.6, -0.2, 0.3)
	(0.3, -0.3, 0.2)	(0.75, -0.1, 0.35)		(0.3, -0.3, 0.2)	(0.79, -0.3, 0.4)
	(0.3, -0.3, 0.3)	(0.35, -0.2, 0.3)		(0.3, -0.3, 0.3)	(0.44, -0.2, 0.35)
	(0.3, -0.3, 0.3)	(0.45, 0.0, 0.3)		(0.3, -0.3, 0.3)	(0.4, -0.1, 0.3)

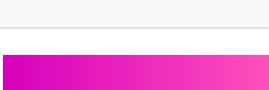
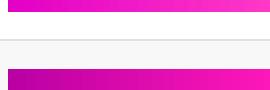
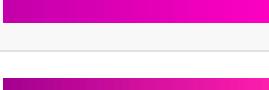
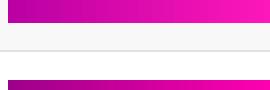
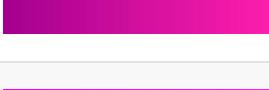
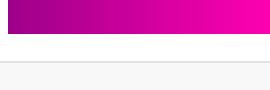
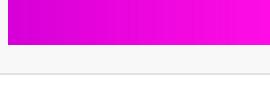
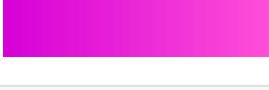
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.3, 0.3)	(0.54, -0.3, 0.39)		(0.3, -0.3, 0.3)	(0.6, -0.2, 0.39)
	(0.3, -0.3, 0.3)	(0.75, -0.1, 0.44)		(0.3, -0.3, 0.4)	(0.35, -0.2, 0.4)
	(0.3, -0.3, 0.4)	(0.44, -0.2, 0.45)		(0.3, -0.3, 0.4)	(0.45, 0.0, 0.4)
	(0.3, -0.3, 0.4)	(0.4, -0.1, 0.4)		(0.3, -0.4, -0.1)	(0.35, -0.3, -0.1)
	(0.3, -0.4, -0.1)	(0.44, -0.3, -0.0)		(0.3, -0.4, -0.1)	(0.45, -0.1, -0.1)
	(0.3, -0.4, -0.1)	(0.4, -0.2, -0.1)		(0.3, -0.4, -0.1)	(0.54, -0.4, -1.3)
	(0.3, -0.4, -0.1)	(0.6, -0.3, -1.3)		(0.3, -0.4, -0.1)	(0.75, -0.2, 0.04)
	(0.3, -0.4, -0.1)	(0.79, -0.4, 0.09)		(0.3, -0.4, -0.2)	(0.35, -0.3, -0.2)
	(0.3, -0.4, -0.2)	(0.44, -0.3, -0.1)		(0.3, -0.4, -0.2)	(0.45, -0.1, -0.2)
	(0.3, -0.4, -0.2)	(0.4, -0.2, -0.2)		(0.3, -0.4, -0.2)	(0.54, -0.4, -0.1)
	(0.3, -0.4, -0.2)	(0.6, -0.3, -0.1)		(0.3, -0.4, -0.2)	(0.75, -0.2, -0.0)
	(0.3, -0.4, -0.2)	(0.79, -0.4, -2.7)		(0.3, -0.4, -0.3)	(0.35, -0.3, -0.3)
	(0.3, -0.4, -0.3)	(0.44, -0.3, -0.2)		(0.3, -0.4, -0.3)	(0.45, -0.1, -0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.4, -0.3)	(0.4, -0.2, -0.3)		(0.3, -0.4, -0.3)	(0.54, -0.4, -0.2)
	(0.3, -0.4, -0.3)	(0.6, -0.3, -0.2)		(0.3, -0.4, -0.3)	(0.75, -0.4, -0.1)
	(0.3, -0.4, -0.3)	(0.79, -0.4, -0.1)		(0.3, -0.4, -0.4)	(0.35, -0.4, -0.3, -0.4)
	(0.3, -0.4, -0.4)	(0.44, -0.3, -0.3)		(0.3, -0.4, -0.4)	(0.45, -0.4, -0.1, -0.4)
	(0.3, -0.4, -0.4)	(0.4, -0.2, -0.4)		(0.3, -0.4, -0.4)	(0.54, -0.4, -0.4, -0.3)
	(0.3, -0.4, -0.4)	(0.6, -0.3, -0.3)		(0.3, -0.4, -0.4)	(0.75, -0.4, -0.2, -0.2)
	(0.3, -0.4, -0.4)	(0.79, -0.4, -0.2)		(0.3, -0.4, -0.5)	(0.35, -0.4, -0.3, -0.5)
	(0.3, -0.4, -0.5)	(0.44, -0.3, -0.4)		(0.3, -0.4, -0.5)	(0.45, -0.4, -0.1, -0.5)
	(0.3, -0.4, -0.5)	(0.4, -0.2, -0.5)		(0.3, -0.4, -0.5)	(0.54, -0.4, -0.4, -0.4)
	(0.3, -0.4, -0.5)	(0.6, -0.3, -0.4)		(0.3, -0.4, -0.5)	(0.75, -0.4, -0.2, -0.3)
	(0.3, -0.4, -0.5)	(0.79, -0.4, -0.3)		(0.3, -0.4, 0.0)	(0.35, -0.4, -0.3, 0.0)
	(0.3, -0.4, 0.0)	(0.44, -0.3, 0.04)		(0.3, -0.4, 0.0)	(0.45, -0.4, -0.1, 0.0)
	(0.3, -0.4, 0.0)	(0.4, -0.2, 0.0)		(0.3, -0.4, 0.0)	(0.54, -0.4, -0.4, 0.09)

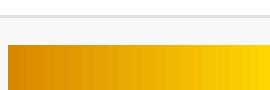
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.4, 0.0)	(0.6, -0.3, 0.09)		(0.3, -0.4, 0.0)	(0.75, -0.2, 0.15)
	(0.3, -0.4, 0.0)	(0.79, -0.4, 0.19)		(0.3, -0.4, 0.1)	(0.35, -0.3, 0.1)
	(0.3, -0.4, 0.1)	(0.44, -0.3, 0.15)		(0.3, -0.4, 0.1)	(0.45, -0.1, 0.1)
	(0.3, -0.4, 0.1)	(0.4, -0.2, 0.1)		(0.3, -0.4, 0.1)	(0.54, -0.4, 0.2)
	(0.3, -0.4, 0.1)	(0.6, -0.3, 0.1)		(0.3, -0.4, 0.1)	(0.75, -0.2, 0.25)
	(0.3, -0.4, 0.1)	(0.79, -0.4, 0.3)		(0.3, -0.4, 0.2)	(0.35, -0.3, 0.2)
	(0.3, -0.4, 0.2)	(0.44, -0.3, 0.25)		(0.3, -0.4, 0.2)	(0.45, -0.1, 0.2)
	(0.3, -0.4, 0.2)	(0.4, -0.2, 0.2)		(0.3, -0.4, 0.2)	(0.54, -0.4, 0.3)
	(0.3, -0.4, 0.2)	(0.6, -0.3, 0.3)		(0.3, -0.4, 0.2)	(0.75, -0.2, 0.35)
	(0.3, -0.4, 0.2)	(0.79, -0.4, 0.4)		(0.3, -0.4, 0.3)	(0.35, -0.3, 0.3)
	(0.3, -0.4, 0.3)	(0.44, -0.3, 0.35)		(0.3, -0.4, 0.3)	(0.45, -0.1, 0.3)
	(0.3, -0.4, 0.3)	(0.4, -0.2, 0.3)		(0.3, -0.4, 0.3)	(0.54, -0.4, 0.39)
	(0.3, -0.4, 0.3)	(0.6, -0.3, 0.39)		(0.3, -0.4, 0.3)	(0.75, -0.2, 0.44)

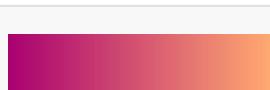
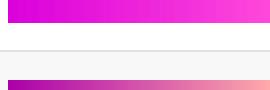
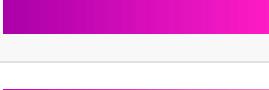
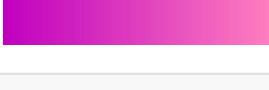
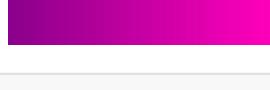
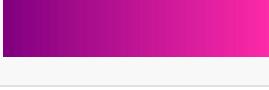
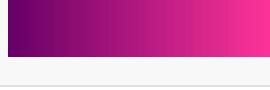
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.4, 0.4)	(0.35, -0.3, 0.4)		(0.3, -0.4, 0.4)	(0.44, -0.3, 0.45)
	(0.3, -0.4, 0.4)	(0.45, -0.1, 0.4)		(0.3, -0.4, 0.4)	(0.4, -0.2, 0.4)
	(0.3, -0.5, -0.1)	(0.35, -0.4, -0.1)		(0.3, -0.5, -0.1)	(0.44, -0.4, -0.0)
	(0.3, -0.5, -0.1)	(0.45, -0.2, -0.1)		(0.3, -0.5, -0.1)	(0.4, -0.3, -0.1)
	(0.3, -0.5, -0.1)	(0.54, -0.5, -1.3)		(0.3, -0.5, -0.1)	(0.6, -0.4, -1.3)
	(0.3, -0.5, -0.1)	(0.75, -0.3, 0.04)		(0.3, -0.5, -0.1)	(0.79, -0.5, 0.09)
	(0.3, -0.5, -0.2)	(0.35, -0.4, -0.2)		(0.3, -0.5, -0.2)	(0.44, -0.4, -0.1)
	(0.3, -0.5, -0.2)	(0.45, -0.2, -0.2)		(0.3, -0.5, -0.2)	(0.4, -0.3, -0.2)
	(0.3, -0.5, -0.2)	(0.54, -0.5, -0.1)		(0.3, -0.5, -0.2)	(0.6, -0.4, -0.1)
	(0.3, -0.5, -0.2)	(0.75, -0.3, -0.0)		(0.3, -0.5, -0.2)	(0.79, -0.5, -2.7)
	(0.3, -0.5, -0.3)	(0.35, -0.4, -0.3)		(0.3, -0.5, -0.3)	(0.44, -0.4, -0.2)
	(0.3, -0.5, -0.3)	(0.45, -0.2, -0.3)		(0.3, -0.5, -0.3)	(0.4, -0.3, -0.3)
	(0.3, -0.5, -0.3)	(0.54, -0.5, -0.2)		(0.3, -0.5, -0.3)	(0.6, -0.4, -0.2)

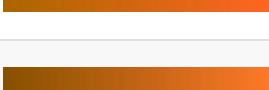
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.5, -0.3)	(0.75, -0.3, -0.1)		(0.3, -0.5, -0.3)	(0.79, -0.5, -0.1)
	(0.3, -0.5, -0.4)	(0.35, -0.4, -0.4)		(0.3, -0.5, -0.4)	(0.44, -0.4, -0.3)
	(0.3, -0.5, -0.4)	(0.45, -0.2, -0.4)		(0.3, -0.5, -0.4)	(0.4, -0.3, -0.4)
	(0.3, -0.5, -0.4)	(0.54, -0.5, -0.3)		(0.3, -0.5, -0.4)	(0.6, -0.4, -0.3)
	(0.3, -0.5, -0.4)	(0.75, -0.3, -0.2)		(0.3, -0.5, -0.4)	(0.79, -0.5, -0.2)
	(0.3, -0.5, -0.5)	(0.35, -0.4, -0.5)		(0.3, -0.5, -0.5)	(0.44, -0.4, -0.4)
	(0.3, -0.5, -0.5)	(0.45, -0.2, -0.5)		(0.3, -0.5, -0.5)	(0.4, -0.3, -0.5)
	(0.3, -0.5, -0.5)	(0.54, -0.5, -0.4)		(0.3, -0.5, -0.5)	(0.6, -0.4, -0.4)
	(0.3, -0.5, -0.5)	(0.75, -0.3, -0.3)		(0.3, -0.5, -0.5)	(0.79, -0.5, -0.3)
	(0.3, -0.5, 0.0)	(0.35, -0.4, 0.0)		(0.3, -0.5, 0.0)	(0.44, -0.4, 0.04)
	(0.3, -0.5, 0.0)	(0.45, -0.2, 0.0)		(0.3, -0.5, 0.0)	(0.4, -0.3, 0.0)
	(0.3, -0.5, 0.0)	(0.54, -0.5, 0.09)		(0.3, -0.5, 0.0)	(0.6, -0.4, 0.09)
	(0.3, -0.5, 0.0)	(0.75, -0.3, 0.15)		(0.3, -0.5, 0.0)	(0.79, -0.5, 0.19)

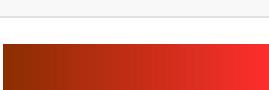
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.5, 0.1)	(0.35, -0.4, 0.1)		(0.3, -0.5, 0.1)	(0.44, -0.4, 0.15)
	(0.3, -0.5, 0.1)	(0.45, -0.2, 0.1)		(0.3, -0.5, 0.1)	(0.4, -0.3, 0.1)
	(0.3, -0.5, 0.1)	(0.54, -0.5, 0.2)		(0.3, -0.5, 0.1)	(0.6, -0.4, 0.2)
	(0.3, -0.5, 0.1)	(0.75, -0.3, 0.25)		(0.3, -0.5, 0.1)	(0.79, -0.5, 0.3)
	(0.3, -0.5, 0.2)	(0.35, -0.4, 0.2)		(0.3, -0.5, 0.2)	(0.44, -0.4, 0.25)
	(0.3, -0.5, 0.2)	(0.45, -0.2, 0.2)		(0.3, -0.5, 0.2)	(0.4, -0.3, 0.2)
	(0.3, -0.5, 0.2)	(0.54, -0.5, 0.3)		(0.3, -0.5, 0.2)	(0.6, -0.4, 0.3)
	(0.3, -0.5, 0.2)	(0.75, -0.3, 0.35)		(0.3, -0.5, 0.2)	(0.79, -0.5, 0.4)
	(0.3, -0.5, 0.3)	(0.35, -0.4, 0.3)		(0.3, -0.5, 0.3)	(0.44, -0.4, 0.35)
	(0.3, -0.5, 0.3)	(0.45, -0.2, 0.3)		(0.3, -0.5, 0.3)	(0.4, -0.3, 0.3)
	(0.3, -0.5, 0.3)	(0.54, -0.5, 0.39)		(0.3, -0.5, 0.3)	(0.6, -0.4, 0.39)
	(0.3, -0.5, 0.3)	(0.75, -0.3, 0.44)		(0.3, -0.5, 0.4)	(0.35, -0.4, 0.4)
	(0.3, -0.5, 0.4)	(0.44, -0.4, 0.45)		(0.3, -0.5, 0.4)	(0.45, -0.2, 0.4)

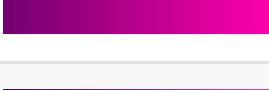
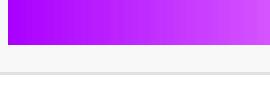
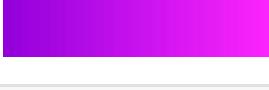
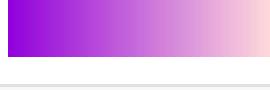
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, -0.5, 0.4)	(0.4, -0.3, 0.4)		(0.3, 0.0, -0.1)	(0.35, 0.09, -0.1)
	(0.3, 0.0, -0.1)	(0.44, 0.04, -0.0)		(0.3, 0.0, -0.1)	(0.45, 0.3, -0.1)
	(0.3, 0.0, -0.1)	(0.4, 0.19, -0.1)		(0.3, 0.0, -0.1)	(0.54, 0.0, -1.3)
	(0.3, 0.0, -0.1)	(0.6, 0.09, -1.3)		(0.3, 0.0, -0.1)	(0.75, 0.15, 0.04)
	(0.3, 0.0, -0.1)	(0.79, 0.0, 0.09)		(0.3, 0.0, -0.2)	(0.35, 0.09, -0.2)
	(0.3, 0.0, -0.2)	(0.44, 0.04, -0.1)		(0.3, 0.0, -0.2)	(0.45, 0.3, -0.2)
	(0.3, 0.0, -0.2)	(0.4, 0.19, -0.2)		(0.3, 0.0, -0.2)	(0.54, 0.0, -0.1)
	(0.3, 0.0, -0.2)	(0.6, 0.09, -0.1)		(0.3, 0.0, -0.2)	(0.75, 0.15, -0.0)
	(0.3, 0.0, -0.2)	(0.79, 0.0, -2.7)		(0.3, 0.0, -0.3)	(0.35, 0.09, -0.3)
	(0.3, 0.0, -0.3)	(0.44, 0.04, -0.2)		(0.3, 0.0, -0.3)	(0.45, 0.3, -0.3)
	(0.3, 0.0, -0.3)	(0.4, 0.19, -0.3)		(0.3, 0.0, -0.3)	(0.54, 0.0, -0.2)
	(0.3, 0.0, -0.3)	(0.6, 0.09, -0.2)		(0.3, 0.0, -0.3)	(0.75, 0.15, -0.1)
	(0.3, 0.0, -0.3)	(0.79, 0.0, -0.1)		(0.3, 0.0, -0.4)	(0.35, 0.09, -0.4)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.0, -0.4)	(0.44, 0.04, -0.3)		(0.3, 0.0, -0.4)	(0.45, 0.3, -0.4)
	(0.3, 0.0, -0.4)	(0.4, 0.19, -0.4)		(0.3, 0.0, -0.4)	(0.54, 0.0, -0.3)
	(0.3, 0.0, -0.4)	(0.6, 0.09, -0.3)		(0.3, 0.0, -0.4)	(0.75, 0.15, -0.2)
	(0.3, 0.0, -0.4)	(0.79, 0.0, -0.2)		(0.3, 0.0, -0.5)	(0.35, 0.09, -0.5)
	(0.3, 0.0, -0.5)	(0.44, 0.04, -0.4)		(0.3, 0.0, -0.5)	(0.45, 0.3, -0.5)
	(0.3, 0.0, -0.5)	(0.4, 0.19, -0.5)		(0.3, 0.0, -0.5)	(0.54, 0.0, -0.4)
	(0.3, 0.0, -0.5)	(0.6, 0.09, -0.4)		(0.3, 0.0, -0.5)	(0.75, 0.15, -0.3)
	(0.3, 0.0, -0.5)	(0.79, 0.0, -0.3)		(0.3, 0.0, 0.0)	(0.35, 0.09, 0.0)
	(0.3, 0.0, 0.0)	(0.44, 0.04, 0.04)		(0.3, 0.0, 0.0)	(0.45, 0.3, 0.0)
	(0.3, 0.0, 0.0)	(0.4, 0.19, 0.0)		(0.3, 0.0, 0.0)	(0.54, 0.0, 0.09)
	(0.3, 0.0, 0.0)	(0.6, 0.09, 0.09)		(0.3, 0.0, 0.0)	(0.75, 0.15, 0.15)
	(0.3, 0.0, 0.0)	(0.79, 0.0, 0.19)		(0.3, 0.0, 0.1)	(0.35, 0.09, 0.1)
	(0.3, 0.0, 0.1)	(0.44, 0.04, 0.15)		(0.3, 0.0, 0.1)	(0.45, 0.3, 0.1)

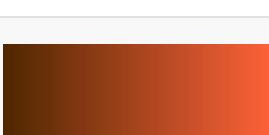
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.0, 0.1)	(0.4, 0.19, 0.1)		(0.3, 0.0, 0.1)	(0.54, 0.0, 0.2)
	(0.3, 0.0, 0.1)	(0.6, 0.09, 0.2)		(0.3, 0.0, 0.1)	(0.75, 0.0, 0.15, 0.25)
	(0.3, 0.0, 0.1)	(0.79, 0.0, 0.3)		(0.3, 0.0, 0.2)	(0.35, 0.0, 0.09, 0.2)
	(0.3, 0.0, 0.2)	(0.44, 0.04, 0.25)		(0.3, 0.0, 0.2)	(0.45, 0.0, 0.3, 0.2)
	(0.3, 0.0, 0.2)	(0.4, 0.19, 0.2)		(0.3, 0.0, 0.2)	(0.54, 0.0, 0.0, 0.3)
	(0.3, 0.0, 0.2)	(0.6, 0.09, 0.3)		(0.3, 0.0, 0.2)	(0.75, 0.0, 0.15, 0.35)
	(0.3, 0.0, 0.2)	(0.79, 0.0, 0.4)		(0.3, 0.0, 0.3)	(0.35, 0.0, 0.09, 0.3)
	(0.3, 0.0, 0.3)	(0.44, 0.04, 0.35)		(0.3, 0.0, 0.3)	(0.45, 0.0, 0.3, 0.3)
	(0.3, 0.0, 0.3)	(0.4, 0.19, 0.3)		(0.3, 0.0, 0.3)	(0.54, 0.0, 0.0, 0.39)
	(0.3, 0.0, 0.3)	(0.6, 0.09, 0.39)		(0.3, 0.0, 0.3)	(0.75, 0.0, 0.15, 0.44)
	(0.3, 0.0, 0.4)	(0.35, 0.09, 0.4)		(0.3, 0.0, 0.4)	(0.44, 0.0, 0.04, 0.45)
	(0.3, 0.0, 0.4)	(0.45, 0.3, 0.4)		(0.3, 0.0, 0.4)	(0.4, 0.0, 0.19, 0.4)
	(0.3, 0.1, -0.1)	(0.35, 0.2, -0.1)		(0.3, 0.1, -0.1)	(0.44, 0.1, 0.15, -0.0)

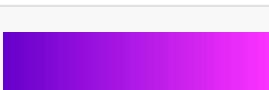
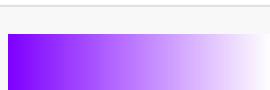
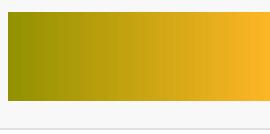
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.1, -0.1)	(0.45, 0.4, -0.1)		(0.3, 0.1, -0.1)	(0.4, 0.3, -0.1)
	(0.3, 0.1, -0.1)	(0.54, 0.1, -1.3)		(0.3, 0.1, -0.1)	(0.6, 0.2, -1.3)
	(0.3, 0.1, -0.1)	(0.75, 0.25, 0.04)		(0.3, 0.1, -0.1)	(0.79, 0.1, 0.09)
	(0.3, 0.1, -0.2)	(0.35, 0.2, -0.2)		(0.3, 0.1, -0.2)	(0.44, 0.15, -0.1)
	(0.3, 0.1, -0.2)	(0.45, 0.4, -0.2)		(0.3, 0.1, -0.2)	(0.4, 0.3, -0.2)
	(0.3, 0.1, -0.2)	(0.54, 0.1, -0.1)		(0.3, 0.1, -0.2)	(0.6, 0.2, -0.1)
	(0.3, 0.1, -0.2)	(0.75, 0.25, -0.0)		(0.3, 0.1, -0.2)	(0.79, 0.1, -2.7)
	(0.3, 0.1, -0.3)	(0.35, 0.2, -0.3)		(0.3, 0.1, -0.3)	(0.44, 0.15, -0.2)
	(0.3, 0.1, -0.3)	(0.45, 0.4, -0.3)		(0.3, 0.1, -0.3)	(0.4, 0.3, -0.3)
	(0.3, 0.1, -0.3)	(0.54, 0.1, -0.2)		(0.3, 0.1, -0.3)	(0.6, 0.2, -0.2)
	(0.3, 0.1, -0.3)	(0.75, 0.25, -0.1)		(0.3, 0.1, -0.3)	(0.79, 0.1, -0.1)
	(0.3, 0.1, -0.4)	(0.35, 0.2, -0.4)		(0.3, 0.1, -0.4)	(0.44, 0.15, -0.3)
	(0.3, 0.1, -0.4)	(0.45, 0.4, -0.4)		(0.3, 0.1, -0.4)	(0.4, 0.3, -0.4)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.1, -0.4)	(0.54, 0.1, -0.3)		(0.3, 0.1, -0.4)	(0.6, 0.2, -0.3)
	(0.3, 0.1, -0.4)	(0.75, 0.25, -0.2)		(0.3, 0.1, -0.4)	(0.79, 0.1, -0.2)
	(0.3, 0.1, -0.5)	(0.35, 0.2, -0.5)		(0.3, 0.1, -0.5)	(0.44, 0.15, -0.4)
	(0.3, 0.1, -0.5)	(0.45, 0.4, -0.5)		(0.3, 0.1, -0.5)	(0.4, 0.3, -0.5)
	(0.3, 0.1, -0.5)	(0.54, 0.1, -0.4)		(0.3, 0.1, -0.5)	(0.6, 0.2, -0.4)
	(0.3, 0.1, -0.5)	(0.75, 0.25, -0.3)		(0.3, 0.1, -0.5)	(0.79, 0.1, -0.3)
	(0.3, 0.1, 0.0)	(0.35, 0.2, 0.0)		(0.3, 0.1, 0.0)	(0.44, 0.15, 0.04)
	(0.3, 0.1, 0.0)	(0.45, 0.4, 0.0)		(0.3, 0.1, 0.0)	(0.4, 0.3, 0.0)
	(0.3, 0.1, 0.0)	(0.54, 0.1, 0.09)		(0.3, 0.1, 0.0)	(0.6, 0.2, 0.09)
	(0.3, 0.1, 0.0)	(0.75, 0.25, 0.15)		(0.3, 0.1, 0.0)	(0.79, 0.1, 0.19)
	(0.3, 0.1, 0.1)	(0.35, 0.2, 0.1)		(0.3, 0.1, 0.1)	(0.44, 0.15, 0.15)
	(0.3, 0.1, 0.1)	(0.45, 0.4, 0.1)		(0.3, 0.1, 0.1)	(0.4, 0.3, 0.1)
	(0.3, 0.1, 0.1)	(0.54, 0.1, 0.2)		(0.3, 0.1, 0.1)	(0.6, 0.2, 0.2)

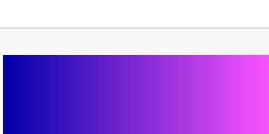
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.1, 0.1)	(0.75, 0.25, 0.25)		(0.3, 0.1, 0.1)	(0.79, 0.1, 0.3)
	(0.3, 0.1, 0.2)	(0.35, 0.2, 0.2)		(0.3, 0.1, 0.2)	(0.44, 0.15, 0.25)
	(0.3, 0.1, 0.2)	(0.45, 0.4, 0.2)		(0.3, 0.1, 0.2)	(0.4, 0.3, 0.2)
	(0.3, 0.1, 0.2)	(0.54, 0.1, 0.3)		(0.3, 0.1, 0.2)	(0.6, 0.2, 0.3)
	(0.3, 0.1, 0.2)	(0.75, 0.25, 0.35)		(0.3, 0.1, 0.2)	(0.79, 0.1, 0.4)
	(0.3, 0.1, 0.3)	(0.35, 0.2, 0.3)		(0.3, 0.1, 0.3)	(0.44, 0.15, 0.35)
	(0.3, 0.1, 0.3)	(0.45, 0.4, 0.3)		(0.3, 0.1, 0.3)	(0.4, 0.3, 0.3)
	(0.3, 0.1, 0.3)	(0.54, 0.1, 0.39)		(0.3, 0.1, 0.3)	(0.6, 0.2, 0.39)
	(0.3, 0.1, 0.3)	(0.75, 0.25, 0.44)		(0.3, 0.1, 0.4)	(0.35, 0.2, 0.4)
	(0.3, 0.1, 0.4)	(0.44, 0.15, 0.45)		(0.3, 0.1, 0.4)	(0.45, 0.4, 0.4)
	(0.3, 0.1, 0.4)	(0.4, 0.3, 0.4)		(0.3, 0.2, -0.1)	(0.35, 0.3, -0.1)
	(0.3, 0.2, -0.1)	(0.44, 0.25, -0.0)		(0.3, 0.2, -0.1)	(0.4, 0.4, -0.1)
	(0.3, 0.2, -0.1)	(0.54, 0.2, -1.3)		(0.3, 0.2, -0.1)	(0.6, 0.3, -1.3)

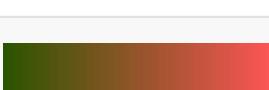
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.2, -0.1)	(0.75, 0.35, 0.04)		(0.3, 0.2, -0.1)	(0.79, 0.2, 0.09)
	(0.3, 0.2, -0.2)	(0.35, 0.3, -0.2)		(0.3, 0.2, -0.2)	(0.44, 0.25, -0.1)
	(0.3, 0.2, -0.2)	(0.4, 0.4, -0.2)		(0.3, 0.2, -0.2)	(0.54, 0.2, -0.1)
	(0.3, 0.2, -0.2)	(0.6, 0.3, -0.1)		(0.3, 0.2, -0.2)	(0.75, 0.35, -0.0)
	(0.3, 0.2, -0.2)	(0.79, 0.2, -0.2)		(0.3, 0.2, -0.3)	(0.35, 0.3, -0.3)
	(0.3, 0.2, -0.3)	(0.44, 0.25, -0.2)		(0.3, 0.2, -0.3)	(0.4, 0.4, -0.3)
	(0.3, 0.2, -0.3)	(0.54, 0.2, -0.2)		(0.3, 0.2, -0.3)	(0.6, 0.3, -0.2)
	(0.3, 0.2, -0.3)	(0.75, 0.35, -0.1)		(0.3, 0.2, -0.3)	(0.79, 0.2, -0.1)
	(0.3, 0.2, -0.4)	(0.35, 0.3, -0.4)		(0.3, 0.2, -0.4)	(0.44, 0.25, -0.3)
	(0.3, 0.2, -0.4)	(0.4, 0.4, -0.4)		(0.3, 0.2, -0.4)	(0.54, 0.2, -0.3)
	(0.3, 0.2, -0.4)	(0.6, 0.3, -0.3)		(0.3, 0.2, -0.4)	(0.75, 0.35, -0.2)
	(0.3, 0.2, -0.4)	(0.79, 0.2, -0.2)		(0.3, 0.2, -0.5)	(0.35, 0.3, -0.5)
	(0.3, 0.2, -0.5)	(0.44, 0.25, -0.4)		(0.3, 0.2, -0.5)	(0.4, 0.4, -0.5)

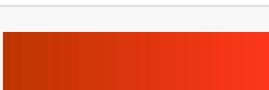
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.2, -0.5)	(0.54, 0.2, -0.4)		(0.3, 0.2, -0.5)	(0.6, 0.3, -0.4)
	(0.3, 0.2, -0.5)	(0.75, 0.35, -0.3)		(0.3, 0.2, -0.5)	(0.79, 0.2, -0.3)
	(0.3, 0.2, 0.0)	(0.35, 0.3, 0.0)		(0.3, 0.2, 0.0)	(0.44, 0.25, 0.04)
	(0.3, 0.2, 0.0)	(0.4, 0.4, 0.0)		(0.3, 0.2, 0.0)	(0.54, 0.2, 0.09)
	(0.3, 0.2, 0.0)	(0.6, 0.3, 0.09)		(0.3, 0.2, 0.0)	(0.75, 0.35, 0.15)
	(0.3, 0.2, 0.0)	(0.79, 0.2, 0.19)		(0.3, 0.2, 0.1)	(0.35, 0.3, 0.1)
	(0.3, 0.2, 0.1)	(0.44, 0.25, 0.15)		(0.3, 0.2, 0.1)	(0.4, 0.4, 0.1)
	(0.3, 0.2, 0.1)	(0.54, 0.2, 0.2)		(0.3, 0.2, 0.1)	(0.6, 0.3, 0.2)
	(0.3, 0.2, 0.1)	(0.75, 0.35, 0.25)		(0.3, 0.2, 0.1)	(0.79, 0.2, 0.3)
	(0.3, 0.2, 0.2)	(0.35, 0.3, 0.2)		(0.3, 0.2, 0.2)	(0.44, 0.25, 0.25)
	(0.3, 0.2, 0.2)	(0.4, 0.4, 0.2)		(0.3, 0.2, 0.2)	(0.54, 0.2, 0.3)
	(0.3, 0.2, 0.2)	(0.6, 0.3, 0.3)		(0.3, 0.2, 0.2)	(0.75, 0.35, 0.35)
	(0.3, 0.2, 0.2)	(0.79, 0.2, 0.4)		(0.3, 0.2, 0.3)	(0.35, 0.3, 0.3)

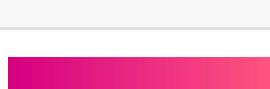
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.2, 0.3)	(0.44, 0.25, 0.35)		(0.3, 0.2, 0.3)	(0.4, 0.4, 0.3)
	(0.3, 0.2, 0.3)	(0.54, 0.2, 0.39)		(0.3, 0.2, 0.3)	(0.6, 0.3, 0.39)
	(0.3, 0.2, 0.3)	(0.75, 0.35, 0.44)		(0.3, 0.2, 0.4)	(0.35, 0.3, 0.4)
	(0.3, 0.2, 0.4)	(0.44, 0.25, 0.45)		(0.3, 0.2, 0.4)	(0.4, 0.4, 0.4)
	(0.3, 0.3, -0.1)	(0.35, 0.39, -0.1)		(0.3, 0.3, -0.1)	(0.44, 0.35, -0.0)
	(0.3, 0.3, -0.1)	(0.54, 0.3, -1.3)		(0.3, 0.3, -0.1)	(0.6, 0.39, -1.3)
	(0.3, 0.3, -0.1)	(0.75, 0.44, 0.04)		(0.3, 0.3, -0.1)	(0.79, 0.3, 0.09)
	(0.3, 0.3, -0.2)	(0.35, 0.39, -0.2)		(0.3, 0.3, -0.2)	(0.44, 0.35, -0.1)
	(0.3, 0.3, -0.2)	(0.54, 0.3, -0.1)		(0.3, 0.3, -0.2)	(0.6, 0.39, -0.1)
	(0.3, 0.3, -0.2)	(0.75, 0.44, -0.0)		(0.3, 0.3, -0.2)	(0.79, 0.3, -2.7)
	(0.3, 0.3, -0.3)	(0.35, 0.39, -0.3)		(0.3, 0.3, -0.3)	(0.44, 0.35, -0.2)
	(0.3, 0.3, -0.3)	(0.54, 0.3, -0.2)		(0.3, 0.3, -0.3)	(0.6, 0.39, -0.2)
	(0.3, 0.3, -0.3)	(0.75, 0.44, -0.1)		(0.3, 0.3, -0.3)	(0.79, 0.3, -0.1)

