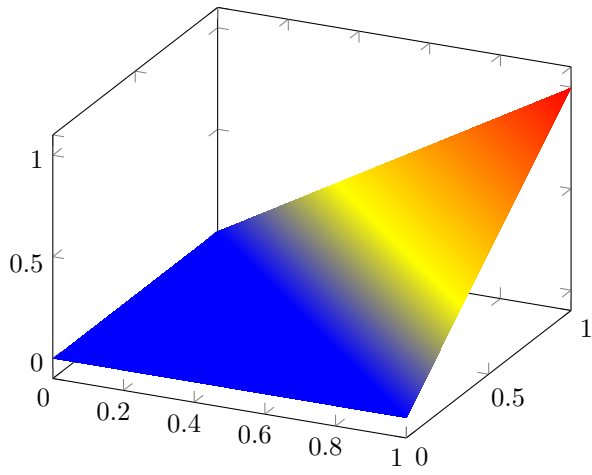
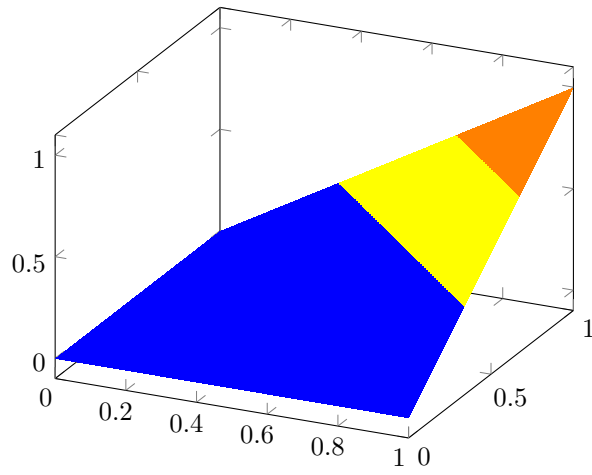


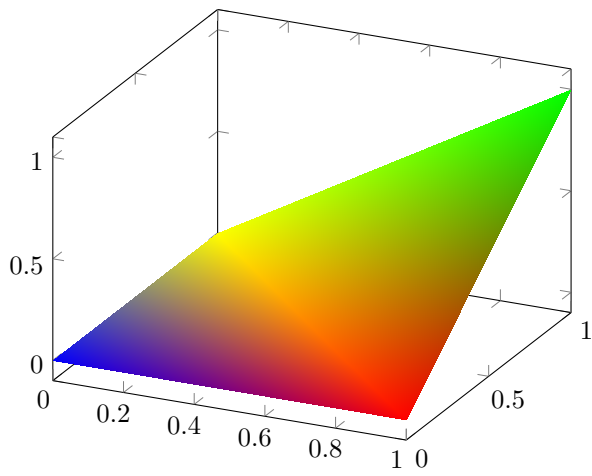
Rectangle from patch input (Function order 1)



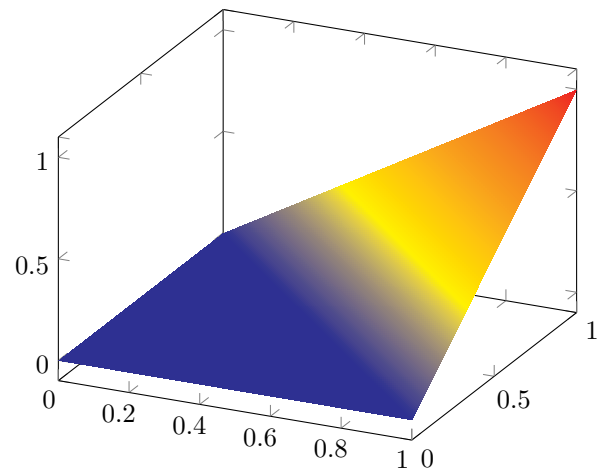
Rectangle from patch input (Function order 0)



