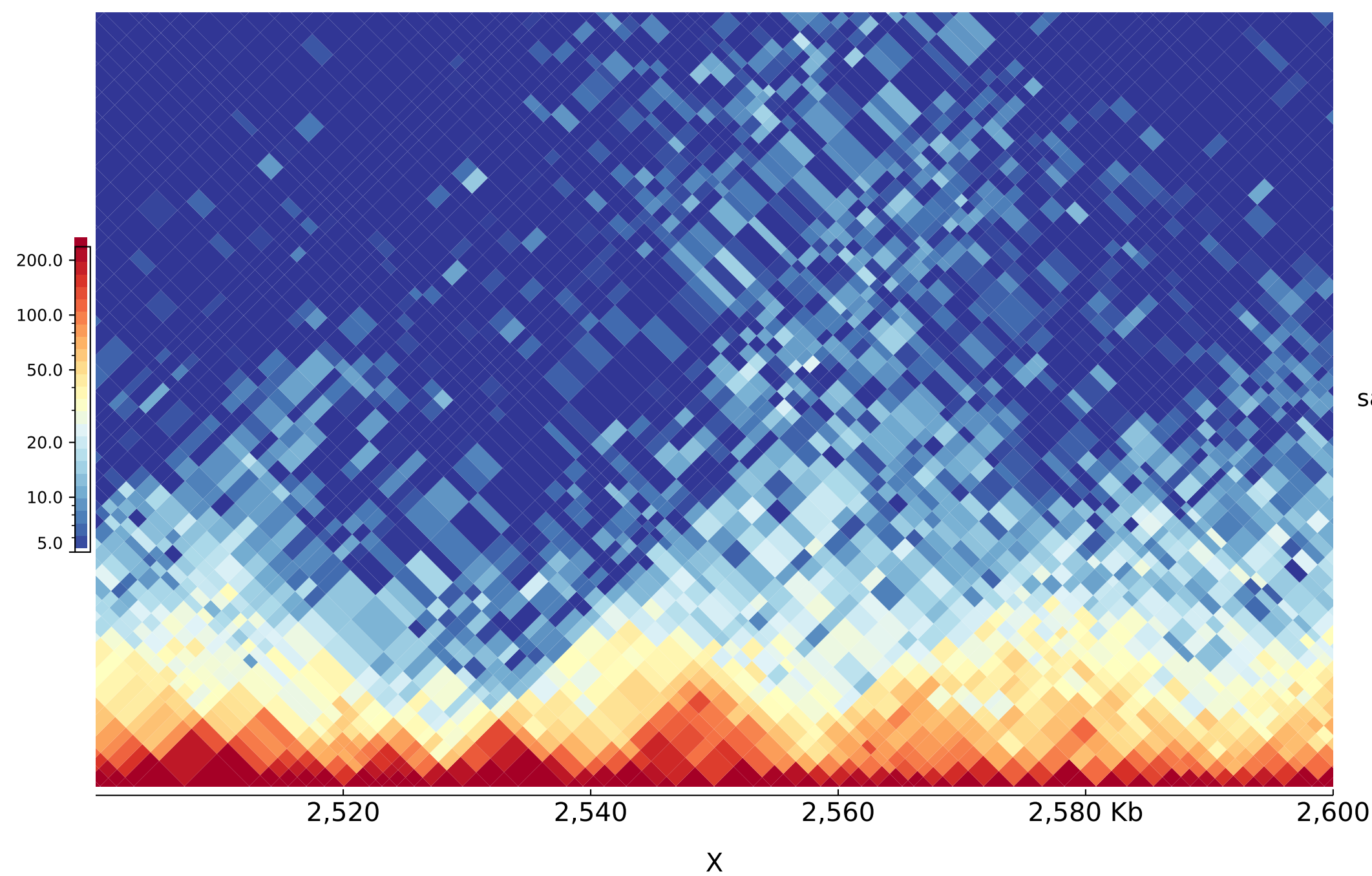


depth = 200000; transform =
log1p; min_value = 5; height =
5

same but orientation=inverted;
no height



same rasterize = off