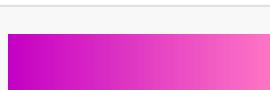
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.3, -0.4)	(0.35, 0.39, -0.4)		(0.3, 0.3, -0.4)	(0.44, 0.35, -0.3)
	(0.3, 0.3, -0.4)	(0.54, 0.3, -0.3)		(0.3, 0.3, -0.4)	(0.6, 0.39, -0.3)
	(0.3, 0.3, -0.4)	(0.75, 0.44, -0.2)		(0.3, 0.3, -0.4)	(0.79, 0.3, -0.2)
	(0.3, 0.3, -0.5)	(0.35, 0.39, -0.5)		(0.3, 0.3, -0.5)	(0.44, 0.35, -0.4)
	(0.3, 0.3, -0.5)	(0.54, 0.3, -0.4)		(0.3, 0.3, -0.5)	(0.6, 0.39, -0.4)
	(0.3, 0.3, -0.5)	(0.75, 0.44, -0.3)		(0.3, 0.3, -0.5)	(0.79, 0.3, -0.3)
	(0.3, 0.3, 0.0)	(0.35, 0.39, 0.0)		(0.3, 0.3, 0.0)	(0.44, 0.35, 0.04)
	(0.3, 0.3, 0.0)	(0.54, 0.3, 0.09)		(0.3, 0.3, 0.0)	(0.6, 0.39, 0.09)
	(0.3, 0.3, 0.0)	(0.75, 0.44, 0.15)		(0.3, 0.3, 0.0)	(0.79, 0.3, 0.19)
	(0.3, 0.3, 0.1)	(0.35, 0.39, 0.1)		(0.3, 0.3, 0.1)	(0.44, 0.35, 0.15)
	(0.3, 0.3, 0.1)	(0.54, 0.3, 0.2)		(0.3, 0.3, 0.1)	(0.6, 0.39, 0.2)
	(0.3, 0.3, 0.1)	(0.75, 0.44, 0.25)		(0.3, 0.3, 0.1)	(0.79, 0.3, 0.3)
	(0.3, 0.3, 0.2)	(0.35, 0.39, 0.2)		(0.3, 0.3, 0.2)	(0.44, 0.35, 0.25)

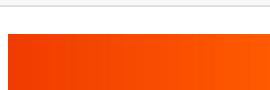
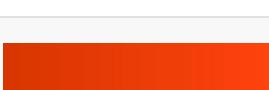
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.3, 0.2)	(0.54, 0.3, 0.3)		(0.3, 0.3, 0.2)	(0.6, 0.39, 0.3)
	(0.3, 0.3, 0.2)	(0.75, 0.44, 0.35)		(0.3, 0.3, 0.2)	(0.79, 0.3, 0.4)
	(0.3, 0.3, 0.3)	(0.35, 0.39, 0.3)		(0.3, 0.3, 0.3)	(0.44, 0.35, 0.35)
	(0.3, 0.3, 0.3)	(0.54, 0.3, 0.39)		(0.3, 0.3, 0.3)	(0.6, 0.39, 0.39)
	(0.3, 0.3, 0.3)	(0.75, 0.44, 0.44)		(0.3, 0.3, 0.4)	(0.35, 0.39, 0.4)
	(0.3, 0.3, 0.4)	(0.44, 0.35, 0.45)		(0.3, 0.4, -0.1)	(0.44, 0.45, -0.0)
	(0.3, 0.4, -0.1)	(0.54, 0.4, -1.3)		(0.3, 0.4, -0.1)	(0.79, 0.4, 0.09)
	(0.3, 0.4, -0.2)	(0.44, 0.45, -0.1)		(0.3, 0.4, -0.2)	(0.54, 0.4, -0.1)
	(0.3, 0.4, -0.2)	(0.79, 0.4, -2.7)		(0.3, 0.4, -0.3)	(0.44, 0.45, -0.2)
	(0.3, 0.4, -0.3)	(0.54, 0.4, -0.2)		(0.3, 0.4, -0.3)	(0.79, 0.4, -0.1)
	(0.3, 0.4, -0.4)	(0.44, 0.45, -0.3)		(0.3, 0.4, -0.4)	(0.54, 0.4, -0.3)
	(0.3, 0.4, -0.4)	(0.79, 0.4, -0.2)		(0.3, 0.4, -0.5)	(0.44, 0.45, -0.4)
	(0.3, 0.4, -0.5)	(0.54, 0.4, -0.4)		(0.3, 0.4, -0.5)	(0.79, 0.4, -0.3)

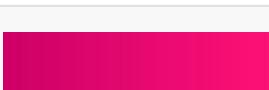
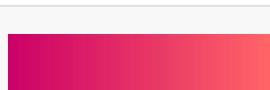
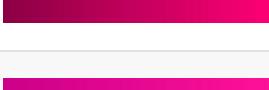
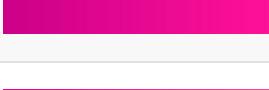
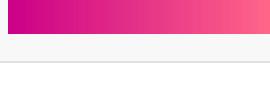
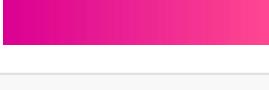
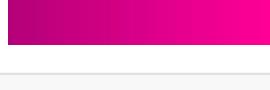
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.3, 0.4, 0.0)	(0.44, 0.45, 0.04)		(0.3, 0.4, 0.0)	(0.54, 0.4, 0.09)
	(0.3, 0.4, 0.0)	(0.79, 0.4, 0.19)		(0.3, 0.4, 0.1)	(0.44, 0.45, 0.15)
	(0.3, 0.4, 0.1)	(0.54, 0.4, 0.2)		(0.3, 0.4, 0.1)	(0.79, 0.4, 0.3)
	(0.3, 0.4, 0.2)	(0.44, 0.45, 0.25)		(0.3, 0.4, 0.2)	(0.54, 0.4, 0.3)
	(0.3, 0.4, 0.2)	(0.79, 0.4, 0.4)		(0.3, 0.4, 0.3)	(0.44, 0.45, 0.35)
	(0.3, 0.4, 0.3)	(0.54, 0.4, 0.39)		(0.3, 0.4, 0.4)	(0.44, 0.45, 0.45)
	(0.4, -0.1, -0.1)	(0.45, -1.3, -0.1)		(0.4, -0.1, -0.1)	(0.55, -0.0, -0.0)
	(0.4, -0.1, -0.1)	(0.55, 0.19, -0.1)		(0.4, -0.1, -0.1)	(0.5, 0.09, -0.1)
	(0.4, -0.1, -0.1)	(0.65, -0.1, -1.3)		(0.4, -0.1, -0.1)	(0.7, -1.3, -1.3)
	(0.4, -0.1, -0.1)	(0.85, 0.04, 0.04)		(0.4, -0.1, -0.1)	(0.89, -0.1, 0.09)
	(0.4, -0.1, -0.2)	(0.45, -1.3, -0.2)		(0.4, -0.1, -0.2)	(0.55, -0.0, -0.1)
	(0.4, -0.1, -0.2)	(0.55, 0.19, -0.2)		(0.4, -0.1, -0.2)	(0.5, 0.09, -0.2)
	(0.4, -0.1, -0.2)	(0.65, -0.1, -0.1)		(0.4, -0.1, -0.2)	(0.7, -1.3, -0.1)

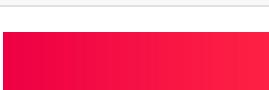
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.1, -0.2)	(0.85, 0.04, -0.0)		(0.4, -0.1, -0.2)	(0.89, -0.1, -2.7)
	(0.4, -0.1, -0.3)	(0.45, -1.3, -0.3)		(0.4, -0.1, -0.3)	(0.55, -0.0, -0.2)
	(0.4, -0.1, -0.3)	(0.55, 0.19, -0.3)		(0.4, -0.1, -0.3)	(0.5, 0.09, -0.3)
	(0.4, -0.1, -0.3)	(0.65, -0.1, -0.2)		(0.4, -0.1, -0.3)	(0.7, -1.3, -0.2)
	(0.4, -0.1, -0.3)	(0.85, 0.04, -0.1)		(0.4, -0.1, -0.3)	(0.89, -0.1, -0.1)
	(0.4, -0.1, -0.4)	(0.45, -1.3, -0.4)		(0.4, -0.1, -0.4)	(0.55, -0.0, -0.3)
	(0.4, -0.1, -0.4)	(0.55, 0.19, -0.4)		(0.4, -0.1, -0.4)	(0.5, 0.09, -0.4)
	(0.4, -0.1, -0.4)	(0.65, -0.1, -0.3)		(0.4, -0.1, -0.4)	(0.7, -1.3, -0.3)
	(0.4, -0.1, -0.4)	(0.85, 0.04, -0.2)		(0.4, -0.1, -0.4)	(0.89, -0.1, -0.2)
	(0.4, -0.1, -0.5)	(0.45, -1.3, -0.5)		(0.4, -0.1, -0.5)	(0.55, -0.0, -0.4)
	(0.4, -0.1, -0.5)	(0.55, 0.19, -0.5)		(0.4, -0.1, -0.5)	(0.5, 0.09, -0.5)
	(0.4, -0.1, -0.5)	(0.65, -0.1, -0.4)		(0.4, -0.1, -0.5)	(0.7, -1.3, -0.4)
	(0.4, -0.1, -0.5)	(0.85, 0.04, -0.3)		(0.4, -0.1, -0.5)	(0.89, -0.1, -0.3)

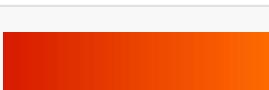
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.1, 0.0)	(0.45, -1.3, 0.0)		(0.4, -0.1, 0.0)	(0.55, -0.0, 0.04)
	(0.4, -0.1, 0.0)	(0.55, 0.19, 0.0)		(0.4, -0.1, 0.0)	(0.5, 0.09, 0.0)
	(0.4, -0.1, 0.0)	(0.65, -0.1, 0.09)		(0.4, -0.1, 0.0)	(0.7, -1.3, 0.09)
	(0.4, -0.1, 0.0)	(0.85, 0.04, 0.15)		(0.4, -0.1, 0.0)	(0.89, -0.1, 0.19)
	(0.4, -0.1, 0.1)	(0.45, -1.3, 0.1)		(0.4, -0.1, 0.1)	(0.55, -0.0, 0.15)
	(0.4, -0.1, 0.1)	(0.55, 0.19, 0.1)		(0.4, -0.1, 0.1)	(0.5, 0.09, 0.1)
	(0.4, -0.1, 0.1)	(0.65, -0.1, 0.2)		(0.4, -0.1, 0.1)	(0.7, -1.3, 0.2)
	(0.4, -0.1, 0.1)	(0.85, 0.04, 0.25)		(0.4, -0.1, 0.1)	(0.89, -0.1, 0.3)
	(0.4, -0.1, 0.2)	(0.45, -1.3, 0.2)		(0.4, -0.1, 0.2)	(0.55, -0.0, 0.25)
	(0.4, -0.1, 0.2)	(0.55, 0.19, 0.2)		(0.4, -0.1, 0.2)	(0.5, 0.09, 0.2)
	(0.4, -0.1, 0.2)	(0.65, -0.1, 0.3)		(0.4, -0.1, 0.2)	(0.7, -1.3, 0.3)
	(0.4, -0.1, 0.2)	(0.85, 0.04, 0.35)		(0.4, -0.1, 0.2)	(0.89, -0.1, 0.4)
	(0.4, -0.1, 0.3)	(0.45, -1.3, 0.3)		(0.4, -0.1, 0.3)	(0.55, -0.0, 0.35)

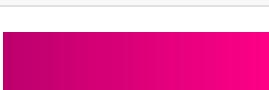
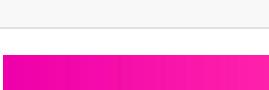
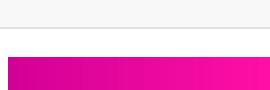
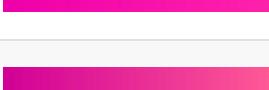
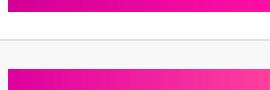
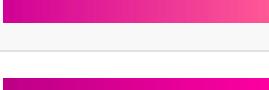
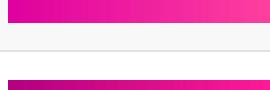
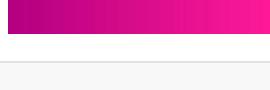
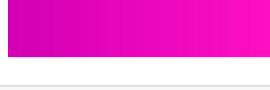
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.1, 0.3)	(0.55, 0.19, 0.3)		(0.4, -0.1, 0.3)	(0.5, 0.09, 0.3)
	(0.4, -0.1, 0.3)	(0.65, -0.1, 0.39)		(0.4, -0.1, 0.3)	(0.7, -1.3, 0.39)
	(0.4, -0.1, 0.3)	(0.85, 0.04, 0.44)		(0.4, -0.1, 0.4)	(0.45, -1.3, 0.4)
	(0.4, -0.1, 0.4)	(0.55, -0.0, 0.45)		(0.4, -0.1, 0.4)	(0.55, 0.19, 0.4)
	(0.4, -0.1, 0.4)	(0.5, 0.09, 0.4)		(0.4, -0.2, -0.1)	(0.45, -0.1, -0.1)
	(0.4, -0.2, -0.1)	(0.55, -0.1, -0.0)		(0.4, -0.2, -0.1)	(0.55, 0.09, -0.1)
	(0.4, -0.2, -0.1)	(0.5, -2.7, -0.1)		(0.4, -0.2, -0.1)	(0.65, -0.2, -1.3)
	(0.4, -0.2, -0.1)	(0.7, -0.1, -1.3)		(0.4, -0.2, -0.1)	(0.85, -0.0, 0.04)
	(0.4, -0.2, -0.1)	(0.89, -0.2, 0.09)		(0.4, -0.2, -0.2)	(0.45, -0.1, -0.2)
	(0.4, -0.2, -0.2)	(0.55, -0.1, -0.1)		(0.4, -0.2, -0.2)	(0.55, 0.09, -0.2)
	(0.4, -0.2, -0.2)	(0.5, -2.7, -0.2)		(0.4, -0.2, -0.2)	(0.65, -0.2, -0.1)
	(0.4, -0.2, -0.2)	(0.7, -0.1, -0.1)		(0.4, -0.2, -0.2)	(0.85, -0.0, -0.0)
	(0.4, -0.2, -0.2)	(0.89, -0.2, -2.7)		(0.4, -0.2, -0.3)	(0.45, -0.1, -0.3)

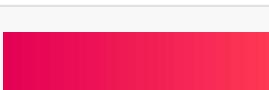
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.2, -0.3)	(0.55, -0.1, -0.2)		(0.4, -0.2, -0.3)	(0.55, 0.09, -0.3)
	(0.4, -0.2, -0.3)	(0.5, -2.7, -0.3)		(0.4, -0.2, -0.3)	(0.65, -0.2, -0.2)
	(0.4, -0.2, -0.3)	(0.7, -0.1, -0.2)		(0.4, -0.2, -0.3)	(0.85, -0.2, -0.0)
	(0.4, -0.2, -0.3)	(0.89, -0.2, -0.1)		(0.4, -0.2, -0.4)	(0.45, -0.1, -0.4)
	(0.4, -0.2, -0.4)	(0.55, -0.1, -0.3)		(0.4, -0.2, -0.4)	(0.55, 0.09, -0.4)
	(0.4, -0.2, -0.4)	(0.5, -2.7, -0.4)		(0.4, -0.2, -0.4)	(0.65, -0.2, -0.3)
	(0.4, -0.2, -0.4)	(0.7, -0.1, -0.3)		(0.4, -0.2, -0.4)	(0.85, -0.0, -0.2)
	(0.4, -0.2, -0.4)	(0.89, -0.2, -0.2)		(0.4, -0.2, -0.5)	(0.45, -0.1, -0.5)
	(0.4, -0.2, -0.5)	(0.55, -0.1, -0.4)		(0.4, -0.2, -0.5)	(0.55, 0.09, -0.5)
	(0.4, -0.2, -0.5)	(0.5, -2.7, -0.5)		(0.4, -0.2, -0.5)	(0.65, -0.2, -0.4)
	(0.4, -0.2, -0.5)	(0.7, -0.1, -0.4)		(0.4, -0.2, -0.5)	(0.85, -0.0, -0.3)
	(0.4, -0.2, -0.5)	(0.89, -0.2, -0.3)		(0.4, -0.2, 0.0)	(0.45, -0.1, 0.0)
	(0.4, -0.2, 0.0)	(0.55, -0.1, 0.04)		(0.4, -0.2, 0.0)	(0.55, 0.09, 0.0)

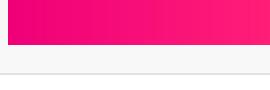
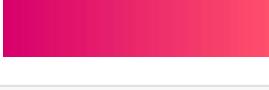
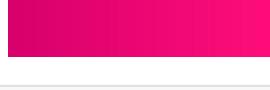
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.2, 0.0)	(0.5, -2.7, 0.0)		(0.4, -0.2, 0.0)	(0.65, -0.2, 0.09)
	(0.4, -0.2, 0.0)	(0.7, -0.1, 0.09)		(0.4, -0.2, 0.0)	(0.85, -0.2, 0.15)
	(0.4, -0.2, 0.0)	(0.89, -0.2, 0.19)		(0.4, -0.2, 0.1)	(0.45, -0.2, 0.1)
	(0.4, -0.2, 0.1)	(0.55, -0.1, 0.15)		(0.4, -0.2, 0.1)	(0.55, 0.09, 0.1)
	(0.4, -0.2, 0.1)	(0.5, -2.7, 0.1)		(0.4, -0.2, 0.1)	(0.65, -0.2, 0.2)
	(0.4, -0.2, 0.1)	(0.7, -0.1, 0.2)		(0.4, -0.2, 0.1)	(0.85, -0.2, 0.25)
	(0.4, -0.2, 0.1)	(0.89, -0.2, 0.3)		(0.4, -0.2, 0.2)	(0.45, -0.1, 0.2)
	(0.4, -0.2, 0.2)	(0.55, -0.1, 0.25)		(0.4, -0.2, 0.2)	(0.55, 0.09, 0.2)
	(0.4, -0.2, 0.2)	(0.5, -2.7, 0.2)		(0.4, -0.2, 0.2)	(0.65, -0.2, 0.3)
	(0.4, -0.2, 0.2)	(0.7, -0.1, 0.3)		(0.4, -0.2, 0.2)	(0.85, -0.0, 0.35)
	(0.4, -0.2, 0.2)	(0.89, -0.2, 0.4)		(0.4, -0.2, 0.3)	(0.45, -0.1, 0.3)
	(0.4, -0.2, 0.3)	(0.55, -0.1, 0.35)		(0.4, -0.2, 0.3)	(0.55, 0.09, 0.3)
	(0.4, -0.2, 0.3)	(0.5, -2.7, 0.3)		(0.4, -0.2, 0.3)	(0.65, -0.2, 0.39)

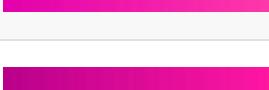
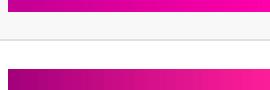
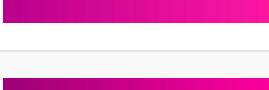
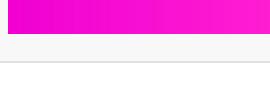
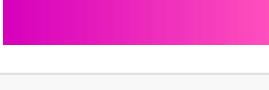
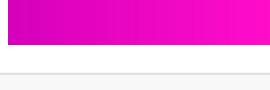
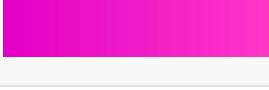
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.2, 0.3)	(0.7, -0.1, 0.39)		(0.4, -0.2, 0.3)	(0.85, -0.0, 0.44)
	(0.4, -0.2, 0.4)	(0.45, -0.1, 0.4)		(0.4, -0.2, 0.4)	(0.55, -0.1, 0.45)
	(0.4, -0.2, 0.4)	(0.55, 0.09, 0.4)		(0.4, -0.2, 0.4)	(0.5, -2.7, 0.4)
	(0.4, -0.3, -0.1)	(0.45, -0.2, -0.1)		(0.4, -0.3, -0.1)	(0.55, -0.2, -0.0)
	(0.4, -0.3, -0.1)	(0.55, 0.0, -0.1)		(0.4, -0.3, -0.1)	(0.5, -0.1, -0.1)
	(0.4, -0.3, -0.1)	(0.65, -0.3, -1.3)		(0.4, -0.3, -0.1)	(0.7, -0.2, -1.3)
	(0.4, -0.3, -0.1)	(0.85, -0.1, 0.04)		(0.4, -0.3, -0.1)	(0.89, -0.3, 0.09)
	(0.4, -0.3, -0.2)	(0.45, -0.2, -0.2)		(0.4, -0.3, -0.2)	(0.55, -0.2, -0.1)
	(0.4, -0.3, -0.2)	(0.55, 0.0, -0.2)		(0.4, -0.3, -0.2)	(0.5, -0.1, -0.2)
	(0.4, -0.3, -0.2)	(0.65, -0.3, -0.1)		(0.4, -0.3, -0.2)	(0.7, -0.2, -0.1)
	(0.4, -0.3, -0.2)	(0.85, -0.1, -0.0)		(0.4, -0.3, -0.2)	(0.89, -0.3, -2.7)
	(0.4, -0.3, -0.3)	(0.45, -0.2, -0.3)		(0.4, -0.3, -0.3)	(0.55, -0.2, -0.2)
	(0.4, -0.3, -0.3)	(0.55, 0.0, -0.3)		(0.4, -0.3, -0.3)	(0.5, -0.1, -0.3)

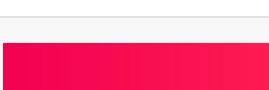
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.3, -0.3)	(0.65, -0.3, -0.2)		(0.4, -0.3, -0.3)	(0.7, -0.2, -0.2)
	(0.4, -0.3, -0.3)	(0.85, -0.1, -0.1)		(0.4, -0.3, -0.3)	(0.89, -0.3, -0.3)
	(0.4, -0.3, -0.4)	(0.45, -0.2, -0.4)		(0.4, -0.3, -0.4)	(0.55, -0.2, -0.3)
	(0.4, -0.3, -0.4)	(0.55, 0.0, -0.4)		(0.4, -0.3, -0.4)	(0.5, -0.1, -0.4)
	(0.4, -0.3, -0.4)	(0.65, -0.3, -0.3)		(0.4, -0.3, -0.4)	(0.7, -0.2, -0.3)
	(0.4, -0.3, -0.4)	(0.85, -0.1, -0.2)		(0.4, -0.3, -0.4)	(0.89, -0.3, -0.2)
	(0.4, -0.3, -0.5)	(0.45, -0.2, -0.5)		(0.4, -0.3, -0.5)	(0.55, -0.2, -0.4)
	(0.4, -0.3, -0.5)	(0.55, 0.0, -0.5)		(0.4, -0.3, -0.5)	(0.5, -0.1, -0.5)
	(0.4, -0.3, -0.5)	(0.65, -0.3, -0.4)		(0.4, -0.3, -0.5)	(0.7, -0.2, -0.4)
	(0.4, -0.3, -0.5)	(0.85, -0.1, -0.3)		(0.4, -0.3, -0.5)	(0.89, -0.3, -0.3)
	(0.4, -0.3, 0.0)	(0.45, -0.2, 0.0)		(0.4, -0.3, 0.0)	(0.55, -0.2, 0.04)
	(0.4, -0.3, 0.0)	(0.55, 0.0, 0.0)		(0.4, -0.3, 0.0)	(0.5, -0.1, 0.0)
	(0.4, -0.3, 0.0)	(0.65, -0.3, 0.09)		(0.4, -0.3, 0.09)	(0.7, -0.2, 0.09)

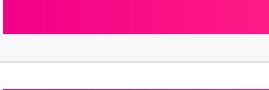
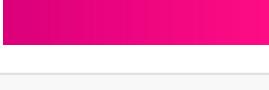
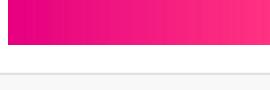
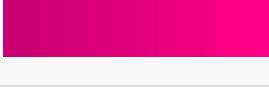
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.3, 0.0)	(0.85, -0.1, 0.15)		(0.4, -0.3, 0.0)	(0.89, -0.3, 0.19)
	(0.4, -0.3, 0.1)	(0.45, -0.2, 0.1)		(0.4, -0.3, 0.1)	(0.55, -0.2, 0.15)
	(0.4, -0.3, 0.1)	(0.55, 0.0, 0.1)		(0.4, -0.3, 0.1)	(0.5, -0.1, 0.1)
	(0.4, -0.3, 0.1)	(0.65, -0.3, 0.2)		(0.4, -0.3, 0.1)	(0.7, -0.2, 0.2)
	(0.4, -0.3, 0.1)	(0.85, -0.1, 0.25)		(0.4, -0.3, 0.1)	(0.89, -0.3, 0.3)
	(0.4, -0.3, 0.2)	(0.45, -0.2, 0.2)		(0.4, -0.3, 0.2)	(0.55, -0.2, 0.25)
	(0.4, -0.3, 0.2)	(0.55, 0.0, 0.2)		(0.4, -0.3, 0.2)	(0.5, -0.1, 0.2)
	(0.4, -0.3, 0.2)	(0.65, -0.3, 0.3)		(0.4, -0.3, 0.2)	(0.7, -0.2, 0.3)
	(0.4, -0.3, 0.2)	(0.85, -0.1, 0.35)		(0.4, -0.3, 0.2)	(0.89, -0.3, 0.4)
	(0.4, -0.3, 0.3)	(0.45, -0.2, 0.3)		(0.4, -0.3, 0.3)	(0.55, -0.2, 0.35)
	(0.4, -0.3, 0.3)	(0.55, 0.0, 0.3)		(0.4, -0.3, 0.3)	(0.5, -0.1, 0.3)
	(0.4, -0.3, 0.3)	(0.65, -0.3, 0.39)		(0.4, -0.3, 0.3)	(0.7, -0.2, 0.39)
	(0.4, -0.3, 0.3)	(0.85, -0.1, 0.44)		(0.4, -0.3, 0.4)	(0.45, -0.2, 0.4)

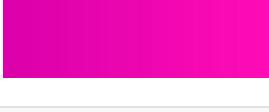
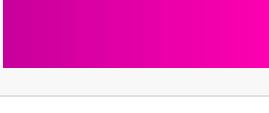
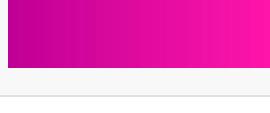
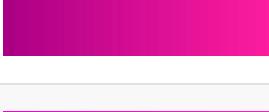
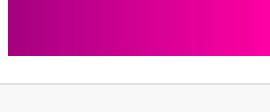
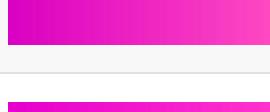
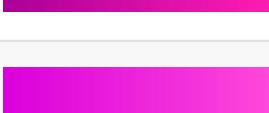
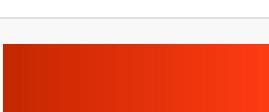
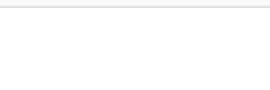
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.3, 0.4)	(0.55, -0.2, 0.45)		(0.4, -0.3, 0.4)	(0.55, 0.0, 0.4)
	(0.4, -0.3, 0.4)	(0.5, -0.1, 0.4)		(0.4, -0.4, -0.1)	(0.45, -0.3, -0.1)
	(0.4, -0.4, -0.1)	(0.55, -0.1, -0.1)		(0.4, -0.4, -0.1)	(0.55, -0.3, -0.0)
	(0.4, -0.4, -0.1)	(0.5, -0.2, -0.1)		(0.4, -0.4, -0.1)	(0.65, -0.4, -1.3)
	(0.4, -0.4, -0.1)	(0.7, -0.3, -1.3)		(0.4, -0.4, -0.1)	(0.85, -0.2, 0.04)
	(0.4, -0.4, -0.1)	(0.89, -0.4, 0.09)		(0.4, -0.4, -0.2)	(0.45, -0.3, -0.2)
	(0.4, -0.4, -0.2)	(0.55, -0.1, -0.2)		(0.4, -0.4, -0.2)	(0.55, -0.3, -0.1)
	(0.4, -0.4, -0.2)	(0.5, -0.2, -0.2)		(0.4, -0.4, -0.2)	(0.65, -0.4, -0.1)
	(0.4, -0.4, -0.2)	(0.7, -0.3, -0.1)		(0.4, -0.4, -0.2)	(0.85, -0.2, -0.0)
	(0.4, -0.4, -0.2)	(0.89, -0.4, -2.7)		(0.4, -0.4, -0.3)	(0.45, -0.3, -0.3)
	(0.4, -0.4, -0.3)	(0.55, -0.1, -0.3)		(0.4, -0.4, -0.3)	(0.55, -0.3, -0.2)
	(0.4, -0.4, -0.3)	(0.5, -0.2, -0.3)		(0.4, -0.4, -0.3)	(0.65, -0.4, -0.2)
	(0.4, -0.4, -0.3)	(0.7, -0.3, -0.2)		(0.4, -0.4, -0.3)	(0.85, -0.2, -0.1)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.4, -0.3)	(0.89, -0.4, -0.1)		(0.4, -0.4, -0.4)	(0.45, -0.3, -0.4)
	(0.4, -0.4, -0.4)	(0.55, -0.1, -0.4)		(0.4, -0.4, -0.4)	(0.55, -0.3, -0.3)
	(0.4, -0.4, -0.4)	(0.5, -0.2, -0.4)		(0.4, -0.4, -0.4)	(0.65, -0.4, -0.4)
	(0.4, -0.4, -0.4)	(0.7, -0.3, -0.3)		(0.4, -0.4, -0.4)	(0.85, -0.2, -0.2)
	(0.4, -0.4, -0.4)	(0.89, -0.4, -0.2)		(0.4, -0.4, -0.5)	(0.45, -0.3, -0.5)
	(0.4, -0.4, -0.5)	(0.55, -0.1, -0.5)		(0.4, -0.4, -0.5)	(0.55, -0.3, -0.4)
	(0.4, -0.4, -0.5)	(0.5, -0.2, -0.5)		(0.4, -0.4, -0.5)	(0.65, -0.4, -0.4)
	(0.4, -0.4, -0.5)	(0.7, -0.3, -0.4)		(0.4, -0.4, -0.5)	(0.85, -0.2, -0.3)
	(0.4, -0.4, -0.5)	(0.89, -0.4, -0.3)		(0.4, -0.4, 0.0)	(0.45, -0.3, 0.0)
	(0.4, -0.4, 0.0)	(0.55, -0.1, 0.0)		(0.4, -0.4, 0.0)	(0.55, -0.3, 0.04)
	(0.4, -0.4, 0.0)	(0.5, -0.2, 0.0)		(0.4, -0.4, 0.0)	(0.65, -0.4, 0.09)
	(0.4, -0.4, 0.0)	(0.7, -0.3, 0.09)		(0.4, -0.4, 0.0)	(0.85, -0.2, 0.15)
	(0.4, -0.4, 0.0)	(0.89, -0.4, 0.19)		(0.4, -0.4, 0.1)	(0.45, -0.3, 0.1)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.4, 0.1)	(0.55, -0.1, 0.1)		(0.4, -0.4, 0.1)	(0.55, -0.3, 0.15)
	(0.4, -0.4, 0.1)	(0.5, -0.2, 0.1)		(0.4, -0.4, 0.1)	(0.65, -0.4, 0.2)
	(0.4, -0.4, 0.1)	(0.7, -0.3, 0.2)		(0.4, -0.4, 0.1)	(0.85, -0.2, 0.25)
	(0.4, -0.4, 0.1)	(0.89, -0.4, 0.3)		(0.4, -0.4, 0.2)	(0.45, -0.3, 0.2)
	(0.4, -0.4, 0.2)	(0.55, -0.1, 0.2)		(0.4, -0.4, 0.2)	(0.55, -0.3, 0.25)
	(0.4, -0.4, 0.2)	(0.5, -0.2, 0.2)		(0.4, -0.4, 0.2)	(0.65, -0.4, 0.3)
	(0.4, -0.4, 0.2)	(0.7, -0.3, 0.3)		(0.4, -0.4, 0.2)	(0.85, -0.2, 0.35)
	(0.4, -0.4, 0.2)	(0.89, -0.4, 0.4)		(0.4, -0.4, 0.3)	(0.45, -0.3, 0.3)
	(0.4, -0.4, 0.3)	(0.55, -0.1, 0.3)		(0.4, -0.4, 0.3)	(0.55, -0.3, 0.35)
	(0.4, -0.4, 0.3)	(0.5, -0.2, 0.3)		(0.4, -0.4, 0.3)	(0.65, -0.4, 0.39)
	(0.4, -0.4, 0.3)	(0.7, -0.3, 0.39)		(0.4, -0.4, 0.3)	(0.85, -0.2, 0.44)
	(0.4, -0.4, 0.4)	(0.45, -0.3, 0.4)		(0.4, -0.4, 0.4)	(0.55, -0.1, 0.4)
	(0.4, -0.4, 0.4)	(0.55, -0.3, 0.45)		(0.4, -0.4, 0.4)	(0.5, -0.2, 0.4)