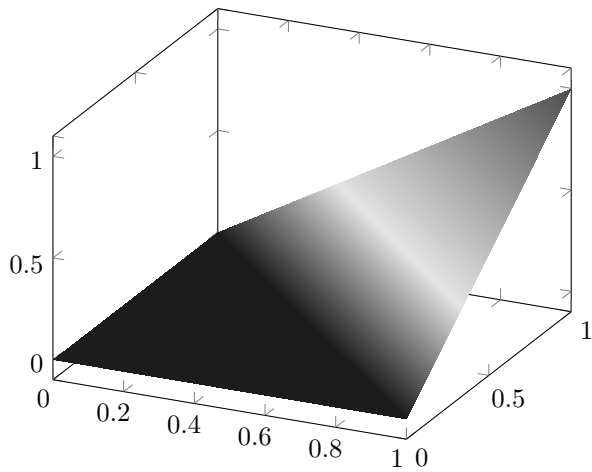
Rectangle from patch input (No function)



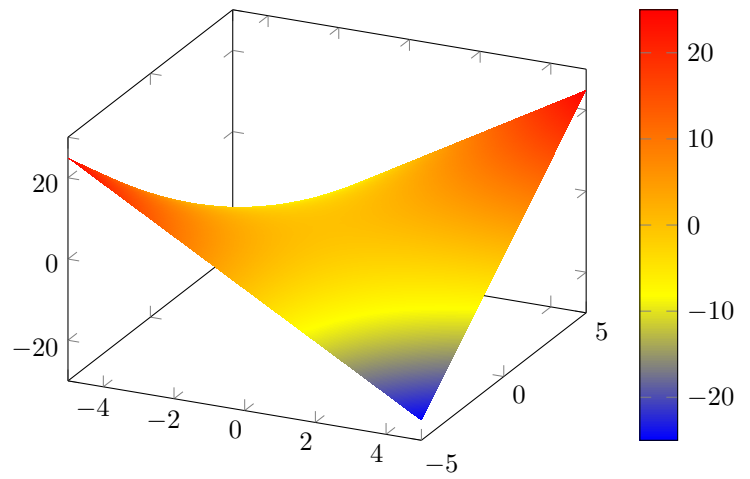
Rectangle from patch input (Function order 1 CMYK)



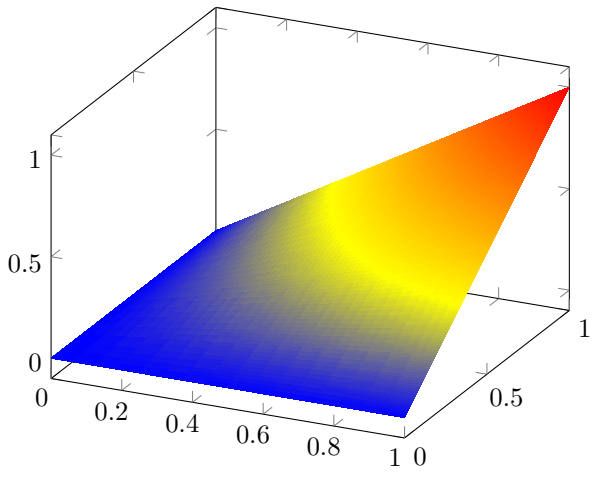
Rectangle from patch input (Function order 1 GRAY)



