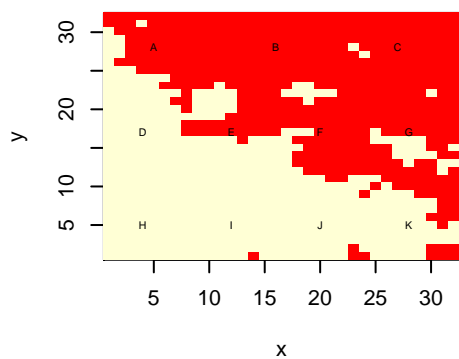
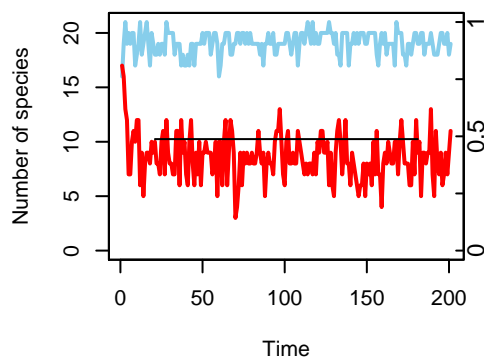


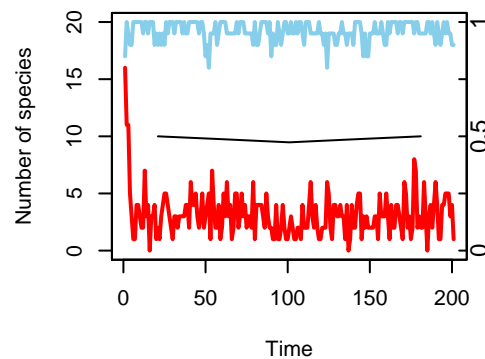
**hp-0.5\_run1**



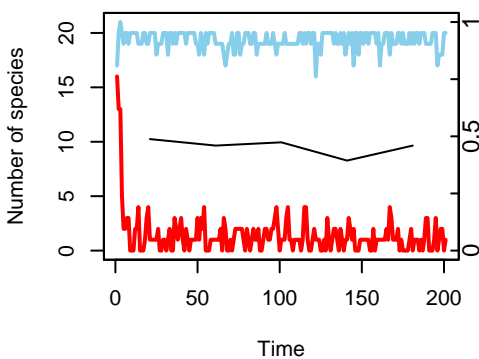
**A; Landscape similarity 0.88;  
core (blue), transient (red)**



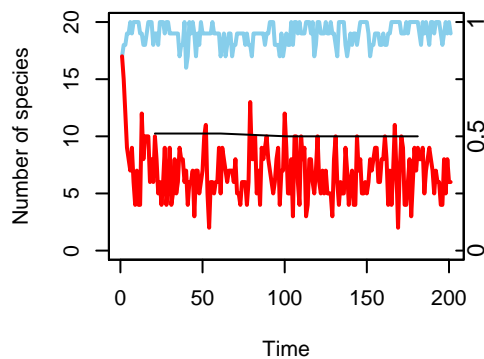
**B; Landscape similarity 1;  
core (blue), transient (red)**



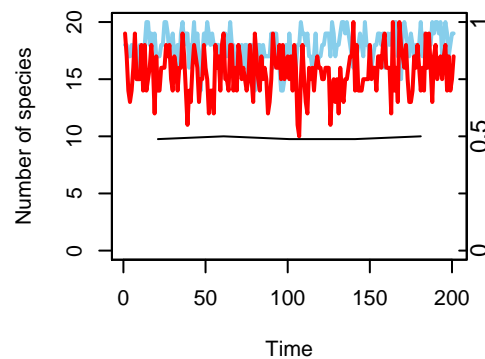
**C; Landscape similarity 0.98;  
core (blue), transient (red)**



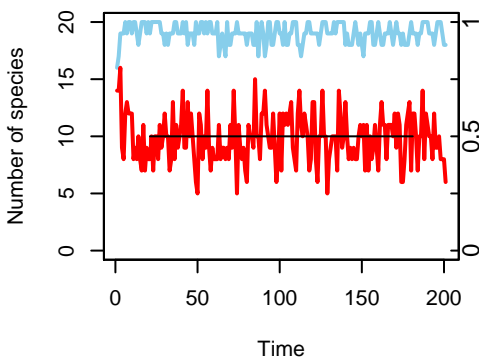
**D; Landscape similarity 1;  
core (blue), transient (red)**