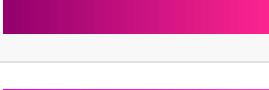
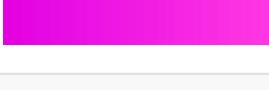
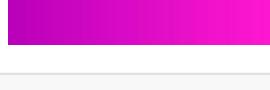
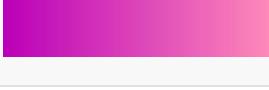
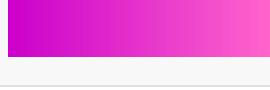
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.5, -0.1)	(0.45, -0.4, -0.1)		(0.4, -0.5, -0.1)	(0.55, -0.2, -0.1)
	(0.4, -0.5, -0.1)	(0.55, -0.4, -0.0)		(0.4, -0.5, -0.1)	(0.5, -0.3, -0.1)
	(0.4, -0.5, -0.1)	(0.65, -0.5, -1.3)		(0.4, -0.5, -0.1)	(0.7, -0.4, -1.3)
	(0.4, -0.5, -0.1)	(0.85, -0.3, 0.04)		(0.4, -0.5, -0.1)	(0.89, -0.5, 0.09)
	(0.4, -0.5, -0.2)	(0.45, -0.4, -0.2)		(0.4, -0.5, -0.2)	(0.55, -0.2, -0.2)
	(0.4, -0.5, -0.2)	(0.55, -0.4, -0.1)		(0.4, -0.5, -0.2)	(0.5, -0.3, -0.2)
	(0.4, -0.5, -0.2)	(0.65, -0.5, -0.1)		(0.4, -0.5, -0.2)	(0.7, -0.4, -0.1)
	(0.4, -0.5, -0.2)	(0.85, -0.3, -0.0)		(0.4, -0.5, -0.2)	(0.89, -0.5, -2.7)
	(0.4, -0.5, -0.3)	(0.45, -0.4, -0.3)		(0.4, -0.5, -0.3)	(0.55, -0.2, -0.3)
	(0.4, -0.5, -0.3)	(0.55, -0.4, -0.2)		(0.4, -0.5, -0.3)	(0.5, -0.3, -0.3)
	(0.4, -0.5, -0.3)	(0.65, -0.5, -0.2)		(0.4, -0.5, -0.3)	(0.7, -0.4, -0.2)
	(0.4, -0.5, -0.3)	(0.85, -0.3, -0.1)		(0.4, -0.5, -0.3)	(0.89, -0.5, -0.1)
	(0.4, -0.5, -0.4)	(0.45, -0.4, -0.4)		(0.4, -0.5, -0.4)	(0.55, -0.2, -0.4)

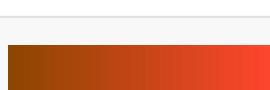
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.5, -0.4)	(0.55, -0.4, -0.3)		(0.4, -0.5, -0.4)	(0.5, -0.3, -0.4)
	(0.4, -0.5, -0.4)	(0.65, -0.5, -0.3)		(0.4, -0.5, -0.4)	(0.7, -0.4, -0.3)
	(0.4, -0.5, -0.4)	(0.85, -0.3, -0.2)		(0.4, -0.5, -0.4)	(0.89, -0.5, -0.2)
	(0.4, -0.5, -0.5)	(0.45, -0.4, -0.5)		(0.4, -0.5, -0.5)	(0.55, -0.2, -0.5)
	(0.4, -0.5, -0.5)	(0.55, -0.4, -0.4)		(0.4, -0.5, -0.5)	(0.5, -0.3, -0.5)
	(0.4, -0.5, -0.5)	(0.65, -0.5, -0.4)		(0.4, -0.5, -0.5)	(0.7, -0.4, -0.4)
	(0.4, -0.5, -0.5)	(0.85, -0.3, -0.3)		(0.4, -0.5, -0.5)	(0.89, -0.5, -0.3)
	(0.4, -0.5, 0.0)	(0.45, -0.4, 0.0)		(0.4, -0.5, 0.0)	(0.55, -0.2, 0.0)
	(0.4, -0.5, 0.0)	(0.55, -0.4, 0.04)		(0.4, -0.5, 0.0)	(0.5, -0.3, 0.0)
	(0.4, -0.5, 0.0)	(0.65, -0.5, 0.09)		(0.4, -0.5, 0.0)	(0.7, -0.4, 0.09)
	(0.4, -0.5, 0.0)	(0.85, -0.3, 0.15)		(0.4, -0.5, 0.0)	(0.89, -0.5, 0.19)
	(0.4, -0.5, 0.1)	(0.45, -0.4, 0.1)		(0.4, -0.5, 0.1)	(0.55, -0.2, 0.1)
	(0.4, -0.5, 0.1)	(0.55, -0.4, 0.15)		(0.4, -0.5, 0.1)	(0.5, -0.3, 0.1)

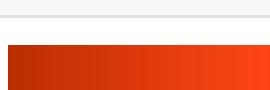
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, -0.5, 0.1)	(0.65, -0.5, 0.2)		(0.4, -0.5, 0.1)	(0.7, -0.4, 0.2)
	(0.4, -0.5, 0.1)	(0.85, -0.3, 0.25)		(0.4, -0.5, 0.1)	(0.89, -0.5, 0.3)
	(0.4, -0.5, 0.2)	(0.45, -0.4, 0.2)		(0.4, -0.5, 0.2)	(0.55, -0.2, 0.2)
	(0.4, -0.5, 0.2)	(0.55, -0.4, 0.25)		(0.4, -0.5, 0.2)	(0.5, -0.3, 0.2)
	(0.4, -0.5, 0.2)	(0.65, -0.5, 0.3)		(0.4, -0.5, 0.2)	(0.7, -0.4, 0.3)
	(0.4, -0.5, 0.2)	(0.85, -0.3, 0.35)		(0.4, -0.5, 0.2)	(0.89, -0.5, 0.4)
	(0.4, -0.5, 0.3)	(0.45, -0.4, 0.3)		(0.4, -0.5, 0.3)	(0.55, -0.2, 0.3)
	(0.4, -0.5, 0.3)	(0.55, -0.4, 0.35)		(0.4, -0.5, 0.3)	(0.5, -0.3, 0.3)
	(0.4, -0.5, 0.3)	(0.65, -0.5, 0.39)		(0.4, -0.5, 0.3)	(0.7, -0.4, 0.39)
	(0.4, -0.5, 0.3)	(0.85, -0.3, 0.44)		(0.4, -0.5, 0.4)	(0.45, -0.4, 0.4)
	(0.4, -0.5, 0.4)	(0.55, -0.2, 0.4)		(0.4, -0.5, 0.4)	(0.55, -0.4, 0.45)
	(0.4, -0.5, 0.4)	(0.5, -0.3, 0.4)		(0.4, 0.0, -0.1)	(0.45, 0.09, -0.1)
	(0.4, 0.0, -0.1)	(0.55, 0.04, -0.0)		(0.4, 0.0, -0.1)	(0.55, 0.3, -0.1)

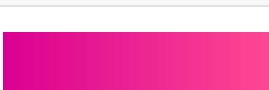
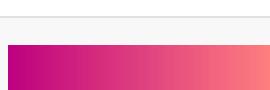
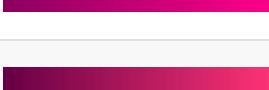
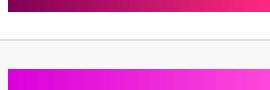
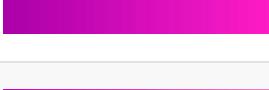
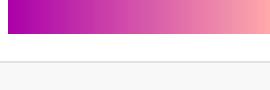
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.0, -0.1)	(0.5, 0.19, -0.1)		(0.4, 0.0, -0.1)	(0.65, 0.0, -1.3)
	(0.4, 0.0, -0.1)	(0.7, 0.09, -1.3)		(0.4, 0.0, -0.1)	(0.85, 0.0, 0.15, 0.04)
	(0.4, 0.0, -0.1)	(0.89, 0.0, 0.09)		(0.4, 0.0, -0.2)	(0.45, 0.0, 0.09, -0.2)
	(0.4, 0.0, -0.2)	(0.55, 0.04, -0.1)		(0.4, 0.0, -0.2)	(0.55, 0.0, 0.3, -0.2)
	(0.4, 0.0, -0.2)	(0.5, 0.19, -0.2)		(0.4, 0.0, -0.2)	(0.65, 0.0, -0.1)
	(0.4, 0.0, -0.2)	(0.7, 0.09, -0.1)		(0.4, 0.0, -0.2)	(0.85, 0.0, 0.15, -0.0)
	(0.4, 0.0, -0.2)	(0.89, 0.0, -2.7)		(0.4, 0.0, -0.3)	(0.45, 0.0, 0.09, -0.3)
	(0.4, 0.0, -0.3)	(0.55, 0.04, -0.2)		(0.4, 0.0, -0.3)	(0.55, 0.0, 0.3, -0.3)
	(0.4, 0.0, -0.3)	(0.5, 0.19, -0.3)		(0.4, 0.0, -0.3)	(0.65, 0.0, 0.0, -0.2)
	(0.4, 0.0, -0.3)	(0.7, 0.09, -0.2)		(0.4, 0.0, -0.3)	(0.85, 0.0, 0.15, -0.1)
	(0.4, 0.0, -0.3)	(0.89, 0.0, -0.1)		(0.4, 0.0, -0.4)	(0.45, 0.0, 0.09, -0.4)
	(0.4, 0.0, -0.4)	(0.55, 0.04, -0.3)		(0.4, 0.0, -0.4)	(0.55, 0.0, 0.3, -0.4)
	(0.4, 0.0, -0.4)	(0.5, 0.19, -0.4)		(0.4, 0.0, -0.4)	(0.65, 0.0, 0.0, -0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.0, -0.4)	(0.7, 0.09, -0.3)		(0.4, 0.0, -0.4)	(0.85, 0.15, -0.2)
	(0.4, 0.0, -0.4)	(0.89, 0.0, -0.2)		(0.4, 0.0, -0.5)	(0.45, 0.09, -0.5)
	(0.4, 0.0, -0.5)	(0.55, 0.04, -0.4)		(0.4, 0.0, -0.5)	(0.55, 0.3, -0.5)
	(0.4, 0.0, -0.5)	(0.5, 0.19, -0.5)		(0.4, 0.0, -0.5)	(0.65, 0.0, -0.4)
	(0.4, 0.0, -0.5)	(0.7, 0.09, -0.4)		(0.4, 0.0, -0.5)	(0.85, 0.15, -0.3)
	(0.4, 0.0, -0.5)	(0.89, 0.0, -0.3)		(0.4, 0.0, 0.0)	(0.45, 0.09, 0.0)
	(0.4, 0.0, 0.0)	(0.55, 0.04, 0.04)		(0.4, 0.0, 0.0)	(0.55, 0.3, 0.0)
	(0.4, 0.0, 0.0)	(0.5, 0.19, 0.0)		(0.4, 0.0, 0.0)	(0.65, 0.0, 0.09)
	(0.4, 0.0, 0.0)	(0.7, 0.09, 0.09)		(0.4, 0.0, 0.0)	(0.85, 0.15, 0.15)
	(0.4, 0.0, 0.0)	(0.89, 0.0, 0.19)		(0.4, 0.0, 0.1)	(0.45, 0.09, 0.1)
	(0.4, 0.0, 0.1)	(0.55, 0.04, 0.15)		(0.4, 0.0, 0.1)	(0.55, 0.3, 0.1)
	(0.4, 0.0, 0.1)	(0.5, 0.19, 0.1)		(0.4, 0.0, 0.1)	(0.65, 0.0, 0.2)
	(0.4, 0.0, 0.1)	(0.7, 0.09, 0.2)		(0.4, 0.0, 0.1)	(0.85, 0.15, 0.25)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.0, 0.1)	(0.89, 0.0, 0.3)		(0.4, 0.0, 0.2)	(0.45, 0.09, 0.2)
	(0.4, 0.0, 0.2)	(0.55, 0.04, 0.25)		(0.4, 0.0, 0.2)	(0.55, 0.3, 0.2)
	(0.4, 0.0, 0.2)	(0.5, 0.19, 0.2)		(0.4, 0.0, 0.2)	(0.65, 0.0, 0.3)
	(0.4, 0.0, 0.2)	(0.7, 0.09, 0.3)		(0.4, 0.0, 0.2)	(0.85, 0.15, 0.35)
	(0.4, 0.0, 0.2)	(0.89, 0.0, 0.4)		(0.4, 0.0, 0.3)	(0.45, 0.09, 0.3)
	(0.4, 0.0, 0.3)	(0.55, 0.04, 0.35)		(0.4, 0.0, 0.3)	(0.55, 0.3, 0.3)
	(0.4, 0.0, 0.3)	(0.5, 0.19, 0.3)		(0.4, 0.0, 0.3)	(0.65, 0.0, 0.39)
	(0.4, 0.0, 0.3)	(0.7, 0.09, 0.39)		(0.4, 0.0, 0.3)	(0.85, 0.15, 0.44)
	(0.4, 0.0, 0.4)	(0.45, 0.09, 0.4)		(0.4, 0.0, 0.4)	(0.55, 0.04, 0.45)
	(0.4, 0.0, 0.4)	(0.55, 0.3, 0.4)		(0.4, 0.0, 0.4)	(0.5, 0.19, 0.4)
	(0.4, 0.1, -0.1)	(0.45, 0.2, -0.1)		(0.4, 0.1, -0.1)	(0.55, 0.15, -0.0)
	(0.4, 0.1, -0.1)	(0.55, 0.4, -0.1)		(0.4, 0.1, -0.1)	(0.5, 0.3, -0.1)
	(0.4, 0.1, -0.1)	(0.65, 0.1, -1.3)		(0.4, 0.1, -0.1)	(0.7, 0.2, -1.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.1, -0.1)	(0.85, 0.25, 0.04)		(0.4, 0.1, -0.1)	(0.89, 0.1, 0.09)
	(0.4, 0.1, -0.2)	(0.45, 0.2, -0.2)		(0.4, 0.1, -0.2)	(0.55, 0.15, -0.1)
	(0.4, 0.1, -0.2)	(0.55, 0.4, -0.2)		(0.4, 0.1, -0.2)	(0.5, 0.3, -0.2)
	(0.4, 0.1, -0.2)	(0.65, 0.1, -0.1)		(0.4, 0.1, -0.2)	(0.7, 0.2, -0.1)
	(0.4, 0.1, -0.2)	(0.85, 0.25, -0.0)		(0.4, 0.1, -0.2)	(0.89, 0.1, -2.7)
	(0.4, 0.1, -0.3)	(0.45, 0.2, -0.3)		(0.4, 0.1, -0.3)	(0.55, 0.15, -0.2)
	(0.4, 0.1, -0.3)	(0.55, 0.4, -0.3)		(0.4, 0.1, -0.3)	(0.5, 0.3, -0.3)
	(0.4, 0.1, -0.3)	(0.65, 0.1, -0.2)		(0.4, 0.1, -0.3)	(0.7, 0.2, -0.2)
	(0.4, 0.1, -0.3)	(0.85, 0.25, -0.1)		(0.4, 0.1, -0.3)	(0.89, 0.1, -0.1)
	(0.4, 0.1, -0.4)	(0.45, 0.2, -0.4)		(0.4, 0.1, -0.4)	(0.55, 0.15, -0.3)
	(0.4, 0.1, -0.4)	(0.55, 0.4, -0.4)		(0.4, 0.1, -0.4)	(0.5, 0.3, -0.4)
	(0.4, 0.1, -0.4)	(0.65, 0.1, -0.3)		(0.4, 0.1, -0.4)	(0.7, 0.2, -0.3)
	(0.4, 0.1, -0.4)	(0.85, 0.25, -0.2)		(0.4, 0.1, -0.4)	(0.89, 0.1, -0.2)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.1, -0.5)	(0.45, 0.2, -0.5)		(0.4, 0.1, -0.5)	(0.55, 0.15, -0.4)
	(0.4, 0.1, -0.5)	(0.55, 0.4, -0.5)		(0.4, 0.1, -0.5)	(0.5, 0.3, -0.5)
	(0.4, 0.1, -0.5)	(0.65, 0.1, -0.4)		(0.4, 0.1, -0.5)	(0.7, 0.2, -0.4)
	(0.4, 0.1, -0.5)	(0.85, 0.25, -0.3)		(0.4, 0.1, -0.5)	(0.89, 0.1, -0.3)
	(0.4, 0.1, 0.0)	(0.45, 0.2, 0.0)		(0.4, 0.1, 0.0)	(0.55, 0.15, 0.04)
	(0.4, 0.1, 0.0)	(0.55, 0.4, 0.0)		(0.4, 0.1, 0.0)	(0.5, 0.3, 0.0)
	(0.4, 0.1, 0.0)	(0.65, 0.1, 0.09)		(0.4, 0.1, 0.0)	(0.7, 0.2, 0.09)
	(0.4, 0.1, 0.0)	(0.85, 0.25, 0.15)		(0.4, 0.1, 0.0)	(0.89, 0.1, 0.19)
	(0.4, 0.1, 0.1)	(0.45, 0.2, 0.1)		(0.4, 0.1, 0.1)	(0.55, 0.15, 0.15)
	(0.4, 0.1, 0.1)	(0.55, 0.4, 0.1)		(0.4, 0.1, 0.1)	(0.5, 0.3, 0.1)
	(0.4, 0.1, 0.1)	(0.65, 0.1, 0.2)		(0.4, 0.1, 0.1)	(0.7, 0.2, 0.2)
	(0.4, 0.1, 0.1)	(0.85, 0.25, 0.25)		(0.4, 0.1, 0.1)	(0.89, 0.1, 0.3)
	(0.4, 0.1, 0.2)	(0.45, 0.2, 0.2)		(0.4, 0.1, 0.2)	(0.55, 0.15, 0.25)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.1, 0.2)	(0.55, 0.4, 0.2)		(0.4, 0.1, 0.2)	(0.5, 0.3, 0.2)
	(0.4, 0.1, 0.2)	(0.65, 0.1, 0.3)		(0.4, 0.1, 0.2)	(0.7, 0.2, 0.3)
	(0.4, 0.1, 0.2)	(0.85, 0.25, 0.35)		(0.4, 0.1, 0.2)	(0.89, 0.1, 0.4)
	(0.4, 0.1, 0.3)	(0.45, 0.2, 0.3)		(0.4, 0.1, 0.3)	(0.55, 0.15, 0.35)
	(0.4, 0.1, 0.3)	(0.55, 0.4, 0.3)		(0.4, 0.1, 0.3)	(0.5, 0.3, 0.3)
	(0.4, 0.1, 0.3)	(0.65, 0.1, 0.39)		(0.4, 0.1, 0.3)	(0.7, 0.2, 0.39)
	(0.4, 0.1, 0.3)	(0.85, 0.25, 0.44)		(0.4, 0.1, 0.4)	(0.45, 0.2, 0.4)
	(0.4, 0.1, 0.4)	(0.55, 0.15, 0.45)		(0.4, 0.1, 0.4)	(0.55, 0.4, 0.4)
	(0.4, 0.1, 0.4)	(0.5, 0.3, 0.4)		(0.4, 0.2, -0.1)	(0.45, 0.3, -0.1)
	(0.4, 0.2, -0.1)	(0.55, 0.25, -0.0)		(0.4, 0.2, -0.1)	(0.5, 0.4, -0.1)
	(0.4, 0.2, -0.1)	(0.65, 0.2, -1.3)		(0.4, 0.2, -0.1)	(0.7, 0.3, -1.3)
	(0.4, 0.2, -0.1)	(0.85, 0.35, 0.04)		(0.4, 0.2, -0.1)	(0.89, 0.2, 0.09)
	(0.4, 0.2, -0.2)	(0.45, 0.3, -0.2)		(0.4, 0.2, -0.2)	(0.55, 0.25, -0.1)

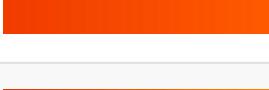
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.2, -0.2)	(0.5, 0.4, -0.2)		(0.4, 0.2, -0.2)	(0.65, 0.2, -0.1)
	(0.4, 0.2, -0.2)	(0.7, 0.3, -0.1)		(0.4, 0.2, -0.2)	(0.85, 0.35, -0.0)
	(0.4, 0.2, -0.2)	(0.89, 0.2, -2.7)		(0.4, 0.2, -0.3)	(0.45, 0.3, -0.3)
	(0.4, 0.2, -0.3)	(0.55, 0.25, -0.2)		(0.4, 0.2, -0.3)	(0.5, 0.4, -0.3)
	(0.4, 0.2, -0.3)	(0.65, 0.2, -0.2)		(0.4, 0.2, -0.3)	(0.7, 0.3, -0.2)
	(0.4, 0.2, -0.3)	(0.85, 0.35, -0.1)		(0.4, 0.2, -0.3)	(0.89, 0.2, -0.1)
	(0.4, 0.2, -0.4)	(0.45, 0.3, -0.4)		(0.4, 0.2, -0.4)	(0.55, 0.25, -0.3)
	(0.4, 0.2, -0.4)	(0.5, 0.4, -0.4)		(0.4, 0.2, -0.4)	(0.65, 0.2, -0.3)
	(0.4, 0.2, -0.4)	(0.7, 0.3, -0.3)		(0.4, 0.2, -0.4)	(0.85, 0.35, -0.2)
	(0.4, 0.2, -0.4)	(0.89, 0.2, -0.2)		(0.4, 0.2, -0.5)	(0.45, 0.3, -0.5)
	(0.4, 0.2, -0.5)	(0.55, 0.25, -0.4)		(0.4, 0.2, -0.5)	(0.5, 0.4, -0.5)
	(0.4, 0.2, -0.5)	(0.65, 0.2, -0.4)		(0.4, 0.2, -0.5)	(0.7, 0.3, -0.4)
	(0.4, 0.2, -0.5)	(0.85, 0.35, -0.3)		(0.4, 0.2, -0.5)	(0.89, 0.2, -0.3)

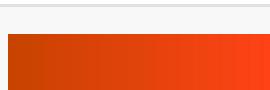
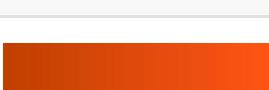
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.2, 0.0)	(0.45, 0.3, 0.0)		(0.4, 0.2, 0.0)	(0.55, 0.25, 0.04)
	(0.4, 0.2, 0.0)	(0.5, 0.4, 0.0)		(0.4, 0.2, 0.0)	(0.65, 0.2, 0.09)
	(0.4, 0.2, 0.0)	(0.7, 0.3, 0.09)		(0.4, 0.2, 0.0)	(0.85, 0.35, 0.15)
	(0.4, 0.2, 0.0)	(0.89, 0.2, 0.19)		(0.4, 0.2, 0.1)	(0.45, 0.3, 0.1)
	(0.4, 0.2, 0.1)	(0.55, 0.25, 0.15)		(0.4, 0.2, 0.1)	(0.5, 0.4, 0.1)
	(0.4, 0.2, 0.1)	(0.65, 0.2, 0.2)		(0.4, 0.2, 0.1)	(0.7, 0.3, 0.2)
	(0.4, 0.2, 0.1)	(0.85, 0.35, 0.25)		(0.4, 0.2, 0.1)	(0.89, 0.2, 0.3)
	(0.4, 0.2, 0.2)	(0.45, 0.3, 0.2)		(0.4, 0.2, 0.2)	(0.55, 0.25, 0.25)
	(0.4, 0.2, 0.2)	(0.5, 0.4, 0.2)		(0.4, 0.2, 0.2)	(0.65, 0.2, 0.3)
	(0.4, 0.2, 0.2)	(0.7, 0.3, 0.3)		(0.4, 0.2, 0.2)	(0.85, 0.35, 0.35)
	(0.4, 0.2, 0.2)	(0.89, 0.2, 0.4)		(0.4, 0.2, 0.3)	(0.45, 0.3, 0.3)
	(0.4, 0.2, 0.3)	(0.55, 0.25, 0.35)		(0.4, 0.2, 0.3)	(0.5, 0.4, 0.3)
	(0.4, 0.2, 0.3)	(0.65, 0.2, 0.39)		(0.4, 0.2, 0.3)	(0.7, 0.3, 0.39)

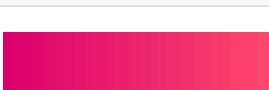
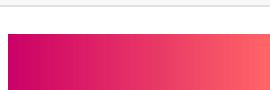
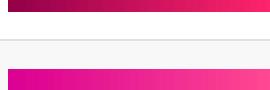
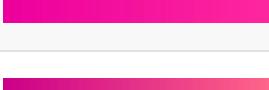
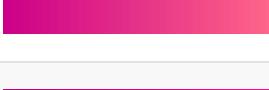
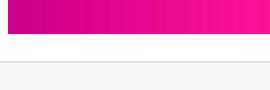
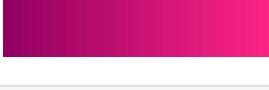
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.2, 0.3)	(0.85, 0.35, 0.44)		(0.4, 0.2, 0.4)	(0.45, 0.3, 0.4)
	(0.4, 0.2, 0.4)	(0.55, 0.25, 0.45)		(0.4, 0.2, 0.4)	(0.5, 0.4, 0.4)
	(0.4, 0.3, -0.1)	(0.45, 0.39, -0.1)		(0.4, 0.3, -0.1)	(0.55, 0.35, -0.0)
	(0.4, 0.3, -0.1)	(0.65, 0.3, -1.3)		(0.4, 0.3, -0.1)	(0.7, 0.39, -1.3)
	(0.4, 0.3, -0.1)	(0.85, 0.44, 0.04)		(0.4, 0.3, -0.1)	(0.89, 0.3, 0.09)
	(0.4, 0.3, -0.2)	(0.45, 0.39, -0.2)		(0.4, 0.3, -0.2)	(0.55, 0.35, -0.1)
	(0.4, 0.3, -0.2)	(0.65, 0.3, -0.1)		(0.4, 0.3, -0.2)	(0.7, 0.39, -0.1)
	(0.4, 0.3, -0.2)	(0.85, 0.44, -0.0)		(0.4, 0.3, -0.2)	(0.89, 0.3, -2.7)
	(0.4, 0.3, -0.3)	(0.45, 0.39, -0.3)		(0.4, 0.3, -0.3)	(0.55, 0.35, -0.2)
	(0.4, 0.3, -0.3)	(0.65, 0.3, -0.2)		(0.4, 0.3, -0.3)	(0.7, 0.39, -0.2)
	(0.4, 0.3, -0.3)	(0.85, 0.44, -0.1)		(0.4, 0.3, -0.3)	(0.89, 0.3, -0.1)
	(0.4, 0.3, -0.4)	(0.45, 0.39, -0.4)		(0.4, 0.3, -0.4)	(0.55, 0.35, -0.3)
	(0.4, 0.3, -0.4)	(0.65, 0.3, -0.3)		(0.4, 0.3, -0.4)	(0.7, 0.39, -0.3)

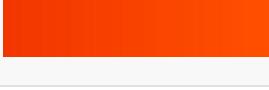
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.3, -0.4)	(0.85, 0.44, -0.2)		(0.4, 0.3, -0.4)	(0.89, 0.3, -0.2)
	(0.4, 0.3, -0.5)	(0.45, 0.39, -0.5)		(0.4, 0.3, -0.5)	(0.55, 0.35, -0.4)
	(0.4, 0.3, -0.5)	(0.65, 0.3, -0.4)		(0.4, 0.3, -0.5)	(0.7, 0.39, -0.4)
	(0.4, 0.3, -0.5)	(0.85, 0.44, -0.3)		(0.4, 0.3, -0.5)	(0.89, 0.3, -0.3)
	(0.4, 0.3, 0.0)	(0.45, 0.39, 0.0)		(0.4, 0.3, 0.0)	(0.55, 0.35, 0.04)
	(0.4, 0.3, 0.0)	(0.65, 0.3, 0.09)		(0.4, 0.3, 0.0)	(0.7, 0.39, 0.09)
	(0.4, 0.3, 0.0)	(0.85, 0.44, 0.15)		(0.4, 0.3, 0.0)	(0.89, 0.3, 0.19)
	(0.4, 0.3, 0.1)	(0.45, 0.39, 0.1)		(0.4, 0.3, 0.1)	(0.55, 0.35, 0.15)
	(0.4, 0.3, 0.1)	(0.65, 0.3, 0.2)		(0.4, 0.3, 0.1)	(0.7, 0.39, 0.2)
	(0.4, 0.3, 0.1)	(0.85, 0.44, 0.25)		(0.4, 0.3, 0.1)	(0.89, 0.3, 0.3)
	(0.4, 0.3, 0.2)	(0.45, 0.39, 0.2)		(0.4, 0.3, 0.2)	(0.55, 0.35, 0.25)
	(0.4, 0.3, 0.2)	(0.65, 0.3, 0.3)		(0.4, 0.3, 0.2)	(0.7, 0.39, 0.3)
	(0.4, 0.3, 0.2)	(0.85, 0.44, 0.35)		(0.4, 0.3, 0.2)	(0.89, 0.3, 0.4)

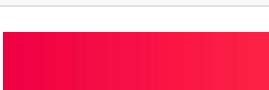
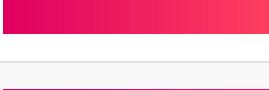
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.3, 0.3)	(0.45, 0.39, 0.3)		(0.4, 0.3, 0.3)	(0.55, 0.35, 0.35)
	(0.4, 0.3, 0.3)	(0.65, 0.3, 0.39)		(0.4, 0.3, 0.3)	(0.7, 0.39, 0.39)
	(0.4, 0.3, 0.3)	(0.85, 0.44, 0.44)		(0.4, 0.3, 0.4)	(0.45, 0.39, 0.4)
	(0.4, 0.3, 0.4)	(0.55, 0.35, 0.45)		(0.4, 0.4, -0.1)	(0.55, 0.45, -0.1)
	(0.4, 0.4, -0.1)	(0.65, 0.4, -1.3)		(0.4, 0.4, -0.1)	(0.89, 0.4, 0.09)
	(0.4, 0.4, -0.2)	(0.55, 0.45, -0.1)		(0.4, 0.4, -0.2)	(0.65, 0.4, -0.1)
	(0.4, 0.4, -0.2)	(0.89, 0.4, -0.2)		(0.4, 0.4, -0.3)	(0.55, 0.45, -0.2)
	(0.4, 0.4, -0.3)	(0.65, 0.4, -0.2)		(0.4, 0.4, -0.3)	(0.89, 0.4, -0.1)
	(0.4, 0.4, -0.4)	(0.55, 0.45, -0.3)		(0.4, 0.4, -0.4)	(0.65, 0.4, -0.3)
	(0.4, 0.4, -0.4)	(0.89, 0.4, -0.2)		(0.4, 0.4, -0.5)	(0.55, 0.45, -0.4)
	(0.4, 0.4, -0.5)	(0.65, 0.4, -0.5)		(0.4, 0.4, 0.0)	(0.89, 0.4, -0.3)
	(0.4, 0.4, 0.0)	(0.89, 0.4, 0.19)		(0.4, 0.4, 0.1)	(0.55, 0.45, 0.15)

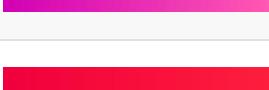
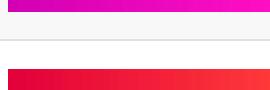
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.4, 0.4, 0.1)	(0.65, 0.4, 0.2)		(0.4, 0.4, 0.1)	(0.89, 0.4, 0.3)
	(0.4, 0.4, 0.2)	(0.55, 0.45, 0.25)		(0.4, 0.4, 0.2)	(0.65, 0.4, 0.3)
	(0.4, 0.4, 0.2)	(0.89, 0.4, 0.4)		(0.4, 0.4, 0.3)	(0.55, 0.4, 0.45, 0.35)
	(0.4, 0.4, 0.3)	(0.65, 0.4, 0.39)		(0.4, 0.4, 0.4)	(0.55, 0.4, 0.45, 0.45)
	(0.5, -0.1, -0.1)	(0.55, -1.3, -0.1)		(0.5, -0.1, -0.1)	(0.60, 0.09, -0.1)
	(0.5, -0.1, -0.1)	(0.64, 0.19, -0.1)		(0.5, -0.1, -0.1)	(0.65, -0.0, -0.0)
	(0.5, -0.1, -0.1)	(0.75, -0.1, -1.3)		(0.5, -0.1, -0.1)	(0.8, -1.3, -1.3)
	(0.5, -0.1, -0.1)	(0.95, 0.04, 0.04)		(0.5, -0.1, -0.2)	(0.55, -1.3, -0.2)
	(0.5, -0.1, -0.2)	(0.60, 0.09, -0.2)		(0.5, -0.1, -0.2)	(0.64, 0.19, -0.2)
	(0.5, -0.1, -0.2)	(0.65, -0.0, -0.1)		(0.5, -0.1, -0.2)	(0.75, -0.1, -0.1)
	(0.5, -0.1, -0.2)	(0.8, -1.3, -0.1)		(0.5, -0.1, -0.2)	(0.95, 0.04, -0.0)
	(0.5, -0.1, -0.3)	(0.55, -1.3, -0.3)		(0.5, -0.1, -0.3)	(0.60, 0.09, -0.3)
	(0.5, -0.1, -0.3)	(0.64, 0.19, -0.3)		(0.5, -0.1, -0.3)	(0.65, -0.0, -0.2)

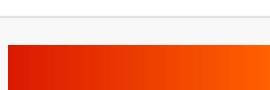
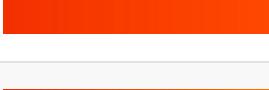
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.1, -0.3)	(0.75, -0.1, -0.2)		(0.5, -0.1, -0.3)	(0.8, -1.3, -0.2)
	(0.5, -0.1, -0.3)	(0.95, 0.04, -0.1)		(0.5, -0.1, -0.4)	(0.55, -1.3, -0.4)
	(0.5, -0.1, -0.4)	(0.60, 0.09, -0.4)		(0.5, -0.1, -0.4)	(0.64, 0.19, -0.4)
	(0.5, -0.1, -0.4)	(0.65, -0.0, -0.3)		(0.5, -0.1, -0.4)	(0.75, -0.1, -0.3)
	(0.5, -0.1, -0.4)	(0.8, -1.3, -0.3)		(0.5, -0.1, -0.4)	(0.95, 0.04, -0.2)
	(0.5, -0.1, -0.5)	(0.55, -1.3, -0.5)		(0.5, -0.1, -0.5)	(0.60, 0.09, -0.5)
	(0.5, -0.1, -0.5)	(0.64, 0.19, -0.5)		(0.5, -0.1, -0.5)	(0.65, -0.0, -0.4)
	(0.5, -0.1, -0.5)	(0.75, -0.1, -0.4)		(0.5, -0.1, -0.5)	(0.8, -1.3, -0.4)
	(0.5, -0.1, -0.5)	(0.95, 0.04, -0.3)		(0.5, -0.1, 0.0)	(0.55, -1.3, 0.0)
	(0.5, -0.1, 0.0)	(0.60, 0.09, 0.0)		(0.5, -0.1, 0.0)	(0.64, 0.19, 0.0)
	(0.5, -0.1, 0.0)	(0.65, -0.0, 0.04)		(0.5, -0.1, 0.0)	(0.75, -0.1, 0.09)
	(0.5, -0.1, 0.0)	(0.8, -1.3, 0.09)		(0.5, -0.1, 0.0)	(0.95, 0.04, 0.15)
	(0.5, -0.1, 0.1)	(0.55, -1.3, 0.1)		(0.5, -0.1, 0.1)	(0.60, 0.09, 0.1)