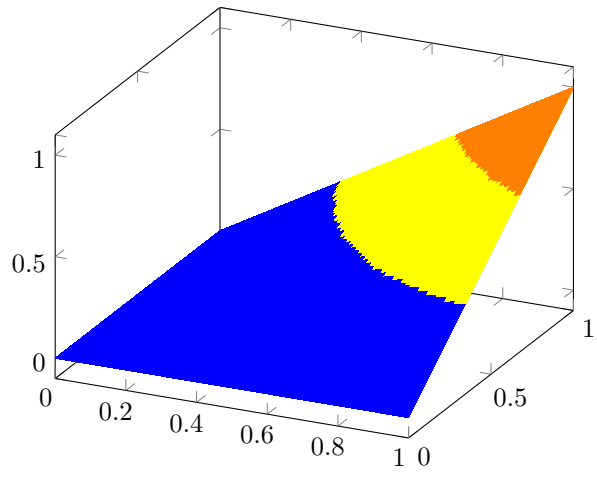
Standard use-case



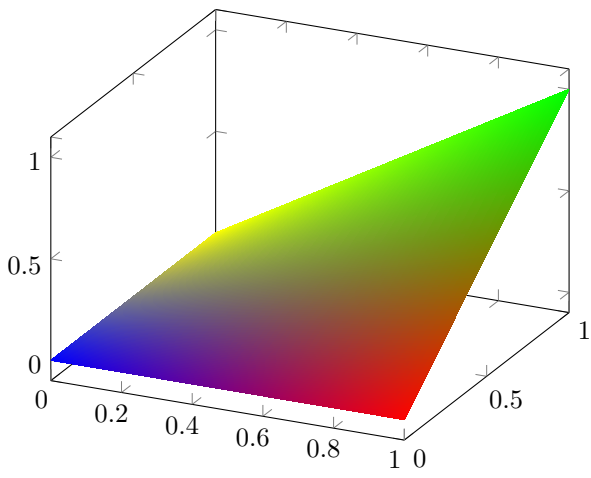
Bilinear from 4-point patch input (Function order 1)



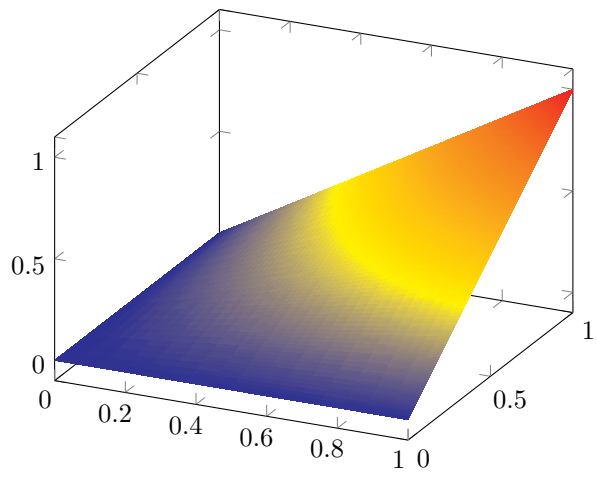
Bilinear from 4-point patch input (Function order 0)



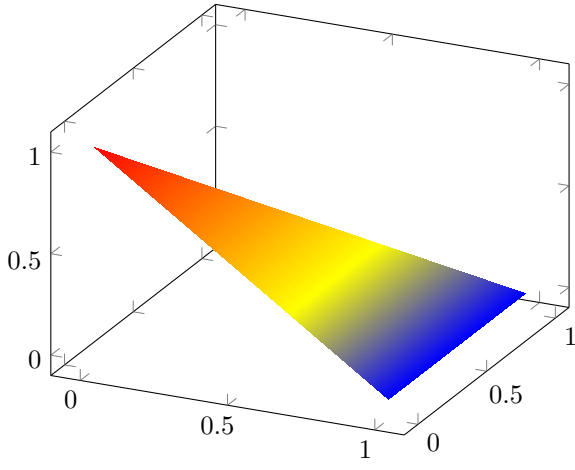
Bilinear from 4-point patch input (No Function)



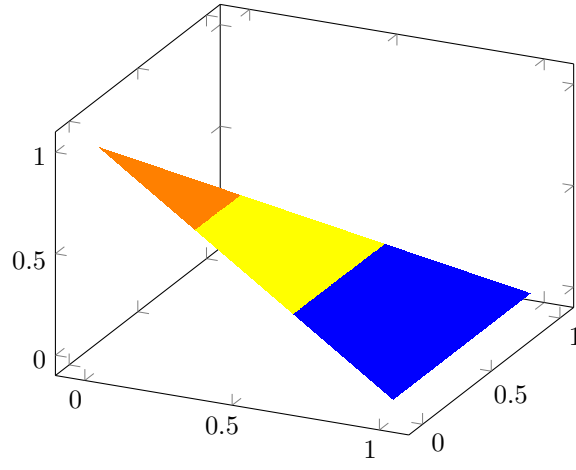
Bilinear from 4-point patch input (Function order 1 CMYK)



