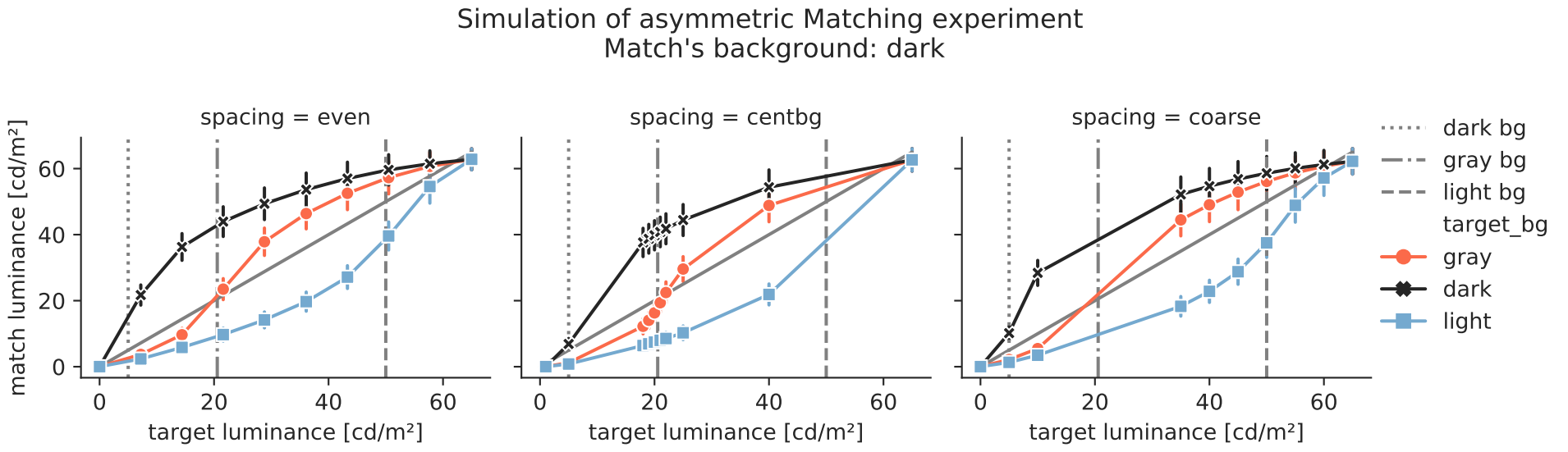
Simulation of asymmetric Matching experiment
Match's background: dark
spacing = even
spacing = centbg
spacing = coarse
match luminance [cd/m²]
target luminance [cd/m²]
0
20
40
60
dark bg
gray bg
light bg
target_bg
gray
dark
light