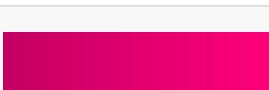
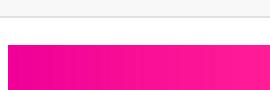
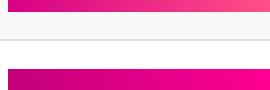
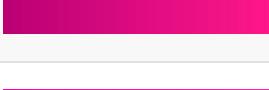
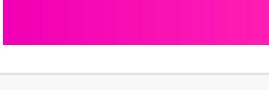
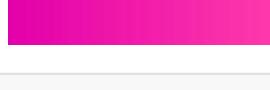
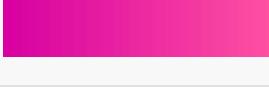
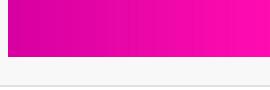
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.1, 0.1)	(0.64, 0.19, 0.1)		(0.5, -0.1, 0.1)	(0.65, -0.0, 0.15)
	(0.5, -0.1, 0.1)	(0.75, -0.1, 0.2)		(0.5, -0.1, 0.1)	(0.8, -1.3, 0.2)
	(0.5, -0.1, 0.1)	(0.95, 0.04, 0.25)		(0.5, -0.1, 0.2)	(0.55, -1.3, 0.2)
	(0.5, -0.1, 0.2)	(0.60, 0.09, 0.2)		(0.5, -0.1, 0.2)	(0.64, 0.19, 0.2)
	(0.5, -0.1, 0.2)	(0.65, -0.0, 0.25)		(0.5, -0.1, 0.2)	(0.75, -0.1, 0.3)
	(0.5, -0.1, 0.2)	(0.8, -1.3, 0.3)		(0.5, -0.1, 0.2)	(0.95, 0.04, 0.35)
	(0.5, -0.1, 0.3)	(0.55, -1.3, 0.3)		(0.5, -0.1, 0.3)	(0.60, 0.09, 0.3)
	(0.5, -0.1, 0.3)	(0.64, 0.19, 0.3)		(0.5, -0.1, 0.3)	(0.65, -0.0, 0.35)
	(0.5, -0.1, 0.3)	(0.75, -0.1, 0.39)		(0.5, -0.1, 0.3)	(0.8, -1.3, 0.39)
	(0.5, -0.1, 0.3)	(0.95, 0.04, 0.44)		(0.5, -0.1, 0.4)	(0.55, -1.3, 0.4)
	(0.5, -0.1, 0.4)	(0.60, 0.09, 0.4)		(0.5, -0.1, 0.4)	(0.64, 0.19, 0.4)
	(0.5, -0.1, 0.4)	(0.65, -0.0, 0.45)		(0.5, -0.2, -0.1)	(0.55, -0.1, -0.1)
	(0.5, -0.2, -0.1)	(0.60, -2.7, -0.1)		(0.5, -0.2, -0.1)	(0.64, 0.09, -0.1)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.2, -0.1)	(0.65, -0.1, -0.0)		(0.5, -0.2, -0.1)	(0.75, -0.2, -1.3)
	(0.5, -0.2, -0.1)	(0.8, -0.1, -1.3)		(0.5, -0.2, -0.1)	(0.95, -0.2, -0.0, 0.04)
	(0.5, -0.2, -0.2)	(0.55, -0.1, -0.2)		(0.5, -0.2, -0.2)	(0.60, -0.2, -2.7, -0.2)
	(0.5, -0.2, -0.2)	(0.64, 0.09, -0.2)		(0.5, -0.2, -0.2)	(0.65, -0.1, -0.1)
	(0.5, -0.2, -0.2)	(0.75, -0.2, -0.1)		(0.5, -0.2, -0.2)	(0.8, -0.1, -0.1)
	(0.5, -0.2, -0.2)	(0.95, -0.0, -0.0)		(0.5, -0.2, -0.3)	(0.55, -0.1, -0.3)
	(0.5, -0.2, -0.3)	(0.60, -2.7, -0.3)		(0.5, -0.2, -0.3)	(0.64, 0.09, -0.3)
	(0.5, -0.2, -0.3)	(0.65, -0.1, -0.2)		(0.5, -0.2, -0.3)	(0.75, -0.2, -0.2)
	(0.5, -0.2, -0.3)	(0.8, -0.1, -0.2)		(0.5, -0.2, -0.3)	(0.95, -0.0, -0.1)
	(0.5, -0.2, -0.4)	(0.55, -0.1, -0.4)		(0.5, -0.2, -0.4)	(0.60, -2.7, -0.4)
	(0.5, -0.2, -0.4)	(0.64, 0.09, -0.4)		(0.5, -0.2, -0.4)	(0.65, -0.1, -0.3)
	(0.5, -0.2, -0.4)	(0.75, -0.2, -0.3)		(0.5, -0.2, -0.4)	(0.8, -0.1, -0.1)
	(0.5, -0.2, -0.4)	(0.95, -0.0, -0.2)		(0.5, -0.2, -0.5)	(0.55, -0.1, -0.5)

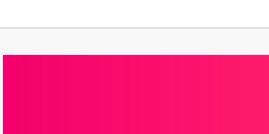
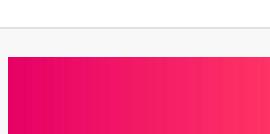
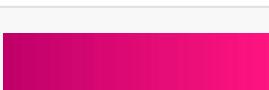
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.2, -0.5)	(0.60, -2.7, -0.5)		(0.5, -0.2, -0.5)	(0.64, 0.09, -0.5)
	(0.5, -0.2, -0.5)	(0.65, -0.1, -0.4)		(0.5, -0.2, -0.5)	(0.75, -0.2, -0.4)
	(0.5, -0.2, -0.5)	(0.8, -0.1, -0.4)		(0.5, -0.2, -0.5)	(0.95, -0.2, -0.3)
	(0.5, -0.2, 0.0)	(0.55, -0.1, 0.0)		(0.5, -0.2, 0.0)	(0.60, -2.7, 0.0)
	(0.5, -0.2, 0.0)	(0.64, 0.09, 0.0)		(0.5, -0.2, 0.0)	(0.65, -0.1, 0.04)
	(0.5, -0.2, 0.0)	(0.75, -0.2, 0.09)		(0.5, -0.2, 0.0)	(0.8, -0.1, 0.09)
	(0.5, -0.2, 0.0)	(0.95, -0.0, 0.15)		(0.5, -0.2, 0.1)	(0.55, -0.1, 0.1)
	(0.5, -0.2, 0.1)	(0.60, -2.7, 0.1)		(0.5, -0.2, 0.1)	(0.64, 0.09, 0.1)
	(0.5, -0.2, 0.1)	(0.65, -0.1, 0.15)		(0.5, -0.2, 0.1)	(0.75, -0.2, 0.2)
	(0.5, -0.2, 0.1)	(0.8, -0.1, 0.2)		(0.5, -0.2, 0.1)	(0.95, -0.0, 0.25)
	(0.5, -0.2, 0.2)	(0.55, -0.1, 0.2)		(0.5, -0.2, 0.2)	(0.60, -2.7, 0.2)
	(0.5, -0.2, 0.2)	(0.64, 0.09, 0.2)		(0.5, -0.2, 0.2)	(0.65, -0.1, 0.25)
	(0.5, -0.2, 0.2)	(0.75, -0.2, 0.3)		(0.5, -0.2, 0.2)	(0.8, -0.1, 0.3)

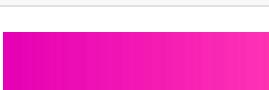
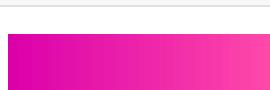
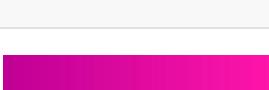
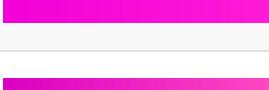
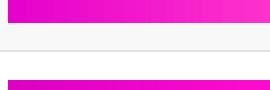
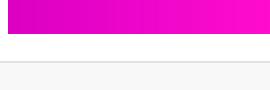
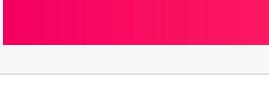
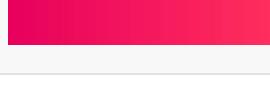
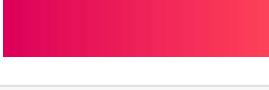
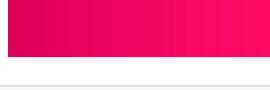
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.2, 0.2)	(0.95, -0.0, 0.35)		(0.5, -0.2, 0.3)	(0.55, -0.1, 0.3)
	(0.5, -0.2, 0.3)	(0.60, -2.7, 0.3)		(0.5, -0.2, 0.3)	(0.64, 0.09, 0.3)
	(0.5, -0.2, 0.3)	(0.65, -0.1, 0.35)		(0.5, -0.2, 0.3)	(0.75, -0.2, 0.39)
	(0.5, -0.2, 0.3)	(0.8, -0.1, 0.39)		(0.5, -0.2, 0.3)	(0.95, -0.0, 0.44)
	(0.5, -0.2, 0.4)	(0.55, -0.1, 0.4)		(0.5, -0.2, 0.4)	(0.60, -2.7, 0.4)
	(0.5, -0.2, 0.4)	(0.64, 0.09, 0.4)		(0.5, -0.2, 0.4)	(0.65, -0.1, 0.45)
	(0.5, -0.3, -0.1)	(0.55, -0.2, -0.1)		(0.5, -0.3, -0.1)	(0.60, -0.1, -0.1)
	(0.5, -0.3, -0.1)	(0.64, 0.0, -0.1)		(0.5, -0.3, -0.1)	(0.65, -0.2, -0.0)
	(0.5, -0.3, -0.1)	(0.75, -0.3, -1.3)		(0.5, -0.3, -0.1)	(0.8, -0.2, -1.3)
	(0.5, -0.3, -0.1)	(0.95, -0.1, 0.04)		(0.5, -0.3, -0.2)	(0.55, -0.2, -0.2)
	(0.5, -0.3, -0.2)	(0.60, -0.1, -0.2)		(0.5, -0.3, -0.2)	(0.64, 0.0, -0.2)
	(0.5, -0.3, -0.2)	(0.65, -0.2, -0.1)		(0.5, -0.3, -0.2)	(0.75, -0.3, -0.1)
	(0.5, -0.3, -0.2)	(0.8, -0.2, -0.1)		(0.5, -0.3, -0.2)	(0.95, -0.1, -0.0)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.3, -0.3)	(0.55, -0.2, -0.3)		(0.5, -0.3, -0.3)	(0.60, -0.1, -0.3)
	(0.5, -0.3, -0.3)	(0.64, 0.0, -0.3)		(0.5, -0.3, -0.3)	(0.65, -0.2, -0.2)
	(0.5, -0.3, -0.3)	(0.75, -0.3, -0.2)		(0.5, -0.3, -0.3)	(0.8, -0.2, -0.2)
	(0.5, -0.3, -0.3)	(0.95, -0.1, -0.1)		(0.5, -0.3, -0.4)	(0.55, -0.2, -0.4)
	(0.5, -0.3, -0.4)	(0.60, -0.1, -0.4)		(0.5, -0.3, -0.4)	(0.64, 0.0, -0.4)
	(0.5, -0.3, -0.4)	(0.65, -0.2, -0.3)		(0.5, -0.3, -0.4)	(0.75, -0.3, -0.3)
	(0.5, -0.3, -0.4)	(0.8, -0.2, -0.3)		(0.5, -0.3, -0.4)	(0.95, -0.1, -0.2)
	(0.5, -0.3, -0.5)	(0.55, -0.2, -0.5)		(0.5, -0.3, -0.5)	(0.60, -0.1, -0.5)
	(0.5, -0.3, -0.5)	(0.64, 0.0, -0.5)		(0.5, -0.3, -0.5)	(0.65, -0.2, -0.4)
	(0.5, -0.3, -0.5)	(0.75, -0.3, -0.4)		(0.5, -0.3, -0.5)	(0.8, -0.2, -0.4)
	(0.5, -0.3, -0.5)	(0.95, -0.1, -0.3)		(0.5, -0.3, 0.0)	(0.55, -0.2, 0.0)
	(0.5, -0.3, 0.0)	(0.60, -0.1, 0.0)		(0.5, -0.3, 0.0)	(0.64, 0.0, 0.0)
	(0.5, -0.3, 0.0)	(0.65, -0.2, 0.04)		(0.5, -0.3, 0.0)	(0.75, -0.3, 0.09)

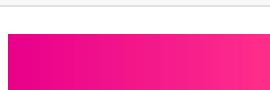
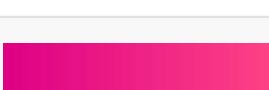
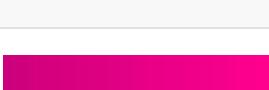
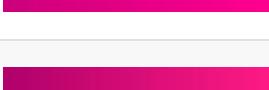
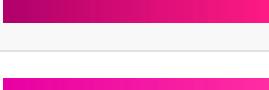
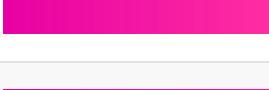
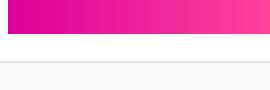
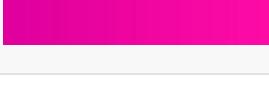
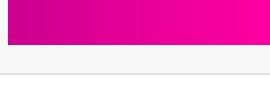
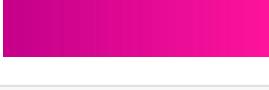
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.3, 0.0)	(0.8, -0.2, 0.09)		(0.5, -0.3, 0.0)	(0.95, -0.1, 0.15)
	(0.5, -0.3, 0.1)	(0.55, -0.2, 0.1)		(0.5, -0.3, 0.1)	(0.60, -0.1, 0.1)
	(0.5, -0.3, 0.1)	(0.64, 0.0, 0.1)		(0.5, -0.3, 0.1)	(0.65, -0.2, 0.15)
	(0.5, -0.3, 0.1)	(0.75, -0.3, 0.2)		(0.5, -0.3, 0.1)	(0.8, -0.2, 0.2)
	(0.5, -0.3, 0.1)	(0.95, -0.1, 0.25)		(0.5, -0.3, 0.2)	(0.55, -0.2, 0.2)
	(0.5, -0.3, 0.2)	(0.60, -0.1, 0.2)		(0.5, -0.3, 0.2)	(0.64, 0.0, 0.2)
	(0.5, -0.3, 0.2)	(0.65, -0.2, 0.25)		(0.5, -0.3, 0.2)	(0.75, -0.3, 0.3)
	(0.5, -0.3, 0.2)	(0.8, -0.2, 0.3)		(0.5, -0.3, 0.2)	(0.95, -0.1, 0.35)
	(0.5, -0.3, 0.3)	(0.55, -0.2, 0.3)		(0.5, -0.3, 0.3)	(0.60, -0.1, 0.3)
	(0.5, -0.3, 0.3)	(0.64, 0.0, 0.3)		(0.5, -0.3, 0.3)	(0.65, -0.2, 0.35)
	(0.5, -0.3, 0.3)	(0.75, -0.3, 0.39)		(0.5, -0.3, 0.3)	(0.8, -0.2, 0.39)
	(0.5, -0.3, 0.3)	(0.95, -0.1, 0.44)		(0.5, -0.3, 0.4)	(0.55, -0.2, 0.4)
	(0.5, -0.3, 0.4)	(0.60, -0.1, 0.4)		(0.5, -0.3, 0.4)	(0.64, 0.0, 0.4)

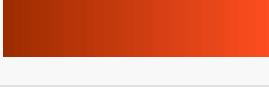
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.3, 0.4)	(0.65, -0.2, 0.45)		(0.5, -0.4, -0.1)	(0.55, -0.3, -0.1)
	(0.5, -0.4, -0.1)	(0.60, -0.2, -0.1)		(0.5, -0.4, -0.1)	(0.64, -0.1, -0.1)
	(0.5, -0.4, -0.1)	(0.65, -0.3, -0.0)		(0.5, -0.4, -0.1)	(0.75, -0.4, -0.4, -1.3)
	(0.5, -0.4, -0.1)	(0.8, -0.3, -1.3)		(0.5, -0.4, -0.1)	(0.95, -0.2, 0.04)
	(0.5, -0.4, -0.2)	(0.55, -0.3, -0.2)		(0.5, -0.4, -0.2)	(0.60, -0.2, -0.2)
	(0.5, -0.4, -0.2)	(0.64, -0.1, -0.2)		(0.5, -0.4, -0.2)	(0.65, -0.3, -0.1)
	(0.5, -0.4, -0.2)	(0.75, -0.4, -0.1)		(0.5, -0.4, -0.2)	(0.8, -0.3, -0.1)
	(0.5, -0.4, -0.2)	(0.95, -0.2, -0.0)		(0.5, -0.4, -0.3)	(0.55, -0.3, -0.3)
	(0.5, -0.4, -0.3)	(0.60, -0.2, -0.3)		(0.5, -0.4, -0.3)	(0.64, -0.1, -0.3)
	(0.5, -0.4, -0.3)	(0.65, -0.3, -0.2)		(0.5, -0.4, -0.3)	(0.75, -0.4, -0.2)
	(0.5, -0.4, -0.3)	(0.8, -0.3, -0.2)		(0.5, -0.4, -0.3)	(0.95, -0.2, -0.1)
	(0.5, -0.4, -0.4)	(0.55, -0.3, -0.4)		(0.5, -0.4, -0.4)	(0.60, -0.2, -0.4)
	(0.5, -0.4, -0.4)	(0.64, -0.1, -0.4)		(0.5, -0.4, -0.4)	(0.65, -0.3, -0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.4, -0.4)	(0.75, -0.4, -0.3)		(0.5, -0.4, -0.4)	(0.8, -0.3, -0.3)
	(0.5, -0.4, -0.4)	(0.95, -0.2, -0.2)		(0.5, -0.4, -0.5)	(0.55, -0.3, -0.5)
	(0.5, -0.4, -0.5)	(0.60, -0.2, -0.5)		(0.5, -0.4, -0.5)	(0.64, -0.1, -0.5)
	(0.5, -0.4, -0.5)	(0.65, -0.3, -0.4)		(0.5, -0.4, -0.5)	(0.75, -0.4, -0.4)
	(0.5, -0.4, -0.5)	(0.8, -0.3, -0.4)		(0.5, -0.4, -0.5)	(0.95, -0.2, -0.3)
	(0.5, -0.4, 0.0)	(0.55, -0.3, 0.0)		(0.5, -0.4, 0.0)	(0.60, -0.2, 0.0)
	(0.5, -0.4, 0.0)	(0.64, -0.1, 0.0)		(0.5, -0.4, 0.0)	(0.65, -0.3, 0.04)
	(0.5, -0.4, 0.0)	(0.75, -0.4, 0.09)		(0.5, -0.4, 0.0)	(0.8, -0.3, 0.09)
	(0.5, -0.4, 0.0)	(0.95, -0.2, 0.15)		(0.5, -0.4, 0.1)	(0.55, -0.3, 0.1)
	(0.5, -0.4, 0.1)	(0.60, -0.2, 0.1)		(0.5, -0.4, 0.1)	(0.64, -0.1, 0.1)
	(0.5, -0.4, 0.1)	(0.65, -0.3, 0.15)		(0.5, -0.4, 0.1)	(0.75, -0.4, 0.2)
	(0.5, -0.4, 0.1)	(0.8, -0.3, 0.2)		(0.5, -0.4, 0.1)	(0.95, -0.2, 0.25)
	(0.5, -0.4, 0.2)	(0.55, -0.3, 0.2)		(0.5, -0.4, 0.2)	(0.60, -0.2, 0.2)

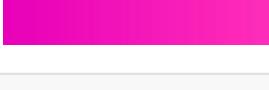
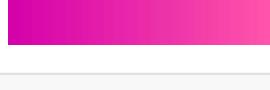
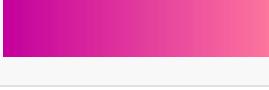
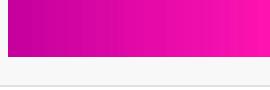
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.4, 0.2)	(0.64, -0.1, 0.2)		(0.5, -0.4, 0.2)	(0.65, -0.3, 0.25)
	(0.5, -0.4, 0.2)	(0.75, -0.4, 0.3)		(0.5, -0.4, 0.2)	(0.8, -0.3, 0.3)
	(0.5, -0.4, 0.2)	(0.95, -0.2, 0.35)		(0.5, -0.4, 0.3)	(0.55, -0.3, 0.3)
	(0.5, -0.4, 0.3)	(0.60, -0.2, 0.3)		(0.5, -0.4, 0.3)	(0.64, -0.1, 0.3)
	(0.5, -0.4, 0.3)	(0.65, -0.3, 0.35)		(0.5, -0.4, 0.3)	(0.75, -0.4, 0.39)
	(0.5, -0.4, 0.3)	(0.8, -0.3, 0.39)		(0.5, -0.4, 0.3)	(0.95, -0.2, 0.44)
	(0.5, -0.4, 0.4)	(0.55, -0.3, 0.4)		(0.5, -0.4, 0.4)	(0.60, -0.2, 0.4)
	(0.5, -0.4, 0.4)	(0.64, -0.1, 0.4)		(0.5, -0.4, 0.4)	(0.65, -0.3, 0.45)
	(0.5, -0.5, -0.1)	(0.55, -0.4, -0.1)		(0.5, -0.5, -0.1)	(0.60, -0.3, -0.1)
	(0.5, -0.5, -0.1)	(0.64, -0.2, -0.1)		(0.5, -0.5, -0.1)	(0.65, -0.4, -0.0)
	(0.5, -0.5, -0.1)	(0.75, -0.5, -1.3)		(0.5, -0.5, -0.1)	(0.8, -0.4, -1.3)
	(0.5, -0.5, -0.1)	(0.95, -0.3, 0.04)		(0.5, -0.5, -0.2)	(0.55, -0.4, -0.2)
	(0.5, -0.5, -0.2)	(0.60, -0.3, -0.2)		(0.5, -0.5, -0.2)	(0.64, -0.2, -0.2)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.5, -0.2)	(0.65, -0.4, -0.1)		(0.5, -0.5, -0.2)	(0.75, -0.5, -0.1)
	(0.5, -0.5, -0.2)	(0.8, -0.4, -0.1)		(0.5, -0.5, -0.2)	(0.95, -0.5, -0.0)
	(0.5, -0.5, -0.3)	(0.55, -0.4, -0.3)		(0.5, -0.5, -0.3)	(0.60, -0.3, -0.3)
	(0.5, -0.5, -0.3)	(0.64, -0.2, -0.3)		(0.5, -0.5, -0.3)	(0.65, -0.4, -0.2)
	(0.5, -0.5, -0.3)	(0.75, -0.5, -0.2)		(0.5, -0.5, -0.3)	(0.8, -0.4, -0.2)
	(0.5, -0.5, -0.3)	(0.95, -0.3, -0.1)		(0.5, -0.5, -0.4)	(0.55, -0.4, -0.4)
	(0.5, -0.5, -0.4)	(0.60, -0.3, -0.4)		(0.5, -0.5, -0.4)	(0.64, -0.2, -0.4)
	(0.5, -0.5, -0.4)	(0.65, -0.4, -0.3)		(0.5, -0.5, -0.4)	(0.75, -0.5, -0.3)
	(0.5, -0.5, -0.4)	(0.8, -0.4, -0.3)		(0.5, -0.5, -0.4)	(0.95, -0.3, -0.2)
	(0.5, -0.5, -0.5)	(0.55, -0.4, -0.5)		(0.5, -0.5, -0.5)	(0.60, -0.3, -0.5)
	(0.5, -0.5, -0.5)	(0.64, -0.2, -0.5)		(0.5, -0.5, -0.5)	(0.65, -0.4, -0.4)
	(0.5, -0.5, -0.5)	(0.75, -0.5, -0.4)		(0.5, -0.5, -0.5)	(0.8, -0.4, -0.4)
	(0.5, -0.5, -0.5)	(0.95, -0.3, -0.3)		(0.5, -0.5, 0.0)	(0.55, -0.4, 0.0)

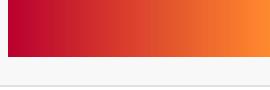
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.5, 0.0)	(0.60, -0.3, 0.0)		(0.5, -0.5, 0.0)	(0.64, -0.2, 0.0)
	(0.5, -0.5, 0.0)	(0.65, -0.4, 0.04)		(0.5, -0.5, 0.0)	(0.75, -0.5, 0.09)
	(0.5, -0.5, 0.0)	(0.8, -0.4, 0.09)		(0.5, -0.5, 0.0)	(0.95, -0.3, 0.15)
	(0.5, -0.5, 0.1)	(0.55, -0.4, 0.1)		(0.5, -0.5, 0.1)	(0.60, -0.3, 0.1)
	(0.5, -0.5, 0.1)	(0.64, -0.2, 0.1)		(0.5, -0.5, 0.1)	(0.65, -0.4, 0.15)
	(0.5, -0.5, 0.1)	(0.75, -0.5, 0.2)		(0.5, -0.5, 0.1)	(0.8, -0.4, 0.2)
	(0.5, -0.5, 0.1)	(0.95, -0.3, 0.25)		(0.5, -0.5, 0.2)	(0.55, -0.4, 0.2)
	(0.5, -0.5, 0.2)	(0.60, -0.3, 0.2)		(0.5, -0.5, 0.2)	(0.64, -0.2, 0.2)
	(0.5, -0.5, 0.2)	(0.65, -0.4, 0.25)		(0.5, -0.5, 0.2)	(0.75, -0.5, 0.3)
	(0.5, -0.5, 0.2)	(0.8, -0.4, 0.3)		(0.5, -0.5, 0.2)	(0.95, -0.3, 0.35)
	(0.5, -0.5, 0.3)	(0.55, -0.4, 0.3)		(0.5, -0.5, 0.3)	(0.60, -0.3, 0.3)
	(0.5, -0.5, 0.3)	(0.64, -0.2, 0.3)		(0.5, -0.5, 0.3)	(0.65, -0.4, 0.35)
	(0.5, -0.5, 0.3)	(0.75, -0.5, 0.39)		(0.5, -0.5, 0.3)	(0.8, -0.4, 0.39)

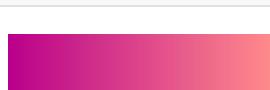
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, -0.5, 0.3)	(0.95, -0.3, 0.44)		(0.5, -0.5, 0.4)	(0.55, -0.4, 0.4)
	(0.5, -0.5, 0.4)	(0.60, -0.3, 0.4)		(0.5, -0.5, 0.4)	(0.64, -0.2, 0.4)
	(0.5, -0.5, 0.4)	(0.65, -0.4, 0.45)		(0.5, 0.0, -0.1)	(0.55, 0.09, -0.1)
	(0.5, 0.0, -0.1)	(0.60, 0.19, -0.1)		(0.5, 0.0, -0.1)	(0.64, 0.3, -0.1)
	(0.5, 0.0, -0.1)	(0.65, 0.04, -0.0)		(0.5, 0.0, -0.1)	(0.75, 0.0, -1.3)
	(0.5, 0.0, -0.1)	(0.8, 0.09, -1.3)		(0.5, 0.0, -0.1)	(0.95, 0.15, 0.04)
	(0.5, 0.0, -0.2)	(0.55, 0.09, -0.2)		(0.5, 0.0, -0.2)	(0.60, 0.19, -0.2)
	(0.5, 0.0, -0.2)	(0.64, 0.3, -0.2)		(0.5, 0.0, -0.2)	(0.65, 0.04, -0.1)
	(0.5, 0.0, -0.2)	(0.75, 0.0, -0.1)		(0.5, 0.0, -0.2)	(0.8, 0.09, -0.1)
	(0.5, 0.0, -0.2)	(0.95, 0.15, -0.0)		(0.5, 0.0, -0.3)	(0.55, 0.09, -0.3)
	(0.5, 0.0, -0.3)	(0.60, 0.19, -0.3)		(0.5, 0.0, -0.3)	(0.64, 0.3, -0.3)
	(0.5, 0.0, -0.3)	(0.65, 0.04, -0.2)		(0.5, 0.0, -0.3)	(0.75, 0.0, -0.2)
	(0.5, 0.0, -0.3)	(0.8, 0.09, -0.2)		(0.5, 0.0, -0.3)	(0.95, 0.15, -0.1)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, 0.0, -0.4)	(0.55, 0.09, -0.4)		(0.5, 0.0, -0.4)	(0.60, 0.19, -0.4)
	(0.5, 0.0, -0.4)	(0.64, 0.3, -0.4)		(0.5, 0.0, -0.4)	(0.65, 0.04, -0.3)
	(0.5, 0.0, -0.4)	(0.75, 0.0, -0.3)		(0.5, 0.0, -0.4)	(0.8, 0.09, -0.3)
	(0.5, 0.0, -0.4)	(0.95, 0.15, -0.2)		(0.5, 0.0, -0.5)	(0.55, 0.09, -0.5)
	(0.5, 0.0, -0.5)	(0.60, 0.19, -0.5)		(0.5, 0.0, -0.5)	(0.64, 0.3, -0.5)
	(0.5, 0.0, -0.5)	(0.65, 0.04, -0.4)		(0.5, 0.0, -0.5)	(0.75, 0.0, -0.4)
	(0.5, 0.0, -0.5)	(0.8, 0.09, -0.4)		(0.5, 0.0, -0.5)	(0.95, 0.15, -0.3)
	(0.5, 0.0, 0.0)	(0.55, 0.09, 0.0)		(0.5, 0.0, 0.0)	(0.60, 0.19, 0.0)
	(0.5, 0.0, 0.0)	(0.64, 0.3, 0.0)		(0.5, 0.0, 0.0)	(0.65, 0.04, 0.04)
	(0.5, 0.0, 0.0)	(0.75, 0.0, 0.09)		(0.5, 0.0, 0.0)	(0.8, 0.09, 0.09)
	(0.5, 0.0, 0.0)	(0.95, 0.15, 0.15)		(0.5, 0.0, 0.1)	(0.55, 0.09, 0.1)
	(0.5, 0.0, 0.1)	(0.60, 0.19, 0.1)		(0.5, 0.0, 0.1)	(0.64, 0.3, 0.1)
	(0.5, 0.0, 0.1)	(0.65, 0.04, 0.15)		(0.5, 0.0, 0.1)	(0.75, 0.0, 0.2)

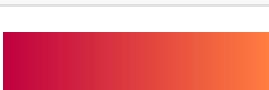
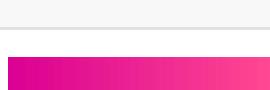
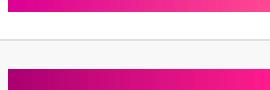
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, 0.0, 0.1)	(0.8, 0.09, 0.2)		(0.5, 0.0, 0.1)	(0.95, 0.15, 0.25)
	(0.5, 0.0, 0.2)	(0.55, 0.09, 0.2)		(0.5, 0.0, 0.2)	(0.60, 0.19, 0.2)
	(0.5, 0.0, 0.2)	(0.64, 0.3, 0.2)		(0.5, 0.0, 0.2)	(0.65, 0.04, 0.25)
	(0.5, 0.0, 0.2)	(0.75, 0.0, 0.3)		(0.5, 0.0, 0.2)	(0.8, 0.09, 0.3)
	(0.5, 0.0, 0.2)	(0.95, 0.15, 0.35)		(0.5, 0.0, 0.3)	(0.55, 0.09, 0.3)
	(0.5, 0.0, 0.3)	(0.60, 0.19, 0.3)		(0.5, 0.0, 0.3)	(0.64, 0.3, 0.3)
	(0.5, 0.0, 0.3)	(0.65, 0.04, 0.35)		(0.5, 0.0, 0.3)	(0.75, 0.0, 0.39)
	(0.5, 0.0, 0.3)	(0.8, 0.09, 0.39)		(0.5, 0.0, 0.3)	(0.95, 0.15, 0.44)
	(0.5, 0.0, 0.4)	(0.55, 0.09, 0.4)		(0.5, 0.0, 0.4)	(0.60, 0.19, 0.4)
	(0.5, 0.0, 0.4)	(0.64, 0.3, 0.4)		(0.5, 0.0, 0.4)	(0.65, 0.04, 0.45)
	(0.5, 0.1, -0.1)	(0.55, 0.2, -0.1)		(0.5, 0.1, -0.1)	(0.60, 0.3, -0.1)
	(0.5, 0.1, -0.1)	(0.64, 0.4, -0.1)		(0.5, 0.1, -0.1)	(0.65, 0.15, -0.0)
	(0.5, 0.1, -0.1)	(0.75, 0.1, -1.3)		(0.5, 0.1, -0.1)	(0.8, 0.2, -1.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, 0.1, -0.1)	(0.95, 0.25, 0.04)		(0.5, 0.1, -0.2)	(0.55, 0.2, -0.2)
	(0.5, 0.1, -0.2)	(0.60, 0.3, -0.2)		(0.5, 0.1, -0.2)	(0.64, 0.4, -0.2)
	(0.5, 0.1, -0.2)	(0.65, 0.15, -0.1)		(0.5, 0.1, -0.2)	(0.75, 0.1, -0.1)
	(0.5, 0.1, -0.2)	(0.8, 0.2, -0.1)		(0.5, 0.1, -0.2)	(0.95, 0.25, -0.0)
	(0.5, 0.1, -0.3)	(0.55, 0.2, -0.3)		(0.5, 0.1, -0.3)	(0.60, 0.3, -0.3)
	(0.5, 0.1, -0.3)	(0.64, 0.4, -0.3)		(0.5, 0.1, -0.3)	(0.65, 0.15, -0.2)
	(0.5, 0.1, -0.3)	(0.75, 0.1, -0.2)		(0.5, 0.1, -0.3)	(0.8, 0.2, -0.2)
	(0.5, 0.1, -0.3)	(0.95, 0.25, -0.1)		(0.5, 0.1, -0.4)	(0.55, 0.2, -0.4)
	(0.5, 0.1, -0.4)	(0.60, 0.3, -0.4)		(0.5, 0.1, -0.4)	(0.64, 0.4, -0.4)
	(0.5, 0.1, -0.4)	(0.65, 0.15, -0.3)		(0.5, 0.1, -0.4)	(0.75, 0.1, -0.3)
	(0.5, 0.1, -0.4)	(0.8, 0.2, -0.3)		(0.5, 0.1, -0.4)	(0.95, 0.25, -0.2)
	(0.5, 0.1, -0.5)	(0.55, 0.2, -0.5)		(0.5, 0.1, -0.5)	(0.60, 0.3, -0.5)
	(0.5, 0.1, -0.5)	(0.64, 0.4, -0.5)		(0.5, 0.1, -0.5)	(0.65, 0.15, -0.4)

