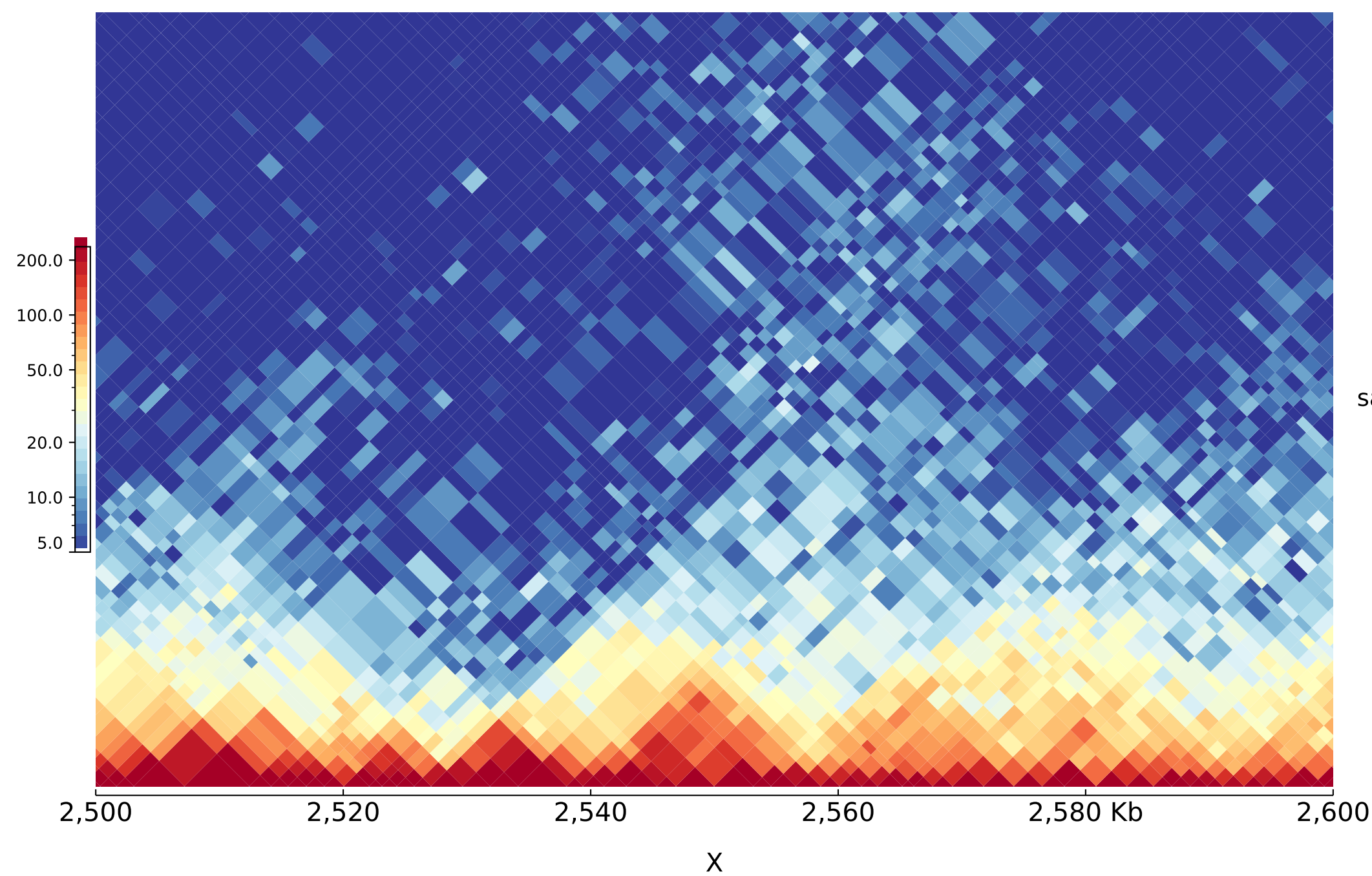


depth = 200000; transform = log1p;  
min\_value = 5; height = 5

same but orientation=inverted; no height



same rasterize = false