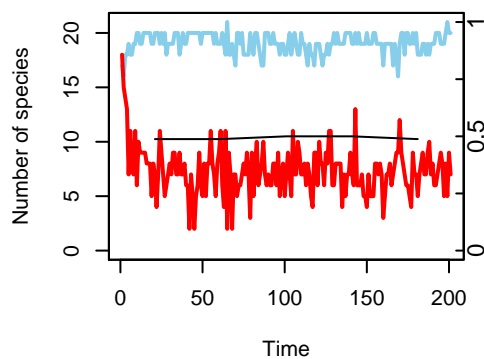
**E; Landscape similarity 0.45;  
core (blue), transient (red)**



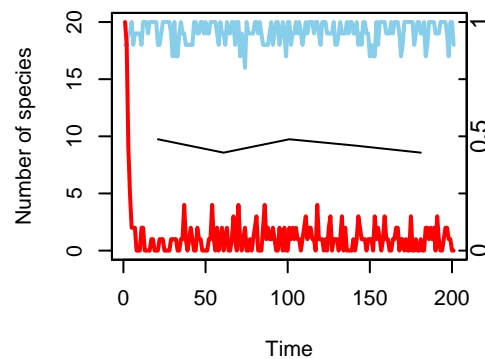
**F; Landscape similarity 0.86;  
core (blue), transient (red)**



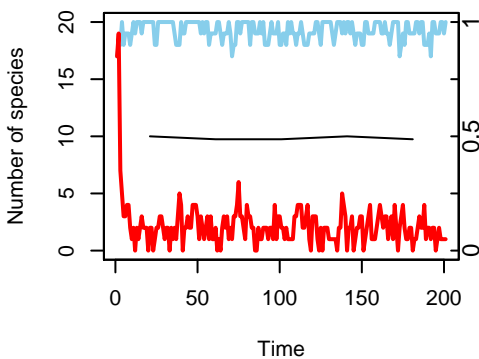
**G; Landscape similarity 0.73;  
core (blue), transient (red)**



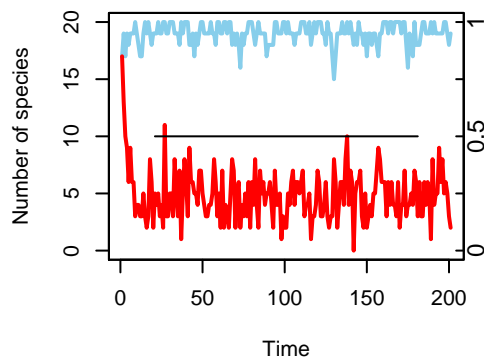
**H; Landscape similarity 1;  
core (blue), transient (red)**



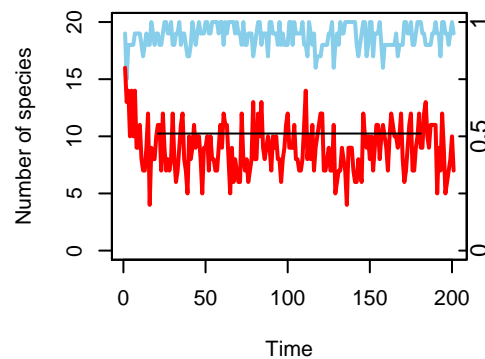
**I; Landscape similarity 1;  
core (blue), transient (red)**



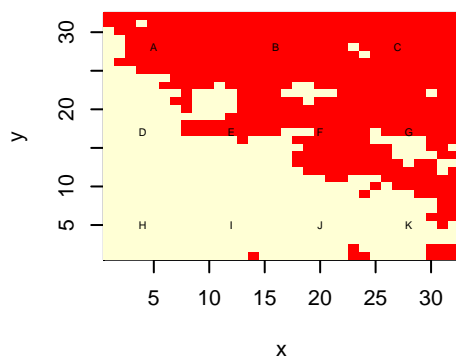
**J; Landscape similarity 0.98;  
core (blue), transient (red)**