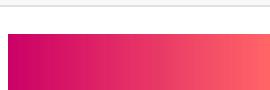
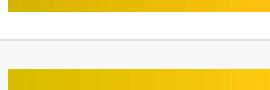
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, 0.1, -0.5)	(0.75, 0.1, -0.4)		(0.5, 0.1, -0.5)	(0.8, 0.2, -0.4)
	(0.5, 0.1, -0.5)	(0.95, 0.25, -0.3)		(0.5, 0.1, 0.0)	(0.55, 0.2, 0.0)
	(0.5, 0.1, 0.0)	(0.60, 0.3, 0.0)		(0.5, 0.1, 0.0)	(0.64, 0.4, 0.0)
	(0.5, 0.1, 0.0)	(0.65, 0.15, 0.04)		(0.5, 0.1, 0.0)	(0.75, 0.1, 0.09)
	(0.5, 0.1, 0.0)	(0.8, 0.2, 0.09)		(0.5, 0.1, 0.0)	(0.95, 0.25, 0.15)
	(0.5, 0.1, 0.1)	(0.55, 0.2, 0.1)		(0.5, 0.1, 0.1)	(0.60, 0.3, 0.1)
	(0.5, 0.1, 0.1)	(0.64, 0.4, 0.1)		(0.5, 0.1, 0.1)	(0.65, 0.15, 0.15)
	(0.5, 0.1, 0.1)	(0.75, 0.1, 0.2)		(0.5, 0.1, 0.1)	(0.8, 0.2, 0.2)
	(0.5, 0.1, 0.1)	(0.95, 0.25, 0.25)		(0.5, 0.1, 0.2)	(0.55, 0.2, 0.2)
	(0.5, 0.1, 0.2)	(0.60, 0.3, 0.2)		(0.5, 0.1, 0.2)	(0.64, 0.4, 0.2)
	(0.5, 0.1, 0.2)	(0.65, 0.15, 0.25)		(0.5, 0.1, 0.2)	(0.75, 0.1, 0.3)
	(0.5, 0.1, 0.2)	(0.8, 0.2, 0.3)		(0.5, 0.1, 0.2)	(0.95, 0.25, 0.35)
	(0.5, 0.1, 0.3)	(0.55, 0.2, 0.3)		(0.5, 0.1, 0.3)	(0.60, 0.3, 0.3)

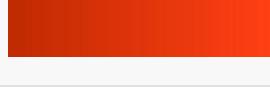
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, 0.1, 0.3)	(0.64, 0.4, 0.3)		(0.5, 0.1, 0.3)	(0.65, 0.15, 0.35)
	(0.5, 0.1, 0.3)	(0.75, 0.1, 0.39)		(0.5, 0.1, 0.3)	(0.8, 0.2, 0.39)
	(0.5, 0.1, 0.3)	(0.95, 0.25, 0.44)		(0.5, 0.1, 0.4)	(0.55, 0.2, 0.4)
	(0.5, 0.1, 0.4)	(0.60, 0.3, 0.4)		(0.5, 0.1, 0.4)	(0.64, 0.4, 0.4)
	(0.5, 0.1, 0.4)	(0.65, 0.15, 0.45)		(0.5, 0.2, -0.1)	(0.55, 0.3, -0.1)
	(0.5, 0.2, -0.1)	(0.60, 0.4, -0.1)		(0.5, 0.2, -0.1)	(0.65, 0.25, -0.0)
	(0.5, 0.2, -0.1)	(0.75, 0.2, -1.3)		(0.5, 0.2, -0.1)	(0.8, 0.3, -1.3)
	(0.5, 0.2, -0.1)	(0.95, 0.35, 0.04)		(0.5, 0.2, -0.2)	(0.55, 0.3, -0.2)
	(0.5, 0.2, -0.2)	(0.60, 0.4, -0.2)		(0.5, 0.2, -0.2)	(0.65, 0.25, -0.1)
	(0.5, 0.2, -0.2)	(0.75, 0.2, -0.1)		(0.5, 0.2, -0.2)	(0.8, 0.3, -0.1)
	(0.5, 0.2, -0.2)	(0.95, 0.35, -0.0)		(0.5, 0.2, -0.3)	(0.55, 0.3, -0.3)
	(0.5, 0.2, -0.3)	(0.60, 0.4, -0.3)		(0.5, 0.2, -0.3)	(0.65, 0.25, -0.2)
	(0.5, 0.2, -0.3)	(0.75, 0.2, -0.2)		(0.5, 0.2, -0.3)	(0.8, 0.3, -0.2)

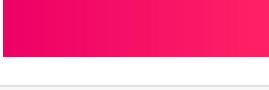
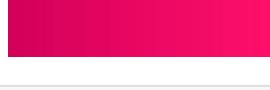
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, 0.2, -0.3)	(0.95, 0.35, -0.1)		(0.5, 0.2, -0.4)	(0.55, 0.3, -0.4)
	(0.5, 0.2, -0.4)	(0.60, 0.4, -0.4)		(0.5, 0.2, -0.4)	(0.65, 0.25, -0.3)
	(0.5, 0.2, -0.4)	(0.75, 0.2, -0.3)		(0.5, 0.2, -0.4)	(0.8, 0.3, -0.3)
	(0.5, 0.2, -0.4)	(0.95, 0.35, -0.2)		(0.5, 0.2, -0.5)	(0.55, 0.3, -0.5)
	(0.5, 0.2, -0.5)	(0.60, 0.4, -0.5)		(0.5, 0.2, -0.5)	(0.65, 0.25, -0.4)
	(0.5, 0.2, -0.5)	(0.75, 0.2, -0.4)		(0.5, 0.2, -0.5)	(0.8, 0.3, -0.4)
	(0.5, 0.2, -0.5)	(0.95, 0.35, -0.3)		(0.5, 0.2, 0.0)	(0.55, 0.3, 0.0)
	(0.5, 0.2, 0.0)	(0.60, 0.4, 0.0)		(0.5, 0.2, 0.0)	(0.65, 0.25, 0.04)
	(0.5, 0.2, 0.0)	(0.75, 0.2, 0.09)		(0.5, 0.2, 0.0)	(0.8, 0.3, 0.09)
	(0.5, 0.2, 0.0)	(0.95, 0.35, 0.15)		(0.5, 0.2, 0.1)	(0.55, 0.3, 0.1)
	(0.5, 0.2, 0.1)	(0.60, 0.4, 0.1)		(0.5, 0.2, 0.1)	(0.65, 0.25, 0.15)
	(0.5, 0.2, 0.1)	(0.75, 0.2, 0.2)		(0.5, 0.2, 0.1)	(0.8, 0.3, 0.2)
	(0.5, 0.2, 0.1)	(0.95, 0.35, 0.25)		(0.5, 0.2, 0.2)	(0.55, 0.3, 0.2)

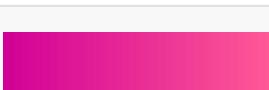
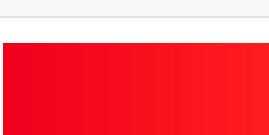
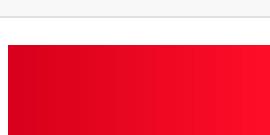
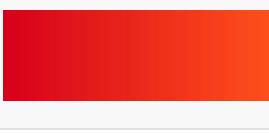
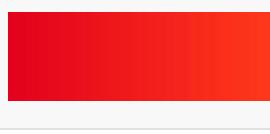
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, 0.2, 0.2)	(0.60, 0.4, 0.2)		(0.5, 0.2, 0.2)	(0.65, 0.25, 0.25)
	(0.5, 0.2, 0.2)	(0.75, 0.2, 0.3)		(0.5, 0.2, 0.2)	(0.8, 0.3, 0.3)
	(0.5, 0.2, 0.2)	(0.95, 0.35, 0.35)		(0.5, 0.2, 0.3)	(0.55, 0.3, 0.3)
	(0.5, 0.2, 0.3)	(0.60, 0.4, 0.3)		(0.5, 0.2, 0.3)	(0.65, 0.25, 0.35)
	(0.5, 0.2, 0.3)	(0.75, 0.2, 0.39)		(0.5, 0.2, 0.3)	(0.8, 0.3, 0.39)
	(0.5, 0.2, 0.3)	(0.95, 0.35, 0.44)		(0.5, 0.2, 0.4)	(0.55, 0.3, 0.4)
	(0.5, 0.2, 0.4)	(0.60, 0.4, 0.4)		(0.5, 0.2, 0.4)	(0.65, 0.25, 0.45)
	(0.5, 0.3, -0.1)	(0.55, 0.39, -0.1)		(0.5, 0.3, -0.1)	(0.65, 0.35, -0.0)
	(0.5, 0.3, -0.1)	(0.75, 0.3, -1.3)		(0.5, 0.3, -0.1)	(0.8, 0.39, -1.3)
	(0.5, 0.3, -0.1)	(0.95, 0.44, 0.04)		(0.5, 0.3, -0.2)	(0.55, 0.39, -0.2)
	(0.5, 0.3, -0.2)	(0.65, 0.35, -0.1)		(0.5, 0.3, -0.2)	(0.75, 0.3, -0.1)
	(0.5, 0.3, -0.2)	(0.8, 0.39, -0.1)		(0.5, 0.3, -0.2)	(0.95, 0.44, -0.0)
	(0.5, 0.3, -0.3)	(0.55, 0.39, -0.3)		(0.5, 0.3, -0.3)	(0.65, 0.35, -0.2)

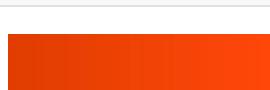
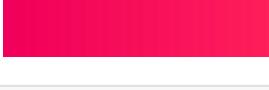
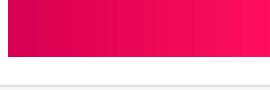
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, 0.3, -0.3)	(0.75, 0.3, -0.2)		(0.5, 0.3, -0.3)	(0.8, 0.39, -0.2)
	(0.5, 0.3, -0.3)	(0.95, 0.44, -0.1)		(0.5, 0.3, -0.4)	(0.55, 0.39, -0.4)
	(0.5, 0.3, -0.4)	(0.65, 0.35, -0.3)		(0.5, 0.3, -0.4)	(0.75, 0.3, -0.3)
	(0.5, 0.3, -0.4)	(0.8, 0.39, -0.3)		(0.5, 0.3, -0.4)	(0.95, 0.44, -0.2)
	(0.5, 0.3, -0.5)	(0.55, 0.39, -0.5)		(0.5, 0.3, -0.5)	(0.65, 0.35, -0.4)
	(0.5, 0.3, -0.5)	(0.75, 0.3, -0.4)		(0.5, 0.3, -0.5)	(0.8, 0.39, -0.4)
	(0.5, 0.3, -0.5)	(0.95, 0.44, -0.3)		(0.5, 0.3, 0.0)	(0.55, 0.39, 0.0)
	(0.5, 0.3, 0.0)	(0.65, 0.35, 0.04)		(0.5, 0.3, 0.0)	(0.75, 0.3, 0.09)
	(0.5, 0.3, 0.0)	(0.8, 0.39, 0.09)		(0.5, 0.3, 0.0)	(0.95, 0.44, 0.15)
	(0.5, 0.3, 0.1)	(0.55, 0.39, 0.1)		(0.5, 0.3, 0.1)	(0.65, 0.35, 0.15)
	(0.5, 0.3, 0.1)	(0.75, 0.3, 0.2)		(0.5, 0.3, 0.1)	(0.8, 0.39, 0.2)
	(0.5, 0.3, 0.1)	(0.95, 0.44, 0.25)		(0.5, 0.3, 0.2)	(0.55, 0.39, 0.2)
	(0.5, 0.3, 0.2)	(0.65, 0.35, 0.25)		(0.5, 0.3, 0.2)	(0.75, 0.3, 0.3)

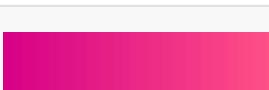
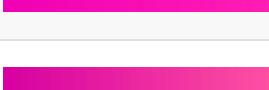
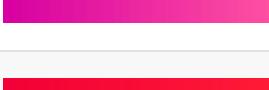
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, 0.3, 0.2)	(0.8, 0.39, 0.3)		(0.5, 0.3, 0.2)	(0.95, 0.44, 0.35)
	(0.5, 0.3, 0.3)	(0.55, 0.39, 0.3)		(0.5, 0.3, 0.3)	(0.65, 0.35, 0.35)
	(0.5, 0.3, 0.3)	(0.75, 0.3, 0.39)		(0.5, 0.3, 0.3)	(0.8, 0.39, 0.39)
	(0.5, 0.3, 0.3)	(0.95, 0.44, 0.44)		(0.5, 0.3, 0.4)	(0.55, 0.39, 0.4)
	(0.5, 0.3, 0.4)	(0.65, 0.35, 0.45)		(0.5, 0.4, -0.1)	(0.65, 0.45, -0.0)
	(0.5, 0.4, -0.1)	(0.75, 0.4, -1.3)		(0.5, 0.4, -0.2)	(0.65, 0.45, -0.1)
	(0.5, 0.4, -0.2)	(0.75, 0.4, -0.1)		(0.5, 0.4, -0.3)	(0.65, 0.45, -0.2)
	(0.5, 0.4, -0.3)	(0.75, 0.4, -0.2)		(0.5, 0.4, -0.4)	(0.65, 0.45, -0.3)
	(0.5, 0.4, -0.4)	(0.75, 0.4, -0.3)		(0.5, 0.4, -0.5)	(0.65, 0.45, -0.4)
	(0.5, 0.4, -0.5)	(0.75, 0.4, -0.4)		(0.5, 0.4, 0.0)	(0.65, 0.45, 0.04)
	(0.5, 0.4, 0.0)	(0.75, 0.4, 0.09)		(0.5, 0.4, 0.1)	(0.65, 0.45, 0.15)
	(0.5, 0.4, 0.1)	(0.75, 0.4, 0.2)		(0.5, 0.4, 0.2)	(0.65, 0.45, 0.25)
	(0.5, 0.4, 0.2)	(0.75, 0.4, 0.3)		(0.5, 0.4, 0.3)	(0.65, 0.45, 0.35)

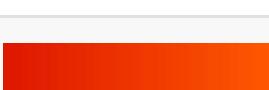
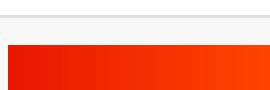
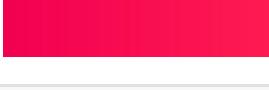
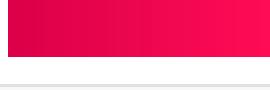
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.5, 0.4, 0.3)	(0.75, 0.4, 0.39)		(0.5, 0.4, 0.4)	(0.65, 0.45, 0.45)
	(0.6, -0.1, -0.1)	(0.65, -1.3, -0.1)		(0.6, -0.1, -0.1)	(0.75, -0.0, -0.0)
	(0.6, -0.1, -0.1)	(0.75, 0.19, -0.1)		(0.6, -0.1, -0.1)	(0.7, 0.09, -0.1)
	(0.6, -0.1, -0.1)	(0.85, -0.1, -1.3)		(0.6, -0.1, -0.1)	(0.89, -1.3, -1.3)
	(0.6, -0.1, -0.2)	(0.65, -1.3, -0.2)		(0.6, -0.1, -0.2)	(0.75, -0.0, -0.1)
	(0.6, -0.1, -0.2)	(0.75, 0.19, -0.2)		(0.6, -0.1, -0.2)	(0.7, 0.09, -0.2)
	(0.6, -0.1, -0.2)	(0.85, -0.1, -0.1)		(0.6, -0.1, -0.2)	(0.89, -1.3, -0.1)
	(0.6, -0.1, -0.3)	(0.65, -1.3, -0.3)		(0.6, -0.1, -0.3)	(0.75, -0.0, -0.2)
	(0.6, -0.1, -0.3)	(0.75, 0.19, -0.3)		(0.6, -0.1, -0.3)	(0.7, 0.09, -0.3)
	(0.6, -0.1, -0.3)	(0.85, -0.1, -0.2)		(0.6, -0.1, -0.3)	(0.89, -1.3, -0.2)
	(0.6, -0.1, -0.4)	(0.65, -1.3, -0.4)		(0.6, -0.1, -0.4)	(0.75, -0.0, -0.3)
	(0.6, -0.1, -0.4)	(0.75, 0.19, -0.4)		(0.6, -0.1, -0.4)	(0.7, 0.09, -0.4)
	(0.6, -0.1, -0.4)	(0.85, -0.1, -0.3)		(0.6, -0.1, -0.4)	(0.89, -1.3, -0.3)

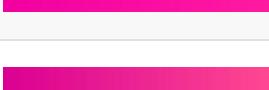
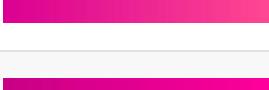
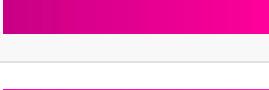
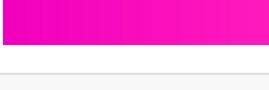
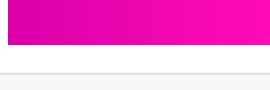
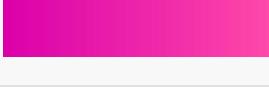
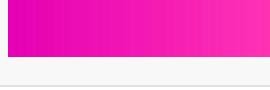
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.1, -0.5)	(0.65, -1.3, -0.5)		(0.6, -0.1, -0.5)	(0.75, -0.0, -0.4)
	(0.6, -0.1, -0.5)	(0.75, 0.19, -0.5)		(0.6, -0.1, -0.5)	(0.7, 0.09, -0.5)
	(0.6, -0.1, -0.5)	(0.85, -0.1, -0.4)		(0.6, -0.1, -0.5)	(0.89, -1.3, -0.4)
	(0.6, -0.1, 0.0)	(0.65, -1.3, 0.0)		(0.6, -0.1, 0.0)	(0.75, -0.0, 0.04)
	(0.6, -0.1, 0.0)	(0.75, 0.19, 0.0)		(0.6, -0.1, 0.0)	(0.7, 0.09, 0.0)
	(0.6, -0.1, 0.0)	(0.85, -0.1, 0.09)		(0.6, -0.1, 0.0)	(0.89, -1.3, 0.09)
	(0.6, -0.1, 0.0)	(0.65, -1.3, 0.1)		(0.6, -0.1, 0.1)	(0.75, -0.0, 0.15)
	(0.6, -0.1, 0.1)	(0.75, 0.19, 0.1)		(0.6, -0.1, 0.1)	(0.7, 0.09, 0.1)
	(0.6, -0.1, 0.1)	(0.85, -0.1, 0.2)		(0.6, -0.1, 0.1)	(0.89, -1.3, 0.2)
	(0.6, -0.1, 0.2)	(0.65, -1.3, 0.2)		(0.6, -0.1, 0.2)	(0.75, -0.0, 0.25)
	(0.6, -0.1, 0.2)	(0.75, 0.19, 0.2)		(0.6, -0.1, 0.2)	(0.7, 0.09, 0.2)
	(0.6, -0.1, 0.2)	(0.85, -0.1, 0.3)		(0.6, -0.1, 0.2)	(0.89, -1.3, 0.3)
	(0.6, -0.1, 0.3)	(0.65, -1.3, 0.3)		(0.6, -0.1, 0.3)	(0.75, -0.0, 0.35)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.1, 0.3)	(0.75, 0.19, 0.3)		(0.6, -0.1, 0.3)	(0.7, 0.09, 0.3)
	(0.6, -0.1, 0.3)	(0.85, -0.1, 0.39)		(0.6, -0.1, 0.3)	(0.89, -1.3, 0.39)
	(0.6, -0.1, 0.4)	(0.65, -1.3, 0.4)		(0.6, -0.1, 0.4)	(0.75, -0.0, 0.45)
	(0.6, -0.1, 0.4)	(0.75, 0.19, 0.4)		(0.6, -0.1, 0.4)	(0.7, 0.09, 0.4)
	(0.6, -0.2, -0.1)	(0.65, -0.1, -0.1)		(0.6, -0.2, -0.1)	(0.75, -0.1, -0.0)
	(0.6, -0.2, -0.1)	(0.75, 0.09, -0.1)		(0.6, -0.2, -0.1)	(0.7, -2.7, -0.1)
	(0.6, -0.2, -0.1)	(0.85, -0.2, -1.3)		(0.6, -0.2, -0.1)	(0.89, -0.1, -1.3)
	(0.6, -0.2, -0.2)	(0.65, -0.1, -0.2)		(0.6, -0.2, -0.2)	(0.75, -0.1, -0.1)
	(0.6, -0.2, -0.2)	(0.75, 0.09, -0.2)		(0.6, -0.2, -0.2)	(0.7, -2.7, -0.2)
	(0.6, -0.2, -0.2)	(0.85, -0.2, -0.1)		(0.6, -0.2, -0.2)	(0.89, -0.1, -0.1)
	(0.6, -0.2, -0.3)	(0.65, -0.1, -0.3)		(0.6, -0.2, -0.3)	(0.75, -0.1, -0.2)
	(0.6, -0.2, -0.3)	(0.75, 0.09, -0.3)		(0.6, -0.2, -0.3)	(0.7, -2.7, -0.3)
	(0.6, -0.2, -0.3)	(0.85, -0.2, -0.2)		(0.6, -0.2, -0.3)	(0.89, -0.1, -0.2)

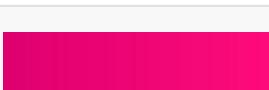
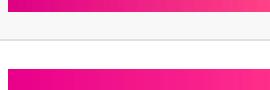
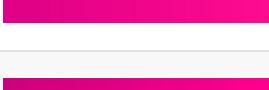
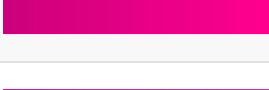
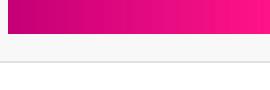
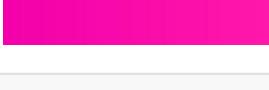
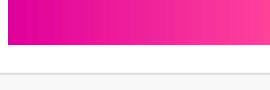
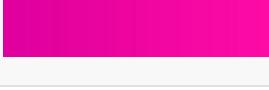
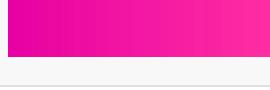
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.2, -0.4)	(0.65, -0.1, -0.4)		(0.6, -0.2, -0.4)	(0.75, -0.1, -0.3)
	(0.6, -0.2, -0.4)	(0.75, 0.09, -0.4)		(0.6, -0.2, -0.4)	(0.7, -2.7, -0.4)
	(0.6, -0.2, -0.4)	(0.85, -0.2, -0.3)		(0.6, -0.2, -0.4)	(0.89, -0.1, -0.3)
	(0.6, -0.2, -0.5)	(0.65, -0.1, -0.5)		(0.6, -0.2, -0.5)	(0.75, -0.1, -0.4)
	(0.6, -0.2, -0.5)	(0.75, 0.09, -0.5)		(0.6, -0.2, -0.5)	(0.7, -2.7, -0.5)
	(0.6, -0.2, -0.5)	(0.85, -0.2, -0.4)		(0.6, -0.2, -0.5)	(0.89, -0.1, -0.4)
	(0.6, -0.2, 0.0)	(0.65, -0.1, 0.0)		(0.6, -0.2, 0.0)	(0.75, -0.1, 0.04)
	(0.6, -0.2, 0.0)	(0.75, 0.09, 0.0)		(0.6, -0.2, 0.0)	(0.7, -2.7, 0.0)
	(0.6, -0.2, 0.0)	(0.85, -0.2, 0.09)		(0.6, -0.2, 0.0)	(0.89, -0.1, 0.09)
	(0.6, -0.2, 0.1)	(0.65, -0.1, 0.1)		(0.6, -0.2, 0.1)	(0.75, -0.1, 0.15)
	(0.6, -0.2, 0.1)	(0.75, 0.09, 0.1)		(0.6, -0.2, 0.1)	(0.7, -2.7, 0.1)
	(0.6, -0.2, 0.1)	(0.85, -0.2, 0.2)		(0.6, -0.2, 0.1)	(0.89, -0.1, 0.2)
	(0.6, -0.2, 0.2)	(0.65, -0.1, 0.2)		(0.6, -0.2, 0.2)	(0.75, -0.1, 0.25)

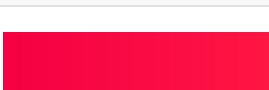
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.2, 0.2)	(0.75, 0.09, 0.2)		(0.6, -0.2, 0.2)	(0.7, -2.7, 0.2)
	(0.6, -0.2, 0.2)	(0.85, -0.2, 0.3)		(0.6, -0.2, 0.2)	(0.89, -0.1, 0.3)
	(0.6, -0.2, 0.3)	(0.65, -0.1, 0.3)		(0.6, -0.2, 0.3)	(0.75, -0.1, 0.35)
	(0.6, -0.2, 0.3)	(0.75, 0.09, 0.3)		(0.6, -0.2, 0.3)	(0.7, -2.7, 0.3)
	(0.6, -0.2, 0.3)	(0.85, -0.2, 0.39)		(0.6, -0.2, 0.3)	(0.89, -0.1, 0.39)
	(0.6, -0.2, 0.4)	(0.65, -0.1, 0.4)		(0.6, -0.2, 0.4)	(0.75, -0.1, 0.45)
	(0.6, -0.2, 0.4)	(0.75, 0.09, 0.4)		(0.6, -0.2, 0.4)	(0.7, -2.7, 0.4)
	(0.6, -0.3, -0.1)	(0.65, -0.2, -0.1)		(0.6, -0.3, -0.1)	(0.75, -0.2, -0.0)
	(0.6, -0.3, -0.1)	(0.75, 0.0, -0.1)		(0.6, -0.3, -0.1)	(0.7, -0.1, -0.1)
	(0.6, -0.3, -0.1)	(0.85, -0.3, -1.3)		(0.6, -0.3, -0.1)	(0.89, -0.2, -1.3)
	(0.6, -0.3, -0.2)	(0.65, -0.2, -0.2)		(0.6, -0.3, -0.2)	(0.75, -0.2, -0.1)
	(0.6, -0.3, -0.2)	(0.75, 0.0, -0.2)		(0.6, -0.3, -0.2)	(0.7, -0.1, -0.2)
	(0.6, -0.3, -0.2)	(0.85, -0.3, -0.1)		(0.6, -0.3, -0.2)	(0.89, -0.2, -0.1)

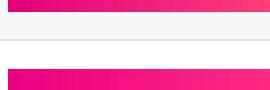
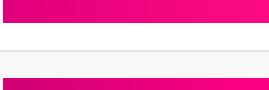
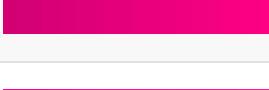
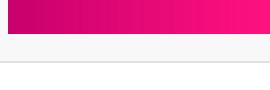
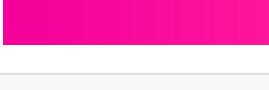
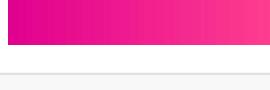
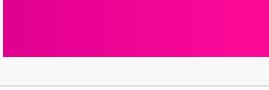
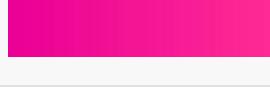
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.3, -0.3)	(0.65, -0.2, -0.3)		(0.6, -0.3, -0.3)	(0.75, -0.2, -0.2)
	(0.6, -0.3, -0.3)	(0.75, 0.0, -0.3)		(0.6, -0.3, -0.3)	(0.7, -0.1, -0.3)
	(0.6, -0.3, -0.3)	(0.85, -0.3, -0.2)		(0.6, -0.3, -0.3)	(0.89, -0.2, -0.2)
	(0.6, -0.3, -0.4)	(0.65, -0.2, -0.4)		(0.6, -0.3, -0.4)	(0.75, -0.2, -0.3)
	(0.6, -0.3, -0.4)	(0.75, 0.0, -0.4)		(0.6, -0.3, -0.4)	(0.7, -0.1, -0.4)
	(0.6, -0.3, -0.4)	(0.85, -0.3, -0.3)		(0.6, -0.3, -0.4)	(0.89, -0.2, -0.3)
	(0.6, -0.3, -0.5)	(0.65, -0.2, -0.5)		(0.6, -0.3, -0.5)	(0.75, -0.2, -0.4)
	(0.6, -0.3, -0.5)	(0.75, 0.0, -0.5)		(0.6, -0.3, -0.5)	(0.7, -0.1, -0.5)
	(0.6, -0.3, -0.5)	(0.85, -0.3, -0.4)		(0.6, -0.3, -0.5)	(0.89, -0.2, -0.4)
	(0.6, -0.3, 0.0)	(0.65, -0.2, 0.0)		(0.6, -0.3, 0.0)	(0.75, -0.2, 0.04)
	(0.6, -0.3, 0.0)	(0.75, 0.0, 0.0)		(0.6, -0.3, 0.0)	(0.7, -0.1, 0.0)
	(0.6, -0.3, 0.0)	(0.85, -0.3, 0.09)		(0.6, -0.3, 0.0)	(0.89, -0.2, 0.09)
	(0.6, -0.3, 0.1)	(0.65, -0.2, 0.1)		(0.6, -0.3, 0.1)	(0.75, -0.2, 0.15)

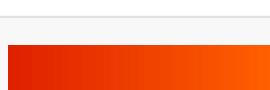
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.3, 0.1)	(0.75, 0.0, 0.1)		(0.6, -0.3, 0.1)	(0.7, -0.1, 0.1)
	(0.6, -0.3, 0.1)	(0.85, -0.3, 0.2)		(0.6, -0.3, 0.1)	(0.89, -0.2, 0.2)
	(0.6, -0.3, 0.2)	(0.65, -0.2, 0.2)		(0.6, -0.3, 0.2)	(0.75, -0.2, 0.25)
	(0.6, -0.3, 0.2)	(0.75, 0.0, 0.2)		(0.6, -0.3, 0.2)	(0.7, -0.1, 0.2)
	(0.6, -0.3, 0.2)	(0.85, -0.3, 0.3)		(0.6, -0.3, 0.2)	(0.89, -0.2, 0.3)
	(0.6, -0.3, 0.3)	(0.65, -0.2, 0.3)		(0.6, -0.3, 0.3)	(0.75, -0.2, 0.35)
	(0.6, -0.3, 0.3)	(0.75, 0.0, 0.3)		(0.6, -0.3, 0.3)	(0.7, -0.1, 0.3)
	(0.6, -0.3, 0.3)	(0.85, -0.3, 0.39)		(0.6, -0.3, 0.3)	(0.89, -0.2, 0.39)
	(0.6, -0.3, 0.4)	(0.65, -0.2, 0.4)		(0.6, -0.3, 0.4)	(0.75, -0.2, 0.45)
	(0.6, -0.3, 0.4)	(0.75, 0.0, 0.4)		(0.6, -0.3, 0.4)	(0.7, -0.1, 0.4)
	(0.6, -0.4, -0.1)	(0.65, -0.3, -0.1)		(0.6, -0.4, -0.1)	(0.75, -0.1, -0.1)
	(0.6, -0.4, -0.1)	(0.75, -0.3, -0.0)		(0.6, -0.4, -0.1)	(0.7, -0.2, -0.1)
	(0.6, -0.4, -0.1)	(0.85, -0.4, -1.3)		(0.6, -0.4, -0.1)	(0.89, -0.3, -1.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.4, -0.2)	(0.65, -0.3, -0.2)		(0.6, -0.4, -0.2)	(0.75, -0.1, -0.2)
	(0.6, -0.4, -0.2)	(0.75, -0.3, -0.1)		(0.6, -0.4, -0.2)	(0.7, -0.2, -0.2)
	(0.6, -0.4, -0.2)	(0.85, -0.4, -0.1)		(0.6, -0.4, -0.2)	(0.89, -0.3, -0.1)
	(0.6, -0.4, -0.3)	(0.65, -0.3, -0.3)		(0.6, -0.4, -0.3)	(0.75, -0.1, -0.3)
	(0.6, -0.4, -0.3)	(0.75, -0.3, -0.2)		(0.6, -0.4, -0.3)	(0.7, -0.2, -0.3)
	(0.6, -0.4, -0.3)	(0.85, -0.4, -0.2)		(0.6, -0.4, -0.3)	(0.89, -0.3, -0.2)
	(0.6, -0.4, -0.4)	(0.65, -0.3, -0.4)		(0.6, -0.4, -0.4)	(0.75, -0.1, -0.4)
	(0.6, -0.4, -0.4)	(0.75, -0.3, -0.3)		(0.6, -0.4, -0.4)	(0.7, -0.2, -0.4)
	(0.6, -0.4, -0.4)	(0.85, -0.4, -0.3)		(0.6, -0.4, -0.4)	(0.89, -0.3, -0.3)
	(0.6, -0.4, -0.5)	(0.65, -0.3, -0.5)		(0.6, -0.4, -0.5)	(0.75, -0.1, -0.5)
	(0.6, -0.4, -0.5)	(0.75, -0.3, -0.4)		(0.6, -0.4, -0.5)	(0.7, -0.2, -0.5)
	(0.6, -0.4, -0.5)	(0.85, -0.4, -0.4)		(0.6, -0.4, -0.5)	(0.89, -0.3, -0.4)
	(0.6, -0.4, 0.0)	(0.65, -0.3, 0.0)		(0.6, -0.4, 0.0)	(0.75, -0.1, 0.0)

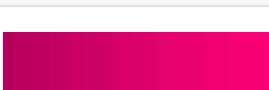
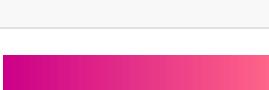
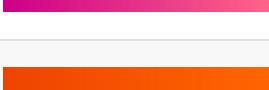
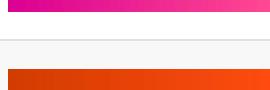
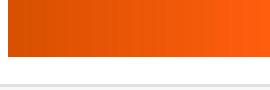
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.4, 0.0)	(0.75, -0.3, 0.04)		(0.6, -0.4, 0.0)	(0.7, -0.2, 0.0)
	(0.6, -0.4, 0.0)	(0.85, -0.4, 0.09)		(0.6, -0.4, 0.0)	(0.89, -0.3, 0.09)
	(0.6, -0.4, 0.1)	(0.65, -0.3, 0.1)		(0.6, -0.4, 0.1)	(0.75, -0.1, 0.1)
	(0.6, -0.4, 0.1)	(0.75, -0.3, 0.15)		(0.6, -0.4, 0.1)	(0.7, -0.2, 0.1)
	(0.6, -0.4, 0.1)	(0.85, -0.4, 0.2)		(0.6, -0.4, 0.1)	(0.89, -0.3, 0.2)
	(0.6, -0.4, 0.2)	(0.65, -0.3, 0.2)		(0.6, -0.4, 0.2)	(0.75, -0.1, 0.2)
	(0.6, -0.4, 0.2)	(0.75, -0.3, 0.25)		(0.6, -0.4, 0.2)	(0.7, -0.2, 0.2)
	(0.6, -0.4, 0.2)	(0.85, -0.4, 0.3)		(0.6, -0.4, 0.2)	(0.89, -0.3, 0.3)
	(0.6, -0.4, 0.3)	(0.65, -0.3, 0.3)		(0.6, -0.4, 0.3)	(0.75, -0.1, 0.3)
	(0.6, -0.4, 0.3)	(0.75, -0.3, 0.35)		(0.6, -0.4, 0.3)	(0.7, -0.2, 0.3)
	(0.6, -0.4, 0.3)	(0.85, -0.4, 0.39)		(0.6, -0.4, 0.3)	(0.89, -0.3, 0.39)
	(0.6, -0.4, 0.4)	(0.65, -0.3, 0.4)		(0.6, -0.4, 0.4)	(0.75, -0.1, 0.4)
	(0.6, -0.4, 0.4)	(0.75, -0.3, 0.45)		(0.6, -0.4, 0.4)	(0.7, -0.2, 0.4)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.5, -0.1)	(0.65, -0.4, -0.1)		(0.6, -0.5, -0.1)	(0.75, -0.2, -0.1)
	(0.6, -0.5, -0.1)	(0.75, -0.4, -0.0)		(0.6, -0.5, -0.1)	(0.7, -0.3, -0.1)
	(0.6, -0.5, -0.1)	(0.85, -0.5, -1.3)		(0.6, -0.5, -0.1)	(0.89, -0.4, -1.3)
	(0.6, -0.5, -0.2)	(0.65, -0.4, -0.2)		(0.6, -0.5, -0.2)	(0.75, -0.2, -0.2)
	(0.6, -0.5, -0.2)	(0.75, -0.4, -0.1)		(0.6, -0.5, -0.2)	(0.7, -0.3, -0.2)
	(0.6, -0.5, -0.2)	(0.85, -0.5, -0.1)		(0.6, -0.5, -0.2)	(0.89, -0.4, -0.1)
	(0.6, -0.5, -0.3)	(0.65, -0.4, -0.3)		(0.6, -0.5, -0.3)	(0.75, -0.2, -0.3)
	(0.6, -0.5, -0.3)	(0.75, -0.4, -0.2)		(0.6, -0.5, -0.3)	(0.7, -0.3, -0.3)
	(0.6, -0.5, -0.3)	(0.85, -0.5, -0.2)		(0.6, -0.5, -0.3)	(0.89, -0.4, -0.2)
	(0.6, -0.5, -0.4)	(0.65, -0.4, -0.4)		(0.6, -0.5, -0.4)	(0.75, -0.2, -0.4)
	(0.6, -0.5, -0.4)	(0.75, -0.4, -0.3)		(0.6, -0.5, -0.4)	(0.7, -0.3, -0.4)
	(0.6, -0.5, -0.4)	(0.85, -0.5, -0.3)		(0.6, -0.5, -0.4)	(0.89, -0.4, -0.3)
	(0.6, -0.5, -0.5)	(0.65, -0.4, -0.5)		(0.6, -0.5, -0.5)	(0.75, -0.2, -0.5)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.5, -0.5)	(0.75, -0.4, -0.4)		(0.6, -0.5, -0.5)	(0.7, -0.3, -0.5)
	(0.6, -0.5, -0.5)	(0.85, -0.5, -0.4)		(0.6, -0.5, -0.5)	(0.89, -0.4, -0.4)
	(0.6, -0.5, 0.0)	(0.65, -0.4, 0.0)		(0.6, -0.5, 0.0)	(0.75, -0.2, 0.0)
	(0.6, -0.5, 0.0)	(0.75, -0.4, 0.04)		(0.6, -0.5, 0.0)	(0.7, -0.3, 0.0)
	(0.6, -0.5, 0.0)	(0.85, -0.5, 0.09)		(0.6, -0.5, 0.0)	(0.89, -0.4, 0.09)
	(0.6, -0.5, 0.1)	(0.65, -0.4, 0.1)		(0.6, -0.5, 0.1)	(0.75, -0.2, 0.1)
	(0.6, -0.5, 0.1)	(0.75, -0.4, 0.15)		(0.6, -0.5, 0.1)	(0.7, -0.3, 0.1)
	(0.6, -0.5, 0.1)	(0.85, -0.5, 0.2)		(0.6, -0.5, 0.1)	(0.89, -0.4, 0.2)
	(0.6, -0.5, 0.2)	(0.65, -0.4, 0.2)		(0.6, -0.5, 0.2)	(0.75, -0.2, 0.2)
	(0.6, -0.5, 0.2)	(0.75, -0.4, 0.25)		(0.6, -0.5, 0.2)	(0.7, -0.3, 0.2)
	(0.6, -0.5, 0.2)	(0.85, -0.5, 0.3)		(0.6, -0.5, 0.2)	(0.89, -0.4, 0.3)
	(0.6, -0.5, 0.3)	(0.65, -0.4, 0.3)		(0.6, -0.5, 0.3)	(0.75, -0.2, 0.3)
	(0.6, -0.5, 0.3)	(0.75, -0.4, 0.35)		(0.6, -0.5, 0.3)	(0.7, -0.3, 0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, -0.5, 0.3)	(0.85, -0.5, 0.39)		(0.6, -0.5, 0.3)	(0.89, -0.4, 0.39)
	(0.6, -0.5, 0.4)	(0.65, -0.4, 0.4)		(0.6, -0.5, 0.4)	(0.75, -0.2, 0.4)
	(0.6, -0.5, 0.4)	(0.75, -0.4, 0.45)		(0.6, -0.5, 0.4)	(0.7, -0.3, 0.4)
	(0.6, 0.0, -0.1)	(0.65, 0.09, -0.1)		(0.6, 0.0, -0.1)	(0.75, 0.04, -0.0)
	(0.6, 0.0, -0.1)	(0.75, 0.3, -0.1)		(0.6, 0.0, -0.1)	(0.7, 0.19, -0.1)
	(0.6, 0.0, -0.1)	(0.85, 0.0, -1.3)		(0.6, 0.0, -0.1)	(0.89, 0.09, -1.3)
	(0.6, 0.0, -0.2)	(0.65, 0.09, -0.2)		(0.6, 0.0, -0.2)	(0.75, 0.04, -0.1)
	(0.6, 0.0, -0.2)	(0.75, 0.3, -0.2)		(0.6, 0.0, -0.2)	(0.7, 0.19, -0.2)
	(0.6, 0.0, -0.2)	(0.85, 0.0, -0.1)		(0.6, 0.0, -0.2)	(0.89, 0.09, -0.1)
	(0.6, 0.0, -0.3)	(0.65, 0.09, -0.3)		(0.6, 0.0, -0.3)	(0.75, 0.04, -0.2)
	(0.6, 0.0, -0.3)	(0.75, 0.3, -0.3)		(0.6, 0.0, -0.3)	(0.7, 0.19, -0.3)
	(0.6, 0.0, -0.3)	(0.85, 0.0, -0.2)		(0.6, 0.0, -0.3)	(0.89, 0.09, -0.2)
	(0.6, 0.0, -0.4)	(0.65, 0.09, -0.4)		(0.6, 0.0, -0.4)	(0.75, 0.04, -0.3)

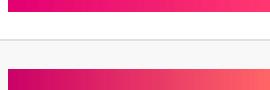
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, 0.0, -0.4)	(0.75, 0.3, -0.4)		(0.6, 0.0, -0.4)	(0.7, 0.19, -0.4)
	(0.6, 0.0, -0.4)	(0.85, 0.0, -0.3)		(0.6, 0.0, -0.4)	(0.89, 0.09, -0.3)
	(0.6, 0.0, -0.5)	(0.65, 0.09, -0.5)		(0.6, 0.0, -0.5)	(0.75, 0.04, -0.4)
	(0.6, 0.0, -0.5)	(0.75, 0.3, -0.5)		(0.6, 0.0, -0.5)	(0.7, 0.19, -0.5)
	(0.6, 0.0, -0.5)	(0.85, 0.0, -0.4)		(0.6, 0.0, -0.5)	(0.89, 0.09, -0.4)
	(0.6, 0.0, 0.0)	(0.65, 0.09, 0.0)		(0.6, 0.0, 0.0)	(0.75, 0.04, 0.04)
	(0.6, 0.0, 0.0)	(0.75, 0.3, 0.0)		(0.6, 0.0, 0.0)	(0.7, 0.19, 0.0)
	(0.6, 0.0, 0.0)	(0.85, 0.0, 0.09)		(0.6, 0.0, 0.0)	(0.89, 0.09, 0.09)
	(0.6, 0.0, 0.1)	(0.65, 0.09, 0.1)		(0.6, 0.0, 0.1)	(0.75, 0.04, 0.15)
	(0.6, 0.0, 0.1)	(0.75, 0.3, 0.1)		(0.6, 0.0, 0.1)	(0.7, 0.19, 0.1)
	(0.6, 0.0, 0.1)	(0.85, 0.0, 0.2)		(0.6, 0.0, 0.1)	(0.89, 0.09, 0.2)
	(0.6, 0.0, 0.2)	(0.65, 0.09, 0.2)		(0.6, 0.0, 0.2)	(0.75, 0.04, 0.25)
	(0.6, 0.0, 0.2)	(0.75, 0.3, 0.2)		(0.6, 0.0, 0.2)	(0.7, 0.19, 0.2)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, 0.0, 0.2)	(0.85, 0.0, 0.3)		(0.6, 0.0, 0.2)	(0.89, 0.09, 0.3)
	(0.6, 0.0, 0.3)	(0.65, 0.09, 0.3)		(0.6, 0.0, 0.3)	(0.75, 0.04, 0.35)
	(0.6, 0.0, 0.3)	(0.75, 0.3, 0.3)		(0.6, 0.0, 0.3)	(0.7, 0.19, 0.3)
	(0.6, 0.0, 0.3)	(0.85, 0.0, 0.39)		(0.6, 0.0, 0.3)	(0.89, 0.09, 0.39)
	(0.6, 0.0, 0.4)	(0.65, 0.09, 0.4)		(0.6, 0.0, 0.4)	(0.75, 0.04, 0.45)
	(0.6, 0.0, 0.4)	(0.75, 0.3, 0.4)		(0.6, 0.0, 0.4)	(0.7, 0.19, 0.4)
	(0.6, 0.1, -0.1)	(0.65, 0.2, -0.1)		(0.6, 0.1, -0.1)	(0.75, 0.15, -0.0)
	(0.6, 0.1, -0.1)	(0.75, 0.4, -0.1)		(0.6, 0.1, -0.1)	(0.7, 0.3, -0.1)
	(0.6, 0.1, -0.1)	(0.85, 0.1, -1.3)		(0.6, 0.1, -0.1)	(0.89, 0.2, -1.3)
	(0.6, 0.1, -0.2)	(0.65, 0.2, -0.2)		(0.6, 0.1, -0.2)	(0.75, 0.15, -0.1)
	(0.6, 0.1, -0.2)	(0.75, 0.4, -0.2)		(0.6, 0.1, -0.2)	(0.7, 0.3, -0.2)
	(0.6, 0.1, -0.2)	(0.85, 0.1, -0.1)		(0.6, 0.1, -0.2)	(0.89, 0.2, -0.1)
	(0.6, 0.1, -0.3)	(0.65, 0.2, -0.3)		(0.6, 0.1, -0.3)	(0.75, 0.15, -0.2)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, 0.1, -0.3)	(0.75, 0.4, -0.3)		(0.6, 0.1, -0.3)	(0.7, 0.3, -0.3)
	(0.6, 0.1, -0.3)	(0.85, 0.1, -0.2)		(0.6, 0.1, -0.3)	(0.89, 0.2, -0.2)
	(0.6, 0.1, -0.4)	(0.65, 0.2, -0.4)		(0.6, 0.1, -0.4)	(0.75, 0.15, -0.3)
	(0.6, 0.1, -0.4)	(0.75, 0.4, -0.4)		(0.6, 0.1, -0.4)	(0.7, 0.3, -0.4)
	(0.6, 0.1, -0.4)	(0.85, 0.1, -0.3)		(0.6, 0.1, -0.4)	(0.89, 0.2, -0.3)
	(0.6, 0.1, -0.5)	(0.65, 0.2, -0.5)		(0.6, 0.1, -0.5)	(0.75, 0.15, -0.4)
	(0.6, 0.1, -0.5)	(0.75, 0.4, -0.5)		(0.6, 0.1, -0.5)	(0.7, 0.3, -0.5)
	(0.6, 0.1, -0.5)	(0.85, 0.1, -0.4)		(0.6, 0.1, -0.5)	(0.89, 0.2, -0.4)
	(0.6, 0.1, 0.0)	(0.65, 0.2, 0.0)		(0.6, 0.1, 0.0)	(0.75, 0.15, 0.04)
	(0.6, 0.1, 0.0)	(0.75, 0.4, 0.0)		(0.6, 0.1, 0.0)	(0.7, 0.3, 0.0)
	(0.6, 0.1, 0.0)	(0.85, 0.1, 0.09)		(0.6, 0.1, 0.0)	(0.89, 0.2, 0.09)
	(0.6, 0.1, 0.1)	(0.65, 0.2, 0.1)		(0.6, 0.1, 0.1)	(0.75, 0.15, 0.15)
	(0.6, 0.1, 0.1)	(0.75, 0.4, 0.1)		(0.6, 0.1, 0.1)	(0.7, 0.3, 0.1)

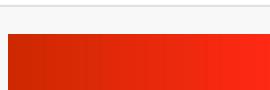
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, 0.1, 0.1)	(0.85, 0.1, 0.2)		(0.6, 0.1, 0.1)	(0.89, 0.2, 0.2)
	(0.6, 0.1, 0.2)	(0.65, 0.2, 0.2)		(0.6, 0.1, 0.2)	(0.75, 0.15, 0.25)
	(0.6, 0.1, 0.2)	(0.75, 0.4, 0.2)		(0.6, 0.1, 0.2)	(0.7, 0.3, 0.2)
	(0.6, 0.1, 0.2)	(0.85, 0.1, 0.3)		(0.6, 0.1, 0.2)	(0.89, 0.2, 0.3)
	(0.6, 0.1, 0.3)	(0.65, 0.2, 0.3)		(0.6, 0.1, 0.3)	(0.75, 0.15, 0.35)
	(0.6, 0.1, 0.3)	(0.75, 0.4, 0.3)		(0.6, 0.1, 0.3)	(0.7, 0.3, 0.3)
	(0.6, 0.1, 0.3)	(0.85, 0.1, 0.39)		(0.6, 0.1, 0.3)	(0.89, 0.2, 0.39)
	(0.6, 0.1, 0.4)	(0.65, 0.2, 0.4)		(0.6, 0.1, 0.4)	(0.75, 0.15, 0.45)
	(0.6, 0.1, 0.4)	(0.75, 0.4, 0.4)		(0.6, 0.1, 0.4)	(0.7, 0.3, 0.4)
	(0.6, 0.2, -0.1)	(0.65, 0.3, -0.1)		(0.6, 0.2, -0.1)	(0.75, 0.25, -0.0)
	(0.6, 0.2, -0.1)	(0.7, 0.4, -0.1)		(0.6, 0.2, -0.1)	(0.85, 0.2, -1.3)
	(0.6, 0.2, -0.1)	(0.89, 0.3, -1.3)		(0.6, 0.2, -0.2)	(0.65, 0.3, -0.2)
	(0.6, 0.2, -0.2)	(0.75, 0.25, -0.1)		(0.6, 0.2, -0.2)	(0.7, 0.4, -0.2)

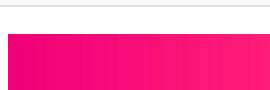
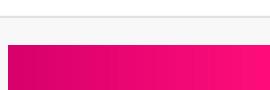
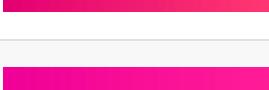
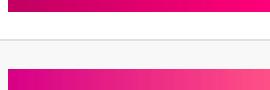
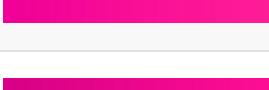
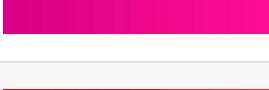
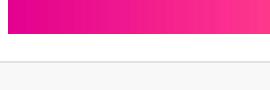
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, 0.2, -0.2)	(0.85, 0.2, -0.1)		(0.6, 0.2, -0.2)	(0.89, 0.3, -0.1)
	(0.6, 0.2, -0.3)	(0.65, 0.3, -0.3)		(0.6, 0.2, -0.3)	(0.75, 0.25, -0.2)
	(0.6, 0.2, -0.3)	(0.7, 0.4, -0.3)		(0.6, 0.2, -0.3)	(0.85, 0.2, -0.2)
	(0.6, 0.2, -0.3)	(0.89, 0.3, -0.2)		(0.6, 0.2, -0.4)	(0.65, 0.3, -0.4)
	(0.6, 0.2, -0.4)	(0.75, 0.25, -0.3)		(0.6, 0.2, -0.4)	(0.7, 0.4, -0.4)
	(0.6, 0.2, -0.4)	(0.85, 0.2, -0.3)		(0.6, 0.2, -0.4)	(0.89, 0.3, -0.3)
	(0.6, 0.2, -0.5)	(0.65, 0.3, -0.5)		(0.6, 0.2, -0.5)	(0.75, 0.25, -0.4)
	(0.6, 0.2, -0.5)	(0.7, 0.4, -0.5)		(0.6, 0.2, -0.5)	(0.85, 0.2, -0.4)
	(0.6, 0.2, -0.5)	(0.89, 0.3, -0.4)		(0.6, 0.2, 0.0)	(0.65, 0.3, 0.0)
	(0.6, 0.2, 0.0)	(0.75, 0.25, 0.04)		(0.6, 0.2, 0.0)	(0.7, 0.4, 0.0)
	(0.6, 0.2, 0.0)	(0.85, 0.2, 0.09)		(0.6, 0.2, 0.0)	(0.89, 0.3, 0.09)
	(0.6, 0.2, 0.1)	(0.65, 0.3, 0.1)		(0.6, 0.2, 0.1)	(0.75, 0.25, 0.15)
	(0.6, 0.2, 0.1)	(0.7, 0.4, 0.1)		(0.6, 0.2, 0.1)	(0.85, 0.2, 0.2)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, 0.2, 0.1)	(0.89, 0.3, 0.2)		(0.6, 0.2, 0.2)	(0.65, 0.3, 0.2)
	(0.6, 0.2, 0.2)	(0.75, 0.25, 0.25)		(0.6, 0.2, 0.2)	(0.7, 0.4, 0.2)
	(0.6, 0.2, 0.2)	(0.85, 0.2, 0.3)		(0.6, 0.2, 0.2)	(0.89, 0.3, 0.3)
	(0.6, 0.2, 0.3)	(0.65, 0.3, 0.3)		(0.6, 0.2, 0.3)	(0.75, 0.25, 0.35)
	(0.6, 0.2, 0.3)	(0.7, 0.4, 0.3)		(0.6, 0.2, 0.3)	(0.85, 0.2, 0.39)
	(0.6, 0.2, 0.3)	(0.89, 0.3, 0.39)		(0.6, 0.2, 0.4)	(0.65, 0.3, 0.4)
	(0.6, 0.2, 0.4)	(0.75, 0.25, 0.45)		(0.6, 0.2, 0.4)	(0.7, 0.4, 0.4)
	(0.6, 0.3, -0.1)	(0.65, 0.39, -0.1)		(0.6, 0.3, -0.1)	(0.75, 0.35, -0.0)
	(0.6, 0.3, -0.1)	(0.85, 0.3, -1.3)		(0.6, 0.3, -0.1)	(0.89, 0.39, -1.3)
	(0.6, 0.3, -0.2)	(0.65, 0.39, -0.2)		(0.6, 0.3, -0.2)	(0.75, 0.35, -0.1)
	(0.6, 0.3, -0.2)	(0.85, 0.3, -0.1)		(0.6, 0.3, -0.2)	(0.89, 0.39, -0.1)
	(0.6, 0.3, -0.3)	(0.65, 0.39, -0.3)		(0.6, 0.3, -0.3)	(0.75, 0.35, -0.2)
	(0.6, 0.3, -0.3)	(0.85, 0.3, -0.2)		(0.6, 0.3, -0.3)	(0.89, 0.39, -0.2)

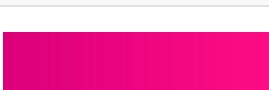
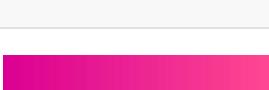
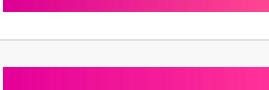
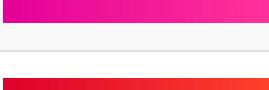
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, 0.3, -0.4)	(0.65, 0.39, -0.4)		(0.6, 0.3, -0.4)	(0.75, 0.35, -0.3)
	(0.6, 0.3, -0.4)	(0.85, 0.3, -0.3)		(0.6, 0.3, -0.4)	(0.89, 0.39, -0.3)
	(0.6, 0.3, -0.5)	(0.65, 0.39, -0.5)		(0.6, 0.3, -0.5)	(0.75, 0.35, -0.4)
	(0.6, 0.3, -0.5)	(0.85, 0.3, -0.4)		(0.6, 0.3, -0.5)	(0.89, 0.39, -0.4)
	(0.6, 0.3, 0.0)	(0.65, 0.39, 0.0)		(0.6, 0.3, 0.0)	(0.75, 0.35, 0.04)
	(0.6, 0.3, 0.0)	(0.85, 0.3, 0.09)		(0.6, 0.3, 0.0)	(0.89, 0.39, 0.09)
	(0.6, 0.3, 0.1)	(0.65, 0.39, 0.1)		(0.6, 0.3, 0.1)	(0.75, 0.35, 0.15)
	(0.6, 0.3, 0.1)	(0.85, 0.3, 0.2)		(0.6, 0.3, 0.1)	(0.89, 0.39, 0.2)
	(0.6, 0.3, 0.2)	(0.65, 0.39, 0.2)		(0.6, 0.3, 0.2)	(0.75, 0.35, 0.25)
	(0.6, 0.3, 0.2)	(0.85, 0.3, 0.3)		(0.6, 0.3, 0.2)	(0.89, 0.39, 0.3)
	(0.6, 0.3, 0.3)	(0.65, 0.39, 0.3)		(0.6, 0.3, 0.3)	(0.75, 0.35, 0.35)
	(0.6, 0.3, 0.3)	(0.85, 0.3, 0.39)		(0.6, 0.3, 0.3)	(0.89, 0.39, 0.39)
	(0.6, 0.3, 0.4)	(0.65, 0.39, 0.4)		(0.6, 0.3, 0.4)	(0.75, 0.35, 0.45)

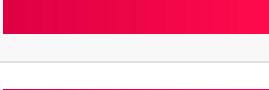
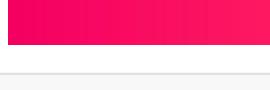
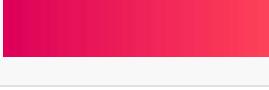
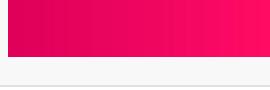
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.6, 0.4, -0.1)	(0.75, 0.45, -0.0)		(0.6, 0.4, -0.1)	(0.85, 0.4, -1.3)
	(0.6, 0.4, -0.2)	(0.75, 0.45, -0.1)		(0.6, 0.4, -0.2)	(0.85, 0.4, -0.1)
	(0.6, 0.4, -0.3)	(0.75, 0.45, -0.2)		(0.6, 0.4, -0.3)	(0.85, 0.4, -0.2)
	(0.6, 0.4, -0.4)	(0.75, 0.45, -0.3)		(0.6, 0.4, -0.4)	(0.85, 0.4, -0.3)
	(0.6, 0.4, -0.5)	(0.75, 0.45, -0.4)		(0.6, 0.4, -0.5)	(0.85, 0.4, -0.4)
	(0.6, 0.4, 0.0)	(0.75, 0.45, 0.04)		(0.6, 0.4, 0.0)	(0.85, 0.4, 0.09)
	(0.6, 0.4, 0.1)	(0.75, 0.45, 0.15)		(0.6, 0.4, 0.1)	(0.85, 0.4, 0.2)
	(0.6, 0.4, 0.2)	(0.75, 0.45, 0.25)		(0.6, 0.4, 0.2)	(0.85, 0.4, 0.3)
	(0.6, 0.4, 0.3)	(0.75, 0.45, 0.35)		(0.6, 0.4, 0.3)	(0.85, 0.4, 0.39)
	(0.6, 0.4, 0.4)	(0.75, 0.45, 0.45)		(0.7, -0.1, -0.1)	(0.75, -1.3, -0.1)
	(0.7, -0.1, -0.1)	(0.84, 0.19, -0.1)		(0.7, -0.1, -0.1)	(0.85, -0.0, -0.0)
	(0.7, -0.1, -0.1)	(0.8, 0.09, -0.1)		(0.7, -0.1, -0.1)	(0.95, -0.1, -1.3)
	(0.7, -0.1, -0.2)	(0.75, -1.3, -0.2)		(0.7, -0.1, -0.2)	(0.84, 0.19, -0.2)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, -0.1, -0.2)	(0.85, -0.0, -0.1)		(0.7, -0.1, -0.2)	(0.8, 0.09, -0.2)
	(0.7, -0.1, -0.2)	(0.95, -0.1, -0.1)		(0.7, -0.1, -0.3)	(0.75, -1.3, -0.3)
	(0.7, -0.1, -0.3)	(0.84, 0.19, -0.3)		(0.7, -0.1, -0.3)	(0.85, -0.0, -0.2)
	(0.7, -0.1, -0.3)	(0.8, 0.09, -0.3)		(0.7, -0.1, -0.3)	(0.95, -0.1, -0.2)
	(0.7, -0.1, -0.4)	(0.75, -1.3, -0.4)		(0.7, -0.1, -0.4)	(0.84, 0.19, -0.4)
	(0.7, -0.1, -0.4)	(0.85, -0.0, -0.3)		(0.7, -0.1, -0.4)	(0.8, 0.09, -0.4)
	(0.7, -0.1, -0.4)	(0.95, -0.1, -0.3)		(0.7, -0.1, -0.5)	(0.75, -1.3, -0.5)
	(0.7, -0.1, -0.5)	(0.84, 0.19, -0.5)		(0.7, -0.1, -0.5)	(0.85, -0.0, -0.4)
	(0.7, -0.1, -0.5)	(0.8, 0.09, -0.5)		(0.7, -0.1, -0.5)	(0.95, -0.1, -0.4)
	(0.7, -0.1, 0.0)	(0.75, -1.3, 0.0)		(0.7, -0.1, 0.0)	(0.84, 0.19, 0.0)
	(0.7, -0.1, 0.0)	(0.85, -0.0, 0.04)		(0.7, -0.1, 0.0)	(0.8, 0.09, 0.0)
	(0.7, -0.1, 0.0)	(0.95, -0.1, 0.09)		(0.7, -0.1, 0.1)	(0.75, -1.3, 0.1)
	(0.7, -0.1, 0.1)	(0.84, 0.19, 0.1)		(0.7, -0.1, 0.1)	(0.85, -0.0, 0.15)

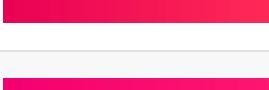
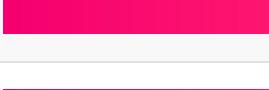
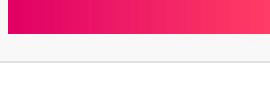
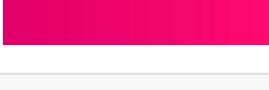
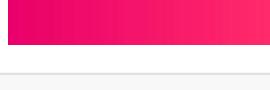
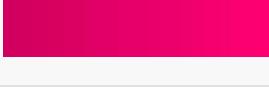
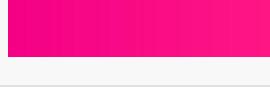
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, -0.1, 0.1)	(0.8, 0.09, 0.1)		(0.7, -0.1, 0.1)	(0.95, -0.1, 0.2)
	(0.7, -0.1, 0.2)	(0.75, -1.3, 0.2)		(0.7, -0.1, 0.2)	(0.84, 0.19, 0.2)
	(0.7, -0.1, 0.2)	(0.85, -0.0, 0.25)		(0.7, -0.1, 0.2)	(0.8, 0.09, 0.2)
	(0.7, -0.1, 0.2)	(0.95, -0.1, 0.3)		(0.7, -0.1, 0.3)	(0.75, -1.3, 0.3)
	(0.7, -0.1, 0.3)	(0.84, 0.19, 0.3)		(0.7, -0.1, 0.3)	(0.85, -0.0, 0.35)
	(0.7, -0.1, 0.3)	(0.8, 0.09, 0.3)		(0.7, -0.1, 0.3)	(0.95, -0.1, 0.39)
	(0.7, -0.1, 0.4)	(0.75, -1.3, 0.4)		(0.7, -0.1, 0.4)	(0.84, 0.19, 0.4)
	(0.7, -0.1, 0.4)	(0.85, -0.0, 0.45)		(0.7, -0.1, 0.4)	(0.8, 0.09, 0.4)
	(0.7, -0.2, -0.1)	(0.75, -0.1, -0.1)		(0.7, -0.2, -0.1)	(0.84, 0.09, -0.1)
	(0.7, -0.2, -0.1)	(0.85, -0.1, -0.0)		(0.7, -0.2, -0.1)	(0.8, -2.7, -0.1)
	(0.7, -0.2, -0.1)	(0.95, -0.2, -1.3)		(0.7, -0.2, -0.2)	(0.75, -0.1, -0.2)
	(0.7, -0.2, -0.2)	(0.84, 0.09, -0.2)		(0.7, -0.2, -0.2)	(0.85, -0.1, -0.1)
	(0.7, -0.2, -0.2)	(0.8, -2.7, -0.2)		(0.7, -0.2, -0.2)	(0.95, -0.2, -0.1)

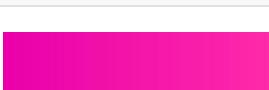
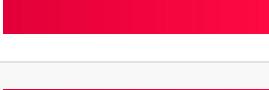
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, -0.2, -0.3)	(0.75, -0.1, -0.3)		(0.7, -0.2, -0.3)	(0.84, 0.09, -0.3)
	(0.7, -0.2, -0.3)	(0.85, -0.1, -0.2)		(0.7, -0.2, -0.3)	(0.8, -2.7, -0.3)
	(0.7, -0.2, -0.3)	(0.95, -0.2, -0.2)		(0.7, -0.2, -0.4)	(0.75, -0.1, -0.4)
	(0.7, -0.2, -0.4)	(0.84, 0.09, -0.4)		(0.7, -0.2, -0.4)	(0.85, -0.1, -0.3)
	(0.7, -0.2, -0.4)	(0.8, -2.7, -0.4)		(0.7, -0.2, -0.4)	(0.95, -0.2, -0.3)
	(0.7, -0.2, -0.5)	(0.75, -0.1, -0.5)		(0.7, -0.2, -0.5)	(0.84, 0.09, -0.5)
	(0.7, -0.2, -0.5)	(0.85, -0.1, -0.4)		(0.7, -0.2, -0.5)	(0.8, -2.7, -0.5)
	(0.7, -0.2, -0.5)	(0.95, -0.2, -0.4)		(0.7, -0.2, 0.0)	(0.75, -0.1, 0.0)
	(0.7, -0.2, 0.0)	(0.84, 0.09, 0.0)		(0.7, -0.2, 0.0)	(0.85, -0.1, 0.04)
	(0.7, -0.2, 0.0)	(0.8, -2.7, 0.0)		(0.7, -0.2, 0.0)	(0.95, -0.2, 0.09)
	(0.7, -0.2, 0.1)	(0.75, -0.1, 0.1)		(0.7, -0.2, 0.1)	(0.84, 0.09, 0.1)
	(0.7, -0.2, 0.1)	(0.85, -0.1, 0.15)		(0.7, -0.2, 0.1)	(0.8, -2.7, 0.1)
	(0.7, -0.2, 0.1)	(0.95, -0.2, 0.2)		(0.7, -0.2, 0.2)	(0.75, -0.1, 0.2)