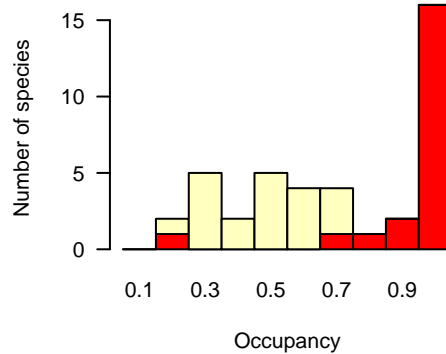
**K; Landscape similarity 0.86;  
core (blue), transient (red)**



hp-0.5\_run1



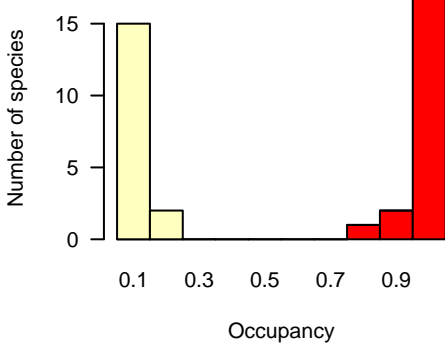
Pixel A



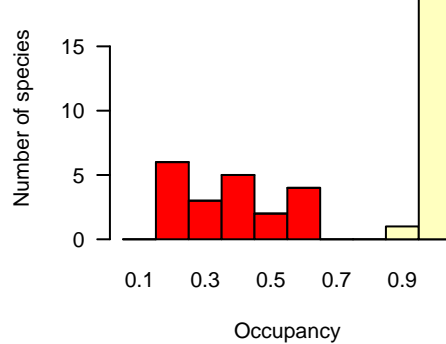
Pixel B



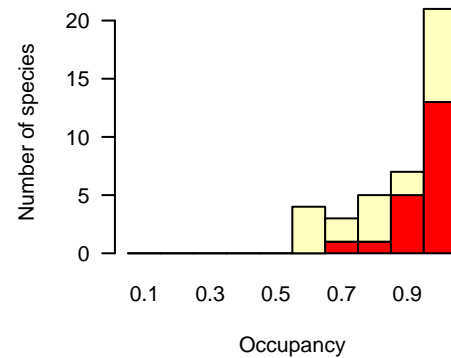
Pixel C



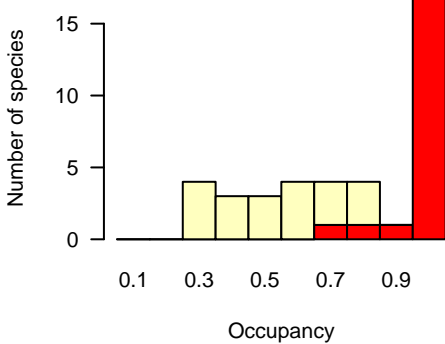
Pixel D



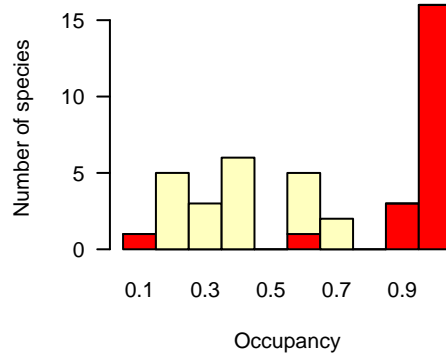
Pixel E



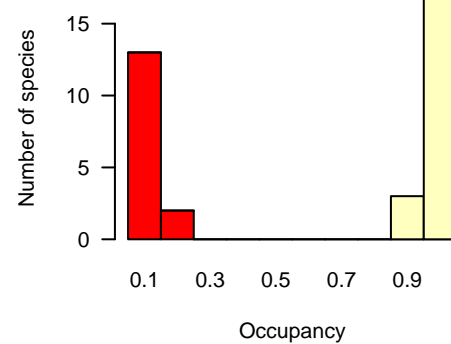
Pixel F



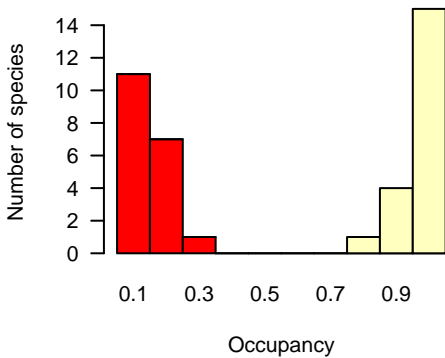
Pixel G



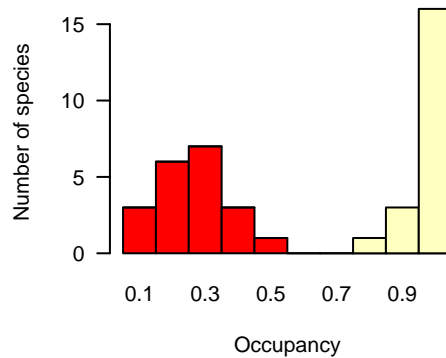
Pixel H



Pixel I



Pixel J



Pixel K