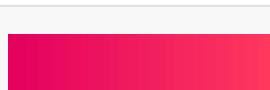
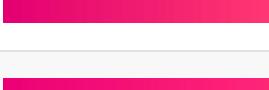
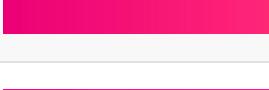
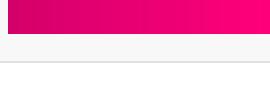
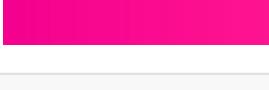
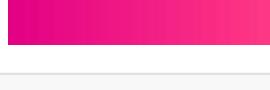
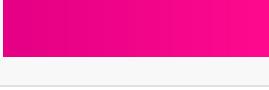
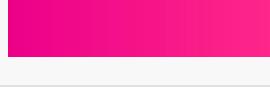
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, -0.2, 0.2)	(0.84, 0.09, 0.2)		(0.7, -0.2, 0.2)	(0.85, -0.1, 0.25)
	(0.7, -0.2, 0.2)	(0.8, -2.7, 0.2)		(0.7, -0.2, 0.2)	(0.95, -0.2, 0.3)
	(0.7, -0.2, 0.3)	(0.75, -0.1, 0.3)		(0.7, -0.2, 0.3)	(0.84, 0.09, 0.3)
	(0.7, -0.2, 0.3)	(0.85, -0.1, 0.35)		(0.7, -0.2, 0.3)	(0.8, -2.7, 0.3)
	(0.7, -0.2, 0.3)	(0.95, -0.2, 0.39)		(0.7, -0.2, 0.4)	(0.75, -0.1, 0.4)
	(0.7, -0.2, 0.4)	(0.84, 0.09, 0.4)		(0.7, -0.2, 0.4)	(0.85, -0.1, 0.45)
	(0.7, -0.2, 0.4)	(0.8, -2.7, 0.4)		(0.7, -0.3, -0.1)	(0.75, -0.2, -0.1)
	(0.7, -0.3, -0.1)	(0.84, 0.0, -0.1)		(0.7, -0.3, -0.1)	(0.85, -0.2, -0.0)
	(0.7, -0.3, -0.1)	(0.8, -0.1, -0.1)		(0.7, -0.3, -0.1)	(0.95, -0.3, -1.3)
	(0.7, -0.3, -0.2)	(0.75, -0.2, -0.2)		(0.7, -0.3, -0.2)	(0.84, 0.0, -0.2)
	(0.7, -0.3, -0.2)	(0.85, -0.2, -0.1)		(0.7, -0.3, -0.2)	(0.8, -0.1, -0.2)
	(0.7, -0.3, -0.2)	(0.95, -0.3, -0.1)		(0.7, -0.3, -0.3)	(0.75, -0.2, -0.3)
	(0.7, -0.3, -0.3)	(0.84, 0.0, -0.3)		(0.7, -0.3, -0.3)	(0.85, -0.2, -0.2)

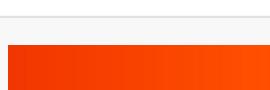
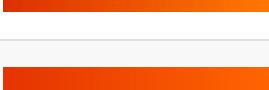
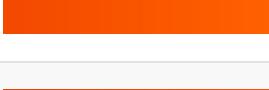
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, -0.3, -0.3)	(0.8, -0.1, -0.3)		(0.7, -0.3, -0.3)	(0.95, -0.3, -0.2)
	(0.7, -0.3, -0.4)	(0.75, -0.2, -0.4)		(0.7, -0.3, -0.4)	(0.84, 0.0, -0.4)
	(0.7, -0.3, -0.4)	(0.85, -0.2, -0.3)		(0.7, -0.3, -0.4)	(0.8, -0.1, -0.4)
	(0.7, -0.3, -0.4)	(0.95, -0.3, -0.3)		(0.7, -0.3, -0.5)	(0.75, -0.2, -0.5)
	(0.7, -0.3, -0.5)	(0.84, 0.0, -0.5)		(0.7, -0.3, -0.5)	(0.85, -0.2, -0.4)
	(0.7, -0.3, -0.5)	(0.8, -0.1, -0.5)		(0.7, -0.3, -0.5)	(0.95, -0.3, -0.4)
	(0.7, -0.3, 0.0)	(0.75, -0.2, 0.0)		(0.7, -0.3, 0.0)	(0.84, 0.0, 0.0)
	(0.7, -0.3, 0.0)	(0.85, -0.2, 0.04)		(0.7, -0.3, 0.0)	(0.8, -0.1, 0.0)
	(0.7, -0.3, 0.0)	(0.95, -0.3, 0.09)		(0.7, -0.3, 0.1)	(0.75, -0.2, 0.1)
	(0.7, -0.3, 0.1)	(0.84, 0.0, 0.1)		(0.7, -0.3, 0.1)	(0.85, -0.2, 0.15)
	(0.7, -0.3, 0.1)	(0.8, -0.1, 0.1)		(0.7, -0.3, 0.1)	(0.95, -0.3, 0.2)
	(0.7, -0.3, 0.2)	(0.75, -0.2, 0.2)		(0.7, -0.3, 0.2)	(0.84, 0.0, 0.2)
	(0.7, -0.3, 0.2)	(0.85, -0.2, 0.25)		(0.7, -0.3, 0.2)	(0.8, -0.1, 0.2)

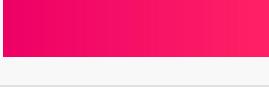
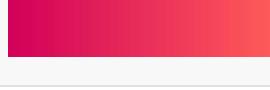
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, -0.3, 0.2)	(0.95, -0.3, 0.3)		(0.7, -0.3, 0.3)	(0.75, -0.2, 0.3)
	(0.7, -0.3, 0.3)	(0.84, 0.0, 0.3)		(0.7, -0.3, 0.3)	(0.85, -0.2, 0.35)
	(0.7, -0.3, 0.3)	(0.8, -0.1, 0.3)		(0.7, -0.3, 0.3)	(0.95, -0.3, 0.39)
	(0.7, -0.3, 0.4)	(0.75, -0.2, 0.4)		(0.7, -0.3, 0.4)	(0.84, 0.0, 0.4)
	(0.7, -0.3, 0.4)	(0.85, -0.2, 0.45)		(0.7, -0.3, 0.4)	(0.8, -0.1, 0.4)
	(0.7, -0.4, -0.1)	(0.75, -0.3, -0.1)		(0.7, -0.4, -0.1)	(0.84, -0.1, -0.1)
	(0.7, -0.4, -0.1)	(0.85, -0.3, -0.0)		(0.7, -0.4, -0.1)	(0.8, -0.2, -0.1)
	(0.7, -0.4, -0.1)	(0.95, -0.4, -1.3)		(0.7, -0.4, -0.2)	(0.75, -0.3, -0.2)
	(0.7, -0.4, -0.2)	(0.84, -0.1, -0.2)		(0.7, -0.4, -0.2)	(0.85, -0.3, -0.1)
	(0.7, -0.4, -0.2)	(0.8, -0.2, -0.2)		(0.7, -0.4, -0.2)	(0.95, -0.4, -0.1)
	(0.7, -0.4, -0.3)	(0.75, -0.3, -0.3)		(0.7, -0.4, -0.3)	(0.84, -0.1, -0.3)
	(0.7, -0.4, -0.3)	(0.85, -0.3, -0.2)		(0.7, -0.4, -0.3)	(0.8, -0.2, -0.3)
	(0.7, -0.4, -0.3)	(0.95, -0.4, -0.2)		(0.7, -0.4, -0.4)	(0.75, -0.3, -0.4)

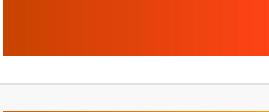
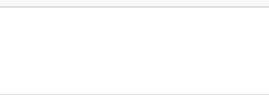
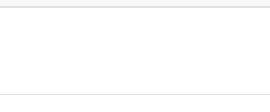
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, -0.4, -0.4)	(0.84, -0.1, -0.4)		(0.7, -0.4, -0.4)	(0.85, -0.3, -0.3)
	(0.7, -0.4, -0.4)	(0.8, -0.2, -0.4)		(0.7, -0.4, -0.4)	(0.95, -0.4, -0.3)
	(0.7, -0.4, -0.5)	(0.75, -0.3, -0.5)		(0.7, -0.4, -0.5)	(0.84, -0.1, -0.5)
	(0.7, -0.4, -0.5)	(0.85, -0.3, -0.4)		(0.7, -0.4, -0.5)	(0.8, -0.2, -0.5)
	(0.7, -0.4, -0.5)	(0.95, -0.4, -0.4)		(0.7, -0.4, 0.0)	(0.75, -0.3, 0.0)
	(0.7, -0.4, 0.0)	(0.84, -0.1, 0.0)		(0.7, -0.4, 0.0)	(0.85, -0.3, 0.04)
	(0.7, -0.4, 0.0)	(0.8, -0.2, 0.0)		(0.7, -0.4, 0.0)	(0.95, -0.4, 0.09)
	(0.7, -0.4, 0.1)	(0.75, -0.3, 0.1)		(0.7, -0.4, 0.1)	(0.84, -0.1, 0.1)
	(0.7, -0.4, 0.1)	(0.85, -0.3, 0.15)		(0.7, -0.4, 0.1)	(0.8, -0.2, 0.1)
	(0.7, -0.4, 0.1)	(0.95, -0.4, 0.2)		(0.7, -0.4, 0.2)	(0.75, -0.3, 0.2)
	(0.7, -0.4, 0.2)	(0.84, -0.1, 0.2)		(0.7, -0.4, 0.2)	(0.85, -0.3, 0.25)
	(0.7, -0.4, 0.2)	(0.8, -0.2, 0.2)		(0.7, -0.4, 0.2)	(0.95, -0.4, 0.3)
	(0.7, -0.4, 0.3)	(0.75, -0.3, 0.3)		(0.7, -0.4, 0.3)	(0.84, -0.1, 0.3)

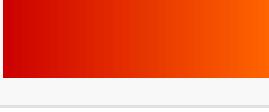
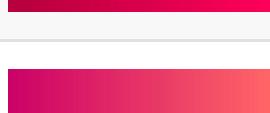
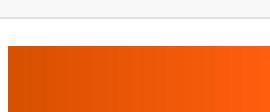
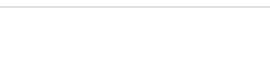
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, -0.4, 0.3)	(0.85, -0.3, 0.35)		(0.7, -0.4, 0.3)	(0.8, -0.2, 0.3)
	(0.7, -0.4, 0.3)	(0.95, -0.4, 0.39)		(0.7, -0.4, 0.4)	(0.75, -0.3, 0.4)
	(0.7, -0.4, 0.4)	(0.84, -0.1, 0.4)		(0.7, -0.4, 0.4)	(0.85, -0.3, 0.45)
	(0.7, -0.4, 0.4)	(0.8, -0.2, 0.4)		(0.7, -0.5, -0.1)	(0.75, -0.4, -0.1)
	(0.7, -0.5, -0.1)	(0.84, -0.2, -0.1)		(0.7, -0.5, -0.1)	(0.85, -0.4, -0.0)
	(0.7, -0.5, -0.1)	(0.8, -0.3, -0.1)		(0.7, -0.5, -0.1)	(0.95, -0.5, -1.3)
	(0.7, -0.5, -0.2)	(0.75, -0.4, -0.2)		(0.7, -0.5, -0.2)	(0.84, -0.2, -0.2)
	(0.7, -0.5, -0.2)	(0.85, -0.4, -0.1)		(0.7, -0.5, -0.2)	(0.8, -0.3, -0.2)
	(0.7, -0.5, -0.2)	(0.95, -0.5, -0.1)		(0.7, -0.5, -0.3)	(0.75, -0.4, -0.3)
	(0.7, -0.5, -0.3)	(0.84, -0.2, -0.3)		(0.7, -0.5, -0.3)	(0.85, -0.4, -0.2)
	(0.7, -0.5, -0.3)	(0.8, -0.3, -0.3)		(0.7, -0.5, -0.3)	(0.95, -0.5, -0.2)
	(0.7, -0.5, -0.4)	(0.75, -0.4, -0.4)		(0.7, -0.5, -0.4)	(0.84, -0.2, -0.4)
	(0.7, -0.5, -0.4)	(0.85, -0.4, -0.3)		(0.7, -0.5, -0.4)	(0.8, -0.3, -0.4)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, -0.5, -0.4)	(0.95, -0.5, -0.3)		(0.7, -0.5, -0.5)	(0.75, -0.4, -0.5)
	(0.7, -0.5, -0.5)	(0.84, -0.2, -0.5)		(0.7, -0.5, -0.5)	(0.85, -0.4, -0.4)
	(0.7, -0.5, -0.5)	(0.8, -0.3, -0.5)		(0.7, -0.5, -0.5)	(0.95, -0.5, -0.4)
	(0.7, -0.5, 0.0)	(0.75, -0.4, 0.0)		(0.7, -0.5, 0.0)	(0.84, -0.2, 0.0)
	(0.7, -0.5, 0.0)	(0.85, -0.4, 0.04)		(0.7, -0.5, 0.0)	(0.8, -0.3, 0.0)
	(0.7, -0.5, 0.0)	(0.95, -0.5, 0.09)		(0.7, -0.5, 0.1)	(0.75, -0.4, 0.1)
	(0.7, -0.5, 0.1)	(0.84, -0.2, 0.1)		(0.7, -0.5, 0.1)	(0.85, -0.4, 0.15)
	(0.7, -0.5, 0.1)	(0.8, -0.3, 0.1)		(0.7, -0.5, 0.1)	(0.95, -0.5, 0.2)
	(0.7, -0.5, 0.2)	(0.75, -0.4, 0.2)		(0.7, -0.5, 0.2)	(0.84, -0.2, 0.2)
	(0.7, -0.5, 0.2)	(0.85, -0.4, 0.25)		(0.7, -0.5, 0.2)	(0.8, -0.3, 0.2)
	(0.7, -0.5, 0.2)	(0.95, -0.5, 0.3)		(0.7, -0.5, 0.3)	(0.75, -0.4, 0.3)
	(0.7, -0.5, 0.3)	(0.84, -0.2, 0.3)		(0.7, -0.5, 0.3)	(0.85, -0.4, 0.35)
	(0.7, -0.5, 0.3)	(0.8, -0.3, 0.3)		(0.7, -0.5, 0.3)	(0.95, -0.5, 0.39)

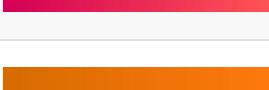
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, -0.5, 0.4)	(0.75, -0.4, 0.4)		(0.7, -0.5, 0.4)	(0.84, -0.2, 0.4)
	(0.7, -0.5, 0.4)	(0.85, -0.4, 0.45)		(0.7, -0.5, 0.4)	(0.8, -0.3, 0.4)
	(0.7, 0.0, -0.1)	(0.75, 0.09, -0.1)		(0.7, 0.0, -0.1)	(0.84, 0.3, -0.1)
	(0.7, 0.0, -0.1)	(0.85, 0.04, -0.0)		(0.7, 0.0, -0.1)	(0.8, 0.19, -0.1)
	(0.7, 0.0, -0.1)	(0.95, 0.0, -1.3)		(0.7, 0.0, -0.2)	(0.75, 0.09, -0.2)
	(0.7, 0.0, -0.2)	(0.84, 0.3, -0.2)		(0.7, 0.0, -0.2)	(0.85, 0.04, -0.1)
	(0.7, 0.0, -0.2)	(0.8, 0.19, -0.2)		(0.7, 0.0, -0.2)	(0.95, 0.0, -0.1)
	(0.7, 0.0, -0.3)	(0.75, 0.09, -0.3)		(0.7, 0.0, -0.3)	(0.84, 0.3, -0.3)
	(0.7, 0.0, -0.3)	(0.85, 0.04, -0.2)		(0.7, 0.0, -0.3)	(0.8, 0.19, -0.3)
	(0.7, 0.0, -0.3)	(0.95, 0.0, -0.2)		(0.7, 0.0, -0.4)	(0.75, 0.09, -0.4)
	(0.7, 0.0, -0.4)	(0.84, 0.3, -0.4)		(0.7, 0.0, -0.4)	(0.85, 0.04, -0.3)
	(0.7, 0.0, -0.4)	(0.8, 0.19, -0.4)		(0.7, 0.0, -0.4)	(0.95, 0.0, -0.3)
	(0.7, 0.0, -0.5)	(0.75, 0.09, -0.5)		(0.7, 0.0, -0.5)	(0.84, 0.3, -0.5)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, 0.0, -0.5)	(0.85, 0.04, -0.4)		(0.7, 0.0, -0.5)	(0.8, 0.19, -0.5)
	(0.7, 0.0, -0.5)	(0.95, 0.0, -0.4)		(0.7, 0.0, 0.0)	(0.75, 0.09, 0.0)
	(0.7, 0.0, 0.0)	(0.84, 0.3, 0.0)		(0.7, 0.0, 0.0)	(0.85, 0.04, 0.04)
	(0.7, 0.0, 0.0)	(0.8, 0.19, 0.0)		(0.7, 0.0, 0.0)	(0.95, 0.0, 0.09)
	(0.7, 0.0, 0.1)	(0.75, 0.09, 0.1)		(0.7, 0.0, 0.1)	(0.84, 0.3, 0.1)
	(0.7, 0.0, 0.1)	(0.85, 0.04, 0.15)		(0.7, 0.0, 0.1)	(0.8, 0.19, 0.1)
	(0.7, 0.0, 0.1)	(0.95, 0.0, 0.2)		(0.7, 0.0, 0.2)	(0.75, 0.09, 0.2)
	(0.7, 0.0, 0.2)	(0.84, 0.3, 0.2)		(0.7, 0.0, 0.2)	(0.85, 0.04, 0.25)
	(0.7, 0.0, 0.2)	(0.8, 0.19, 0.2)		(0.7, 0.0, 0.2)	(0.95, 0.0, 0.3)
	(0.7, 0.0, 0.3)	(0.75, 0.09, 0.3)		(0.7, 0.0, 0.3)	(0.84, 0.3, 0.3)
	(0.7, 0.0, 0.3)	(0.85, 0.04, 0.35)		(0.7, 0.0, 0.3)	(0.8, 0.19, 0.3)
	(0.7, 0.0, 0.3)	(0.95, 0.0, 0.39)		(0.7, 0.0, 0.4)	(0.75, 0.09, 0.4)
	(0.7, 0.0, 0.4)	(0.84, 0.3, 0.4)		(0.7, 0.0, 0.4)	(0.85, 0.04, 0.45)

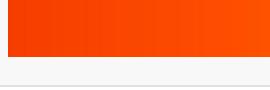
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, 0.0, 0.4)	(0.8, 0.19, 0.4)		(0.7, 0.1, -0.1)	(0.75, 0.2, -0.1)
	(0.7, 0.1, -0.1)	(0.84, 0.4, -0.1)		(0.7, 0.1, -0.1)	(0.85, 0.15, -0.0)
	(0.7, 0.1, -0.1)	(0.8, 0.3, -0.1)		(0.7, 0.1, -0.1)	(0.95, 0.1, -1.3)
	(0.7, 0.1, -0.2)	(0.75, 0.2, -0.2)		(0.7, 0.1, -0.2)	(0.84, 0.4, -0.2)
	(0.7, 0.1, -0.2)	(0.85, 0.15, -0.1)		(0.7, 0.1, -0.2)	(0.8, 0.3, -0.2)
	(0.7, 0.1, -0.2)	(0.95, 0.1, -0.1)		(0.7, 0.1, -0.3)	(0.75, 0.2, -0.3)
	(0.7, 0.1, -0.3)	(0.84, 0.4, -0.3)		(0.7, 0.1, -0.3)	(0.85, 0.15, -0.2)
	(0.7, 0.1, -0.3)	(0.8, 0.3, -0.3)		(0.7, 0.1, -0.3)	(0.95, 0.1, -0.2)
	(0.7, 0.1, -0.4)	(0.75, 0.2, -0.4)		(0.7, 0.1, -0.4)	(0.84, 0.4, -0.4)
	(0.7, 0.1, -0.4)	(0.85, 0.15, -0.3)		(0.7, 0.1, -0.4)	(0.8, 0.3, -0.4)
	(0.7, 0.1, -0.4)	(0.95, 0.1, -0.3)		(0.7, 0.1, -0.5)	(0.75, 0.2, -0.5)
	(0.7, 0.1, -0.5)	(0.84, 0.4, -0.5)		(0.7, 0.1, -0.5)	(0.85, 0.15, -0.4)
	(0.7, 0.1, -0.5)	(0.8, 0.3, -0.5)		(0.7, 0.1, -0.5)	(0.95, 0.1, -0.4)

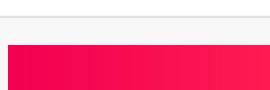
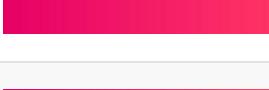
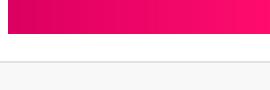
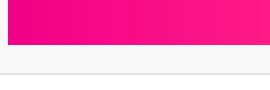
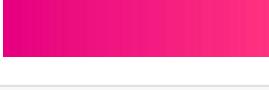
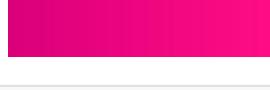
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, 0.1, 0.0)	(0.75, 0.2, 0.0)		(0.7, 0.1, 0.0)	(0.84, 0.4, 0.0)
	(0.7, 0.1, 0.0)	(0.85, 0.15, 0.04)		(0.7, 0.1, 0.0)	(0.8, 0.3, 0.0)
	(0.7, 0.1, 0.0)	(0.95, 0.1, 0.09)		(0.7, 0.1, 0.1)	(0.75, 0.2, 0.1)
	(0.7, 0.1, 0.1)	(0.84, 0.4, 0.1)		(0.7, 0.1, 0.1)	(0.85, 0.15, 0.15)
	(0.7, 0.1, 0.1)	(0.8, 0.3, 0.1)		(0.7, 0.1, 0.1)	(0.95, 0.1, 0.2)
	(0.7, 0.1, 0.2)	(0.75, 0.2, 0.2)		(0.7, 0.1, 0.2)	(0.84, 0.4, 0.2)
	(0.7, 0.1, 0.2)	(0.85, 0.15, 0.25)		(0.7, 0.1, 0.2)	(0.8, 0.3, 0.2)
	(0.7, 0.1, 0.2)	(0.95, 0.1, 0.3)		(0.7, 0.1, 0.3)	(0.75, 0.2, 0.3)
	(0.7, 0.1, 0.3)	(0.84, 0.4, 0.3)		(0.7, 0.1, 0.3)	(0.85, 0.15, 0.35)
	(0.7, 0.1, 0.3)	(0.8, 0.3, 0.3)		(0.7, 0.1, 0.3)	(0.95, 0.1, 0.39)
	(0.7, 0.1, 0.4)	(0.75, 0.2, 0.4)		(0.7, 0.1, 0.4)	(0.84, 0.4, 0.4)
	(0.7, 0.1, 0.4)	(0.85, 0.15, 0.45)		(0.7, 0.1, 0.4)	(0.8, 0.3, 0.4)
	(0.7, 0.2, -0.1)	(0.75, 0.3, -0.1)		(0.7, 0.2, -0.1)	(0.85, 0.25, -0.0)

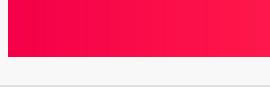
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, 0.2, -0.1)	(0.8, 0.4, -0.1)		(0.7, 0.2, -0.1)	(0.95, 0.2, -1.3)
	(0.7, 0.2, -0.2)	(0.75, 0.3, -0.2)		(0.7, 0.2, -0.2)	(0.85, 0.25, -0.1)
	(0.7, 0.2, -0.2)	(0.8, 0.4, -0.2)		(0.7, 0.2, -0.2)	(0.95, 0.2, -0.1)
	(0.7, 0.2, -0.3)	(0.75, 0.3, -0.3)		(0.7, 0.2, -0.3)	(0.85, 0.25, -0.2)
	(0.7, 0.2, -0.3)	(0.8, 0.4, -0.3)		(0.7, 0.2, -0.3)	(0.95, 0.2, -0.2)
	(0.7, 0.2, -0.4)	(0.75, 0.3, -0.4)		(0.7, 0.2, -0.4)	(0.85, 0.25, -0.3)
	(0.7, 0.2, -0.4)	(0.8, 0.4, -0.4)		(0.7, 0.2, -0.4)	(0.95, 0.2, -0.3)
	(0.7, 0.2, -0.5)	(0.75, 0.3, -0.5)		(0.7, 0.2, -0.5)	(0.85, 0.25, -0.4)
	(0.7, 0.2, -0.5)	(0.8, 0.4, -0.5)		(0.7, 0.2, -0.5)	(0.95, 0.2, -0.4)
	(0.7, 0.2, 0.0)	(0.75, 0.3, 0.0)		(0.7, 0.2, 0.0)	(0.85, 0.25, 0.04)
	(0.7, 0.2, 0.0)	(0.8, 0.4, 0.0)		(0.7, 0.2, 0.0)	(0.95, 0.2, 0.09)
	(0.7, 0.2, 0.1)	(0.75, 0.3, 0.1)		(0.7, 0.2, 0.1)	(0.85, 0.25, 0.15)
	(0.7, 0.2, 0.1)	(0.8, 0.4, 0.1)		(0.7, 0.2, 0.1)	(0.95, 0.2, 0.2)

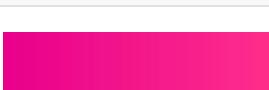
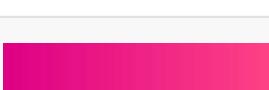
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, 0.2, 0.2)	(0.75, 0.3, 0.2)		(0.7, 0.2, 0.2)	(0.85, 0.25, 0.25)
	(0.7, 0.2, 0.2)	(0.8, 0.4, 0.2)		(0.7, 0.2, 0.2)	(0.95, 0.2, 0.3)
	(0.7, 0.2, 0.3)	(0.75, 0.3, 0.3)		(0.7, 0.2, 0.3)	(0.85, 0.25, 0.35)
	(0.7, 0.2, 0.3)	(0.8, 0.4, 0.3)		(0.7, 0.2, 0.3)	(0.95, 0.2, 0.39)
	(0.7, 0.2, 0.4)	(0.75, 0.3, 0.4)		(0.7, 0.2, 0.4)	(0.85, 0.25, 0.45)
	(0.7, 0.2, 0.4)	(0.8, 0.4, 0.4)		(0.7, 0.3, -0.1)	(0.75, 0.39, -0.1)
	(0.7, 0.3, -0.1)	(0.85, 0.35, -0.0)		(0.7, 0.3, -0.1)	(0.95, 0.3, -1.3)
	(0.7, 0.3, -0.2)	(0.75, 0.39, -0.2)		(0.7, 0.3, -0.2)	(0.85, 0.35, -0.1)
	(0.7, 0.3, -0.2)	(0.95, 0.3, -0.1)		(0.7, 0.3, -0.3)	(0.75, 0.39, -0.3)
	(0.7, 0.3, -0.3)	(0.85, 0.35, -0.2)		(0.7, 0.3, -0.3)	(0.95, 0.3, -0.2)
	(0.7, 0.3, -0.4)	(0.75, 0.39, -0.4)		(0.7, 0.3, -0.4)	(0.85, 0.35, -0.3)
	(0.7, 0.3, -0.4)	(0.95, 0.3, -0.3)		(0.7, 0.3, -0.5)	(0.75, 0.39, -0.5)
	(0.7, 0.3, -0.5)	(0.85, 0.35, -0.4)		(0.7, 0.3, -0.5)	(0.95, 0.3, -0.4)

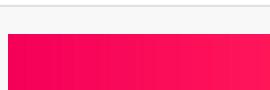
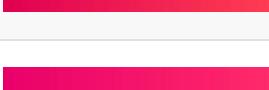
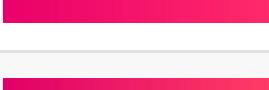
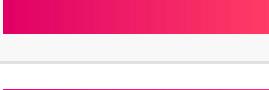
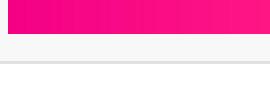
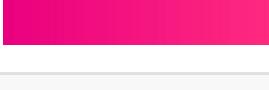
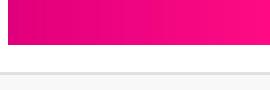
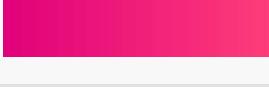
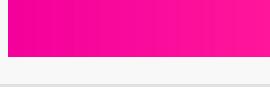
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, 0.3, 0.0)	(0.75, 0.39, 0.0)		(0.7, 0.3, 0.0)	(0.85, 0.35, 0.04)
	(0.7, 0.3, 0.0)	(0.95, 0.3, 0.09)		(0.7, 0.3, 0.1)	(0.75, 0.39, 0.1)
	(0.7, 0.3, 0.1)	(0.85, 0.35, 0.15)		(0.7, 0.3, 0.1)	(0.95, 0.3, 0.2)
	(0.7, 0.3, 0.2)	(0.75, 0.39, 0.2)		(0.7, 0.3, 0.2)	(0.85, 0.35, 0.25)
	(0.7, 0.3, 0.2)	(0.95, 0.3, 0.3)		(0.7, 0.3, 0.3)	(0.75, 0.39, 0.3)
	(0.7, 0.3, 0.3)	(0.85, 0.35, 0.35)		(0.7, 0.3, 0.3)	(0.95, 0.3, 0.39)
	(0.7, 0.3, 0.4)	(0.75, 0.39, 0.4)		(0.7, 0.3, 0.4)	(0.85, 0.35, 0.45)
	(0.7, 0.4, -0.1)	(0.85, 0.45, -0.0)		(0.7, 0.4, -0.1)	(0.95, 0.4, -1.3)
	(0.7, 0.4, -0.2)	(0.85, 0.45, -0.1)		(0.7, 0.4, -0.2)	(0.95, 0.4, -0.1)
	(0.7, 0.4, -0.3)	(0.85, 0.45, -0.2)		(0.7, 0.4, -0.3)	(0.95, 0.4, -0.2)
	(0.7, 0.4, -0.4)	(0.85, 0.45, -0.3)		(0.7, 0.4, -0.4)	(0.95, 0.4, -0.3)
	(0.7, 0.4, -0.5)	(0.85, 0.45, -0.4)		(0.7, 0.4, -0.5)	(0.95, 0.4, -0.4)
	(0.7, 0.4, 0.0)	(0.85, 0.45, 0.04)		(0.7, 0.4, 0.0)	(0.95, 0.4, 0.09)

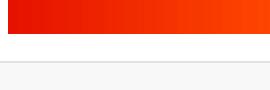
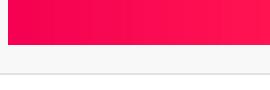
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.7, 0.4, 0.1)	(0.85, 0.45, 0.15)		(0.7, 0.4, 0.1)	(0.95, 0.4, 0.2)
	(0.7, 0.4, 0.2)	(0.85, 0.45, 0.25)		(0.7, 0.4, 0.2)	(0.95, 0.4, 0.3)
	(0.7, 0.4, 0.3)	(0.85, 0.45, 0.35)		(0.7, 0.4, 0.3)	(0.95, 0.4, 0.39)
	(0.7, 0.4, 0.4)	(0.85, 0.45, 0.45)		(0.8, -0.1, -0.1)	(0.85, -1.3, -0.1)
	(0.8, -0.1, -0.1)	(0.90, 0.09, -0.1)		(0.8, -0.1, -0.1)	(0.95, -0.0, -0.0)
	(0.8, -0.1, -0.1)	(0.95, 0.19, -0.1)		(0.8, -0.1, -0.2)	(0.85, -1.3, -0.2)
	(0.8, -0.1, -0.2)	(0.90, 0.09, -0.2)		(0.8, -0.1, -0.2)	(0.95, -0.0, -0.1)
	(0.8, -0.1, -0.2)	(0.95, 0.19, -0.2)		(0.8, -0.1, -0.3)	(0.85, -1.3, -0.3)
	(0.8, -0.1, -0.3)	(0.90, 0.09, -0.3)		(0.8, -0.1, -0.3)	(0.95, -0.0, -0.2)
	(0.8, -0.1, -0.3)	(0.95, 0.19, -0.3)		(0.8, -0.1, -0.4)	(0.85, -1.3, -0.4)
	(0.8, -0.1, -0.4)	(0.90, 0.09, -0.4)		(0.8, -0.1, -0.4)	(0.95, -0.0, -0.3)
	(0.8, -0.1, -0.4)	(0.95, 0.19, -0.4)		(0.8, -0.1, -0.5)	(0.85, -1.3, -0.5)
	(0.8, -0.1, -0.5)	(0.90, 0.09, -0.5)		(0.8, -0.1, -0.5)	(0.95, -0.0, -0.4)

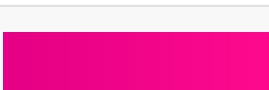
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, -0.1, -0.5)	(0.95, 0.19, -0.5)		(0.8, -0.1, 0.0)	(0.85, -1.3, 0.0)
	(0.8, -0.1, 0.0)	(0.90, 0.09, 0.0)		(0.8, -0.1, 0.0)	(0.95, -0.0, 0.04)
	(0.8, -0.1, 0.0)	(0.95, 0.19, 0.0)		(0.8, -0.1, 0.1)	(0.85, -1.3, 0.1)
	(0.8, -0.1, 0.1)	(0.90, 0.09, 0.1)		(0.8, -0.1, 0.1)	(0.95, -0.0, 0.15)
	(0.8, -0.1, 0.1)	(0.95, 0.19, 0.1)		(0.8, -0.1, 0.2)	(0.85, -1.3, 0.2)
	(0.8, -0.1, 0.2)	(0.90, 0.09, 0.2)		(0.8, -0.1, 0.2)	(0.95, -0.0, 0.25)
	(0.8, -0.1, 0.2)	(0.95, 0.19, 0.2)		(0.8, -0.1, 0.3)	(0.85, -1.3, 0.3)
	(0.8, -0.1, 0.3)	(0.90, 0.09, 0.3)		(0.8, -0.1, 0.3)	(0.95, -0.0, 0.35)
	(0.8, -0.1, 0.3)	(0.95, 0.19, 0.3)		(0.8, -0.1, 0.4)	(0.85, -1.3, 0.4)
	(0.8, -0.1, 0.4)	(0.90, 0.09, 0.4)		(0.8, -0.1, 0.4)	(0.95, -0.0, 0.45)
	(0.8, -0.1, 0.4)	(0.95, 0.19, 0.4)		(0.8, -0.2, -0.1)	(0.85, -0.1, -0.1)
	(0.8, -0.2, -0.1)	(0.90, -2.7, -0.1)		(0.8, -0.2, -0.1)	(0.95, -0.1, -0.0)
	(0.8, -0.2, -0.1)	(0.95, 0.09, -0.1)		(0.8, -0.2, -0.2)	(0.85, -0.1, -0.2)

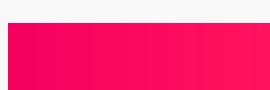
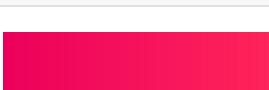
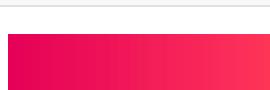
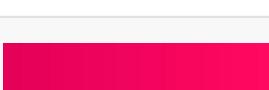
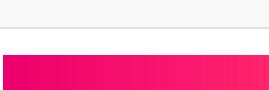
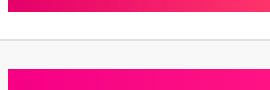
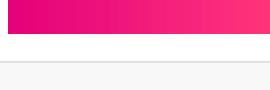
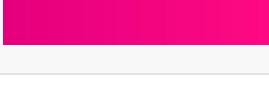
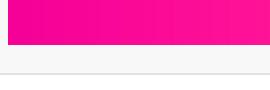
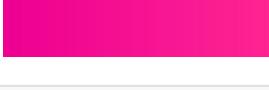
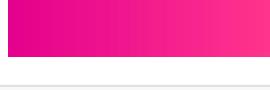
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, -0.2, -0.2)	(0.90, -2.7, -0.2)		(0.8, -0.2, -0.2)	(0.95, -0.1, -0.1)
	(0.8, -0.2, -0.2)	(0.95, 0.09, -0.2)		(0.8, -0.2, -0.3)	(0.85, -0.1, -0.3)
	(0.8, -0.2, -0.3)	(0.90, -2.7, -0.3)		(0.8, -0.2, -0.3)	(0.95, -0.1, -0.2)
	(0.8, -0.2, -0.3)	(0.95, 0.09, -0.3)		(0.8, -0.2, -0.4)	(0.85, -0.1, -0.4)
	(0.8, -0.2, -0.4)	(0.90, -2.7, -0.4)		(0.8, -0.2, -0.4)	(0.95, -0.1, -0.3)
	(0.8, -0.2, -0.4)	(0.95, 0.09, -0.4)		(0.8, -0.2, -0.5)	(0.85, -0.1, -0.5)
	(0.8, -0.2, -0.5)	(0.90, -2.7, -0.5)		(0.8, -0.2, -0.5)	(0.95, -0.1, -0.4)
	(0.8, -0.2, -0.5)	(0.95, 0.09, -0.5)		(0.8, -0.2, 0.0)	(0.85, -0.1, 0.0)
	(0.8, -0.2, 0.0)	(0.90, -2.7, 0.0)		(0.8, -0.2, 0.0)	(0.95, -0.1, 0.04)
	(0.8, -0.2, 0.0)	(0.95, 0.09, 0.0)		(0.8, -0.2, 0.1)	(0.85, -0.1, 0.1)
	(0.8, -0.2, 0.1)	(0.90, -2.7, 0.1)		(0.8, -0.2, 0.1)	(0.95, -0.1, 0.15)
	(0.8, -0.2, 0.1)	(0.95, 0.09, 0.1)		(0.8, -0.2, 0.2)	(0.85, -0.1, 0.2)
	(0.8, -0.2, 0.2)	(0.90, -2.7, 0.2)		(0.8, -0.2, 0.2)	(0.95, -0.1, 0.25)

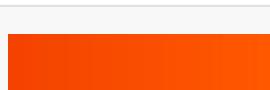
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, -0.2, 0.2)	(0.95, 0.09, 0.2)		(0.8, -0.2, 0.3)	(0.85, -0.1, 0.3)
	(0.8, -0.2, 0.3)	(0.90, -2.7, 0.3)		(0.8, -0.2, 0.3)	(0.95, -0.1, 0.35)
	(0.8, -0.2, 0.3)	(0.95, 0.09, 0.3)		(0.8, -0.2, 0.4)	(0.85, -0.1, 0.4)
	(0.8, -0.2, 0.4)	(0.90, -2.7, 0.4)		(0.8, -0.2, 0.4)	(0.95, -0.1, 0.45)
	(0.8, -0.2, 0.4)	(0.95, 0.09, 0.4)		(0.8, -0.3, -0.1)	(0.85, -0.2, -0.1)
	(0.8, -0.3, -0.1)	(0.90, -0.1, -0.1)		(0.8, -0.3, -0.1)	(0.95, -0.2, -0.0)
	(0.8, -0.3, -0.1)	(0.95, 0.0, -0.1)		(0.8, -0.3, -0.2)	(0.85, -0.2, -0.2)
	(0.8, -0.3, -0.2)	(0.90, -0.1, -0.2)		(0.8, -0.3, -0.2)	(0.95, -0.2, -0.1)
	(0.8, -0.3, -0.2)	(0.95, 0.0, -0.2)		(0.8, -0.3, -0.3)	(0.85, -0.2, -0.3)
	(0.8, -0.3, -0.3)	(0.90, -0.1, -0.3)		(0.8, -0.3, -0.3)	(0.95, -0.2, -0.2)
	(0.8, -0.3, -0.3)	(0.95, 0.0, -0.3)		(0.8, -0.3, -0.4)	(0.85, -0.2, -0.4)
	(0.8, -0.3, -0.4)	(0.90, -0.1, -0.4)		(0.8, -0.3, -0.4)	(0.95, -0.2, -0.3)
	(0.8, -0.3, -0.4)	(0.95, 0.0, -0.4)		(0.8, -0.3, -0.5)	(0.85, -0.2, -0.5)

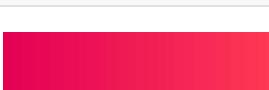
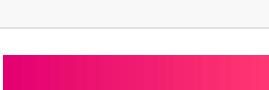
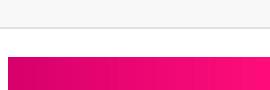
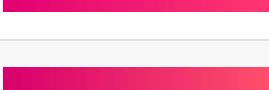
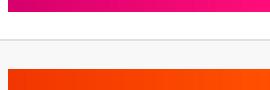
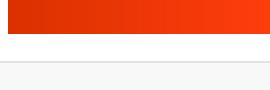
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, -0.3, -0.5)	(0.90, -0.1, -0.5)		(0.8, -0.3, -0.5)	(0.95, -0.2, -0.4)
	(0.8, -0.3, -0.5)	(0.95, 0.0, -0.5)		(0.8, -0.3, 0.0)	(0.85, -0.2, 0.0)
	(0.8, -0.3, 0.0)	(0.90, -0.1, 0.0)		(0.8, -0.3, 0.0)	(0.95, -0.2, 0.04)
	(0.8, -0.3, 0.0)	(0.95, 0.0, 0.0)		(0.8, -0.3, 0.1)	(0.85, -0.2, 0.1)
	(0.8, -0.3, 0.1)	(0.90, -0.1, 0.1)		(0.8, -0.3, 0.1)	(0.95, -0.2, 0.15)
	(0.8, -0.3, 0.1)	(0.95, 0.0, 0.1)		(0.8, -0.3, 0.2)	(0.85, -0.2, 0.2)
	(0.8, -0.3, 0.2)	(0.90, -0.1, 0.2)		(0.8, -0.3, 0.2)	(0.95, -0.2, 0.25)
	(0.8, -0.3, 0.2)	(0.95, 0.0, 0.2)		(0.8, -0.3, 0.3)	(0.85, -0.2, 0.3)
	(0.8, -0.3, 0.3)	(0.90, -0.1, 0.3)		(0.8, -0.3, 0.3)	(0.95, -0.2, 0.35)
	(0.8, -0.3, 0.3)	(0.95, 0.0, 0.3)		(0.8, -0.3, 0.4)	(0.85, -0.2, 0.4)
	(0.8, -0.3, 0.4)	(0.90, -0.1, 0.4)		(0.8, -0.3, 0.4)	(0.95, -0.2, 0.45)
	(0.8, -0.3, 0.4)	(0.95, 0.0, 0.4)		(0.8, -0.4, -0.1)	(0.85, -0.3, -0.1)
	(0.8, -0.4, -0.1)	(0.90, -0.2, -0.1)		(0.8, -0.4, -0.1)	(0.95, -0.1, -0.1)

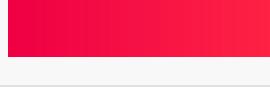
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, -0.4, -0.1)	(0.95, -0.3, -0.0)		(0.8, -0.4, -0.2)	(0.85, -0.3, -0.2)
	(0.8, -0.4, -0.2)	(0.90, -0.2, -0.2)		(0.8, -0.4, -0.2)	(0.95, -0.1, -0.2)
	(0.8, -0.4, -0.2)	(0.95, -0.3, -0.1)		(0.8, -0.4, -0.3)	(0.85, -0.3, -0.3)
	(0.8, -0.4, -0.3)	(0.90, -0.2, -0.3)		(0.8, -0.4, -0.3)	(0.95, -0.1, -0.3)
	(0.8, -0.4, -0.3)	(0.95, -0.3, -0.2)		(0.8, -0.4, -0.4)	(0.85, -0.3, -0.4)
	(0.8, -0.4, -0.4)	(0.90, -0.2, -0.4)		(0.8, -0.4, -0.4)	(0.95, -0.1, -0.4)
	(0.8, -0.4, -0.4)	(0.95, -0.3, -0.3)		(0.8, -0.4, -0.5)	(0.85, -0.3, -0.5)
	(0.8, -0.4, -0.5)	(0.90, -0.2, -0.5)		(0.8, -0.4, -0.5)	(0.95, -0.1, -0.5)
	(0.8, -0.4, -0.5)	(0.95, -0.3, -0.4)		(0.8, -0.4, 0.0)	(0.85, -0.3, 0.0)
	(0.8, -0.4, 0.0)	(0.90, -0.2, 0.0)		(0.8, -0.4, 0.0)	(0.95, -0.1, 0.0)
	(0.8, -0.4, 0.0)	(0.95, -0.3, 0.04)		(0.8, -0.4, 0.1)	(0.85, -0.3, 0.1)
	(0.8, -0.4, 0.1)	(0.90, -0.2, 0.1)		(0.8, -0.4, 0.1)	(0.95, -0.1, 0.1)
	(0.8, -0.4, 0.1)	(0.95, -0.3, 0.15)		(0.8, -0.4, 0.2)	(0.85, -0.3, 0.2)

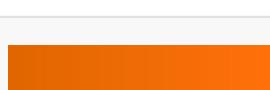
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, -0.4, 0.2)	(0.90, -0.2, 0.2)		(0.8, -0.4, 0.2)	(0.95, -0.1, 0.2)
	(0.8, -0.4, 0.2)	(0.95, -0.3, 0.25)		(0.8, -0.4, 0.3)	(0.85, -0.3, 0.3)
	(0.8, -0.4, 0.3)	(0.90, -0.2, 0.3)		(0.8, -0.4, 0.3)	(0.95, -0.1, 0.3)
	(0.8, -0.4, 0.3)	(0.95, -0.3, 0.35)		(0.8, -0.4, 0.4)	(0.85, -0.3, 0.4)
	(0.8, -0.4, 0.4)	(0.90, -0.2, 0.4)		(0.8, -0.4, 0.4)	(0.95, -0.1, 0.4)
	(0.8, -0.4, 0.4)	(0.95, -0.3, 0.45)		(0.8, -0.5, -0.1)	(0.85, -0.4, -0.1)
	(0.8, -0.5, -0.1)	(0.90, -0.3, -0.1)		(0.8, -0.5, -0.1)	(0.95, -0.2, -0.1)
	(0.8, -0.5, -0.1)	(0.95, -0.4, -0.0)		(0.8, -0.5, -0.2)	(0.85, -0.4, -0.2)
	(0.8, -0.5, -0.2)	(0.90, -0.3, -0.2)		(0.8, -0.5, -0.2)	(0.95, -0.2, -0.2)
	(0.8, -0.5, -0.2)	(0.95, -0.4, -0.1)		(0.8, -0.5, -0.3)	(0.85, -0.4, -0.3)
	(0.8, -0.5, -0.3)	(0.90, -0.3, -0.3)		(0.8, -0.5, -0.3)	(0.95, -0.2, -0.3)
	(0.8, -0.5, -0.3)	(0.95, -0.4, -0.2)		(0.8, -0.5, -0.4)	(0.85, -0.4, -0.4)
	(0.8, -0.5, -0.4)	(0.90, -0.3, -0.4)		(0.8, -0.5, -0.4)	(0.95, -0.2, -0.4)

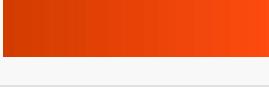
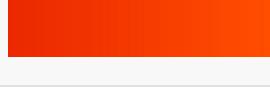
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, -0.5, -0.4)	(0.95, -0.4, -0.3)		(0.8, -0.5, -0.5)	(0.85, -0.4, -0.5)
	(0.8, -0.5, -0.5)	(0.90, -0.3, -0.5)		(0.8, -0.5, -0.5)	(0.95, -0.2, -0.5)
	(0.8, -0.5, -0.5)	(0.95, -0.4, -0.4)		(0.8, -0.5, 0.0)	(0.85, -0.4, 0.0)
	(0.8, -0.5, 0.0)	(0.90, -0.3, 0.0)		(0.8, -0.5, 0.0)	(0.95, -0.2, 0.0)
	(0.8, -0.5, 0.0)	(0.95, -0.4, 0.04)		(0.8, -0.5, 0.1)	(0.85, -0.4, 0.1)
	(0.8, -0.5, 0.1)	(0.90, -0.3, 0.1)		(0.8, -0.5, 0.1)	(0.95, -0.2, 0.1)
	(0.8, -0.5, 0.1)	(0.95, -0.4, 0.15)		(0.8, -0.5, 0.2)	(0.85, -0.4, 0.2)
	(0.8, -0.5, 0.2)	(0.90, -0.3, 0.2)		(0.8, -0.5, 0.2)	(0.95, -0.2, 0.2)
	(0.8, -0.5, 0.2)	(0.95, -0.4, 0.25)		(0.8, -0.5, 0.3)	(0.85, -0.4, 0.3)
	(0.8, -0.5, 0.3)	(0.90, -0.3, 0.3)		(0.8, -0.5, 0.3)	(0.95, -0.2, 0.3)
	(0.8, -0.5, 0.3)	(0.95, -0.4, 0.35)		(0.8, -0.5, 0.4)	(0.85, -0.4, 0.4)
	(0.8, -0.5, 0.4)	(0.90, -0.3, 0.4)		(0.8, -0.5, 0.4)	(0.95, -0.2, 0.4)
	(0.8, -0.5, 0.4)	(0.95, -0.4, 0.45)		(0.8, 0.0, -0.1)	(0.85, 0.09, -0.1)

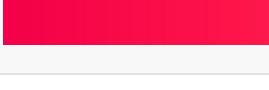
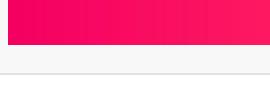
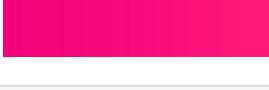
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, 0.0, -0.1)	(0.90, 0.19, -0.1)		(0.8, 0.0, -0.1)	(0.95, 0.04, -0.0)
	(0.8, 0.0, -0.1)	(0.95, 0.3, -0.1)		(0.8, 0.0, -0.2)	(0.85, 0.09, -0.2)
	(0.8, 0.0, -0.2)	(0.90, 0.19, -0.2)		(0.8, 0.0, -0.2)	(0.95, 0.04, -0.1)
	(0.8, 0.0, -0.2)	(0.95, 0.3, -0.2)		(0.8, 0.0, -0.3)	(0.85, 0.09, -0.3)
	(0.8, 0.0, -0.3)	(0.90, 0.19, -0.3)		(0.8, 0.0, -0.3)	(0.95, 0.04, -0.2)
	(0.8, 0.0, -0.3)	(0.95, 0.3, -0.3)		(0.8, 0.0, -0.4)	(0.85, 0.09, -0.4)
	(0.8, 0.0, -0.4)	(0.90, 0.19, -0.4)		(0.8, 0.0, -0.4)	(0.95, 0.04, -0.3)
	(0.8, 0.0, -0.4)	(0.95, 0.3, -0.4)		(0.8, 0.0, -0.5)	(0.85, 0.09, -0.5)
	(0.8, 0.0, -0.5)	(0.90, 0.19, -0.5)		(0.8, 0.0, -0.5)	(0.95, 0.04, -0.4)
	(0.8, 0.0, -0.5)	(0.95, 0.3, -0.5)		(0.8, 0.0, 0.0)	(0.85, 0.09, 0.0)
	(0.8, 0.0, 0.0)	(0.90, 0.19, 0.0)		(0.8, 0.0, 0.0)	(0.95, 0.04, 0.04)
	(0.8, 0.0, 0.0)	(0.95, 0.3, 0.0)		(0.8, 0.0, 0.1)	(0.85, 0.09, 0.1)
	(0.8, 0.0, 0.1)	(0.90, 0.19, 0.1)		(0.8, 0.0, 0.1)	(0.95, 0.04, 0.15)

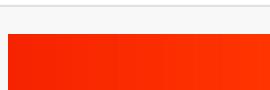
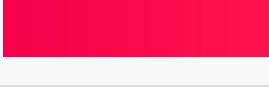
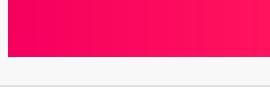
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, 0.0, 0.1)	(0.95, 0.3, 0.1)		(0.8, 0.0, 0.2)	(0.85, 0.09, 0.2)
	(0.8, 0.0, 0.2)	(0.90, 0.19, 0.2)		(0.8, 0.0, 0.2)	(0.95, 0.04, 0.25)
	(0.8, 0.0, 0.2)	(0.95, 0.3, 0.2)		(0.8, 0.0, 0.3)	(0.85, 0.09, 0.3)
	(0.8, 0.0, 0.3)	(0.90, 0.19, 0.3)		(0.8, 0.0, 0.3)	(0.95, 0.04, 0.35)
	(0.8, 0.0, 0.3)	(0.95, 0.3, 0.3)		(0.8, 0.0, 0.4)	(0.85, 0.09, 0.4)
	(0.8, 0.0, 0.4)	(0.90, 0.19, 0.4)		(0.8, 0.0, 0.4)	(0.95, 0.04, 0.45)
	(0.8, 0.0, 0.4)	(0.95, 0.3, 0.4)		(0.8, 0.1, -0.1)	(0.85, 0.2, -0.1)
	(0.8, 0.1, -0.1)	(0.90, 0.3, -0.1)		(0.8, 0.1, -0.1)	(0.95, 0.15, -0.0)
	(0.8, 0.1, -0.1)	(0.95, 0.4, -0.1)		(0.8, 0.1, -0.2)	(0.85, 0.2, -0.2)
	(0.8, 0.1, -0.2)	(0.90, 0.3, -0.2)		(0.8, 0.1, -0.2)	(0.95, 0.15, -0.1)
	(0.8, 0.1, -0.2)	(0.95, 0.4, -0.2)		(0.8, 0.1, -0.3)	(0.85, 0.2, -0.3)
	(0.8, 0.1, -0.3)	(0.90, 0.3, -0.3)		(0.8, 0.1, -0.3)	(0.95, 0.15, -0.2)
	(0.8, 0.1, -0.3)	(0.95, 0.4, -0.3)		(0.8, 0.1, -0.4)	(0.85, 0.2, -0.4)

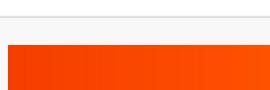
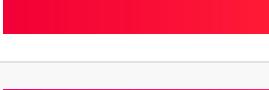
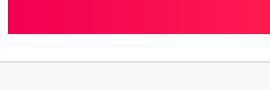
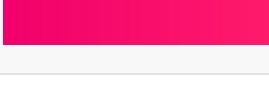
Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, 0.1, -0.4)	(0.90, 0.3, -0.4)		(0.8, 0.1, -0.4)	(0.95, 0.15, -0.3)
	(0.8, 0.1, -0.4)	(0.95, 0.4, -0.4)		(0.8, 0.1, -0.5)	(0.85, 0.2, -0.5)
	(0.8, 0.1, -0.5)	(0.90, 0.3, -0.5)		(0.8, 0.1, -0.5)	(0.95, 0.15, -0.4)
	(0.8, 0.1, -0.5)	(0.95, 0.4, -0.5)		(0.8, 0.1, 0.0)	(0.85, 0.2, 0.0)
	(0.8, 0.1, 0.0)	(0.90, 0.3, 0.0)		(0.8, 0.1, 0.0)	(0.95, 0.15, 0.04)
	(0.8, 0.1, 0.0)	(0.95, 0.4, 0.0)		(0.8, 0.1, 0.1)	(0.85, 0.2, 0.1)
	(0.8, 0.1, 0.1)	(0.90, 0.3, 0.1)		(0.8, 0.1, 0.1)	(0.95, 0.15, 0.15)
	(0.8, 0.1, 0.1)	(0.95, 0.4, 0.1)		(0.8, 0.1, 0.2)	(0.85, 0.2, 0.2)
	(0.8, 0.1, 0.2)	(0.90, 0.3, 0.2)		(0.8, 0.1, 0.2)	(0.95, 0.15, 0.25)
	(0.8, 0.1, 0.2)	(0.95, 0.4, 0.2)		(0.8, 0.1, 0.3)	(0.85, 0.2, 0.3)
	(0.8, 0.1, 0.3)	(0.90, 0.3, 0.3)		(0.8, 0.1, 0.3)	(0.95, 0.15, 0.35)
	(0.8, 0.1, 0.3)	(0.95, 0.4, 0.3)		(0.8, 0.1, 0.4)	(0.85, 0.2, 0.4)
	(0.8, 0.1, 0.4)	(0.90, 0.3, 0.4)		(0.8, 0.1, 0.4)	(0.95, 0.15, 0.45)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, 0.1, 0.4)	(0.95, 0.4, 0.4)		(0.8, 0.2, -0.1)	(0.85, 0.3, -0.1)
	(0.8, 0.2, -0.1)	(0.90, 0.4, -0.1)		(0.8, 0.2, -0.1)	(0.95, 0.25, -0.0)
	(0.8, 0.2, -0.2)	(0.85, 0.3, -0.2)		(0.8, 0.2, -0.2)	(0.90, 0.4, -0.2)
	(0.8, 0.2, -0.2)	(0.95, 0.25, -0.1)		(0.8, 0.2, -0.3)	(0.85, 0.3, -0.3)
	(0.8, 0.2, -0.3)	(0.90, 0.4, -0.3)		(0.8, 0.2, -0.3)	(0.95, 0.25, -0.2)
	(0.8, 0.2, -0.4)	(0.85, 0.3, -0.4)		(0.8, 0.2, -0.4)	(0.90, 0.4, -0.4)
	(0.8, 0.2, -0.4)	(0.95, 0.25, -0.3)		(0.8, 0.2, -0.5)	(0.85, 0.3, -0.5)
	(0.8, 0.2, -0.5)	(0.90, 0.4, -0.5)		(0.8, 0.2, -0.5)	(0.95, 0.25, -0.4)
	(0.8, 0.2, 0.0)	(0.85, 0.3, 0.0)		(0.8, 0.2, 0.0)	(0.90, 0.4, 0.0)
	(0.8, 0.2, 0.0)	(0.95, 0.25, 0.04)		(0.8, 0.2, 0.1)	(0.85, 0.3, 0.1)
	(0.8, 0.2, 0.1)	(0.90, 0.4, 0.1)		(0.8, 0.2, 0.1)	(0.95, 0.25, 0.15)
	(0.8, 0.2, 0.2)	(0.85, 0.3, 0.2)		(0.8, 0.2, 0.2)	(0.90, 0.4, 0.2)
	(0.8, 0.2, 0.2)	(0.95, 0.25, 0.25)		(0.8, 0.2, 0.3)	(0.85, 0.3, 0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, 0.2, 0.3)	(0.90, 0.4, 0.3)		(0.8, 0.2, 0.3)	(0.95, 0.25, 0.35)
	(0.8, 0.2, 0.4)	(0.85, 0.3, 0.4)		(0.8, 0.2, 0.4)	(0.90, 0.4, 0.4)
	(0.8, 0.2, 0.4)	(0.95, 0.25, 0.45)		(0.8, 0.3, -0.1)	(0.85, 0.39, -0.1)
	(0.8, 0.3, -0.1)	(0.95, 0.35, -0.0)		(0.8, 0.3, -0.2)	(0.85, 0.39, -0.2)
	(0.8, 0.3, -0.2)	(0.95, 0.35, -0.1)		(0.8, 0.3, -0.3)	(0.85, 0.39, -0.3)
	(0.8, 0.3, -0.3)	(0.95, 0.35, -0.2)		(0.8, 0.3, -0.4)	(0.85, 0.39, -0.4)
	(0.8, 0.3, -0.4)	(0.95, 0.35, -0.3)		(0.8, 0.3, -0.5)	(0.85, 0.39, -0.5)
	(0.8, 0.3, -0.5)	(0.95, 0.35, -0.4)		(0.8, 0.3, 0.0)	(0.85, 0.39, 0.0)
	(0.8, 0.3, 0.0)	(0.95, 0.35, 0.04)		(0.8, 0.3, 0.1)	(0.85, 0.39, 0.1)
	(0.8, 0.3, 0.1)	(0.95, 0.35, 0.15)		(0.8, 0.3, 0.2)	(0.85, 0.39, 0.2)
	(0.8, 0.3, 0.2)	(0.95, 0.35, 0.25)		(0.8, 0.3, 0.3)	(0.85, 0.39, 0.3)
	(0.8, 0.3, 0.3)	(0.95, 0.35, 0.35)		(0.8, 0.3, 0.4)	(0.85, 0.39, 0.4)
	(0.8, 0.3, 0.4)	(0.95, 0.35, 0.45)		(0.8, 0.4, -0.1)	(0.95, 0.45, -0.0)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.8, 0.4, -0.2)	(0.95, 0.45, -0.1)		(0.8, 0.4, -0.3)	(0.95, 0.45, -0.2)
	(0.8, 0.4, -0.4)	(0.95, 0.45, -0.3)		(0.8, 0.4, -0.5)	(0.95, 0.45, -0.4)
	(0.8, 0.4, 0.0)	(0.95, 0.45, 0.04)		(0.8, 0.4, 0.1)	(0.95, 0.45, 0.15)
	(0.8, 0.4, 0.2)	(0.95, 0.45, 0.25)		(0.8, 0.4, 0.3)	(0.95, 0.45, 0.35)
	(0.8, 0.4, 0.4)	(0.95, 0.45, 0.45)		(0.9, -0.1, -0.1)	(0.95, -1.3, -0.1)
	(0.9, -0.1, -0.2)	(0.95, -1.3, -0.2)		(0.9, -0.1, -0.3)	(0.95, -1.3, -0.3)
	(0.9, -0.1, -0.4)	(0.95, -1.3, -0.4)		(0.9, -0.1, -0.5)	(0.95, -1.3, -0.5)
	(0.9, -0.1, 0.0)	(0.95, -1.3, 0.0)		(0.9, -0.1, 0.1)	(0.95, -1.3, 0.1)
	(0.9, -0.1, 0.2)	(0.95, -1.3, 0.2)		(0.9, -0.1, 0.3)	(0.95, -1.3, 0.3)
	(0.9, -0.1, 0.4)	(0.95, -1.3, 0.4)		(0.9, -0.2, -0.1)	(0.95, -0.1, -0.1)
	(0.9, -0.2, -0.2)	(0.95, -0.1, -0.2)		(0.9, -0.2, -0.3)	(0.95, -0.1, -0.3)
	(0.9, -0.2, -0.4)	(0.95, -0.1, -0.4)		(0.9, -0.2, -0.5)	(0.95, -0.1, -0.5)
	(0.9, -0.2, 0.0)	(0.95, -0.1, 0.0)		(0.9, -0.2, 0.1)	(0.95, -0.1, 0.1)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.9, -0.2, 0.2)	(0.95, -0.1, 0.2)		(0.9, -0.2, 0.3)	(0.95, -0.1, 0.3)
	(0.9, -0.2, 0.4)	(0.95, -0.1, 0.4)		(0.9, -0.3, -0.1)	(0.95, -0.2, -0.1)
	(0.9, -0.3, -0.2)	(0.95, -0.2, -0.2)		(0.9, -0.3, -0.3)	(0.95, -0.2, -0.3)
	(0.9, -0.3, -0.4)	(0.95, -0.2, -0.4)		(0.9, -0.3, -0.5)	(0.95, -0.2, -0.5)
	(0.9, -0.3, 0.0)	(0.95, -0.2, 0.0)		(0.9, -0.3, 0.1)	(0.95, -0.2, 0.1)
	(0.9, -0.3, 0.2)	(0.95, -0.2, 0.2)		(0.9, -0.3, 0.3)	(0.95, -0.2, 0.3)
	(0.9, -0.3, 0.4)	(0.95, -0.2, 0.4)		(0.9, -0.4, -0.1)	(0.95, -0.3, -0.1)
	(0.9, -0.4, -0.2)	(0.95, -0.3, -0.2)		(0.9, -0.4, -0.3)	(0.95, -0.3, -0.3)
	(0.9, -0.4, -0.4)	(0.95, -0.3, -0.4)		(0.9, -0.4, -0.5)	(0.95, -0.3, -0.5)
	(0.9, -0.4, 0.0)	(0.95, -0.3, 0.0)		(0.9, -0.4, 0.1)	(0.95, -0.3, 0.1)
	(0.9, -0.4, 0.2)	(0.95, -0.3, 0.2)		(0.9, -0.4, 0.3)	(0.95, -0.3, 0.3)
	(0.9, -0.4, 0.4)	(0.95, -0.3, 0.4)		(0.9, -0.5, -0.1)	(0.95, -0.4, -0.1)
	(0.9, -0.5, -0.2)	(0.95, -0.4, -0.2)		(0.9, -0.5, -0.3)	(0.95, -0.4, -0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.9, -0.5, -0.4)	(0.95, -0.4, -0.4)		(0.9, -0.5, -0.5)	(0.95, -0.4, -0.5)
	(0.9, -0.5, 0.0)	(0.95, -0.4, 0.0)		(0.9, -0.5, 0.1)	(0.95, -0.4, 0.1)
	(0.9, -0.5, 0.2)	(0.95, -0.4, 0.2)		(0.9, -0.5, 0.3)	(0.95, -0.4, 0.3)
	(0.9, -0.5, 0.4)	(0.95, -0.4, 0.4)		(0.9, 0.0, -0.1)	(0.95, 0.09, -0.1)
	(0.9, 0.0, -0.2)	(0.95, 0.09, -0.2)		(0.9, 0.0, -0.3)	(0.95, 0.09, -0.3)
	(0.9, 0.0, -0.4)	(0.95, 0.09, -0.4)		(0.9, 0.0, -0.5)	(0.95, 0.09, -0.5)
	(0.9, 0.0, 0.0)	(0.95, 0.09, 0.0)		(0.9, 0.0, 0.1)	(0.95, 0.09, 0.1)
	(0.9, 0.0, 0.2)	(0.95, 0.09, 0.2)		(0.9, 0.0, 0.3)	(0.95, 0.09, 0.3)
	(0.9, 0.0, 0.4)	(0.95, 0.09, 0.4)		(0.9, 0.1, -0.1)	(0.95, 0.2, -0.1)
	(0.9, 0.1, -0.2)	(0.95, 0.2, -0.2)		(0.9, 0.1, -0.3)	(0.95, 0.2, -0.3)
	(0.9, 0.1, -0.4)	(0.95, 0.2, -0.4)		(0.9, 0.1, -0.5)	(0.95, 0.2, -0.5)
	(0.9, 0.1, 0.0)	(0.95, 0.2, 0.0)		(0.9, 0.1, 0.1)	(0.95, 0.2, 0.1)
	(0.9, 0.1, 0.2)	(0.95, 0.2, 0.2)		(0.9, 0.1, 0.3)	(0.95, 0.2, 0.3)

Gradient	Initial Color	Target Color	Gradient	Initial Color	Target Color
	(0.9, 0.1, 0.4)	(0.95, 0.2, 0.4)		(0.9, 0.2, -0.1)	(0.95, 0.3, -0.1)
	(0.9, 0.2, -0.2)	(0.95, 0.3, -0.2)		(0.9, 0.2, -0.3)	(0.95, 0.3, -0.3)
	(0.9, 0.2, -0.4)	(0.95, 0.3, -0.4)		(0.9, 0.2, -0.5)	(0.95, 0.3, -0.5)
	(0.9, 0.2, 0.0)	(0.95, 0.3, 0.0)		(0.9, 0.2, 0.1)	(0.95, 0.3, 0.1)
	(0.9, 0.2, 0.2)	(0.95, 0.3, 0.2)		(0.9, 0.2, 0.3)	(0.95, 0.3, 0.3)
	(0.9, 0.2, 0.4)	(0.95, 0.3, 0.4)		(0.9, 0.3, -0.1)	(0.95, 0.39, -0.1)
	(0.9, 0.3, -0.2)	(0.95, 0.39, -0.2)		(0.9, 0.3, -0.3)	(0.95, 0.39, -0.3)
	(0.9, 0.3, -0.4)	(0.95, 0.39, -0.4)		(0.9, 0.3, -0.5)	(0.95, 0.39, -0.5)
	(0.9, 0.3, 0.0)	(0.95, 0.39, 0.0)		(0.9, 0.3, 0.1)	(0.95, 0.39, 0.1)
	(0.9, 0.3, 0.2)	(0.95, 0.39, 0.2)		(0.9, 0.3, 0.3)	(0.95, 0.39, 0.3)
	(0.9, 0.3, 0.4)	(0.95, 0.39, 0.4)			