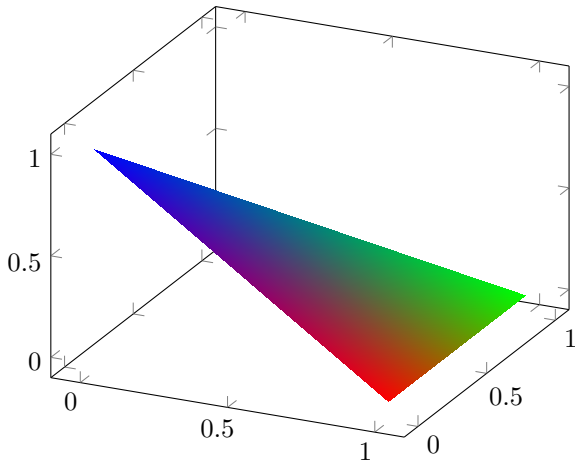
Single Triangle patch (Function order 1)



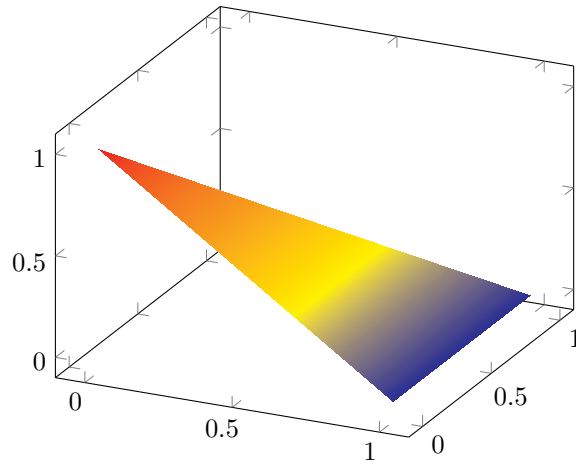
Single Triangle patch (Function order 0)



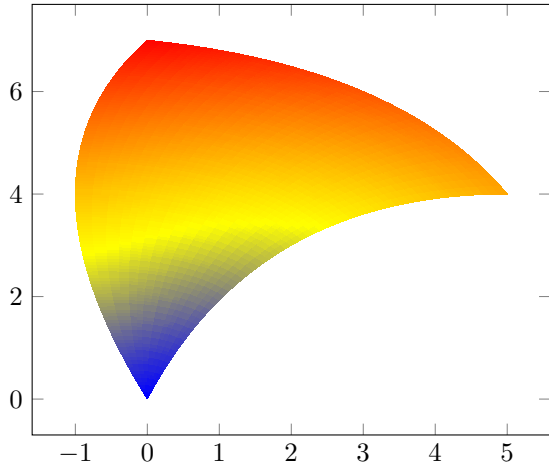
Single Triangle patch (No Function)



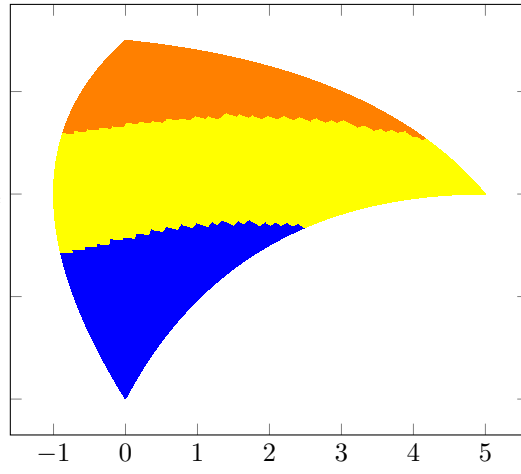
Single Triangle patch (Function order 1 CMYK)



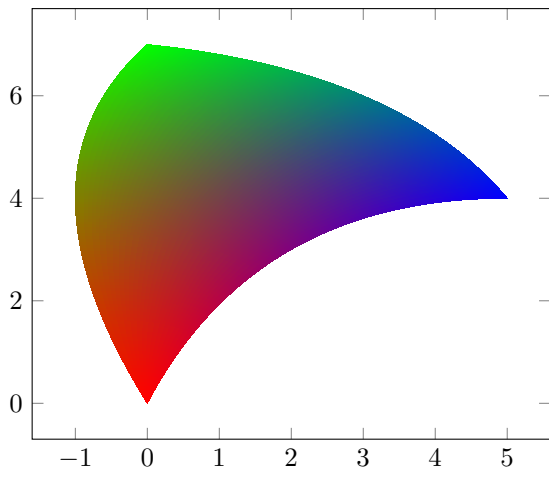
Quadratic Triangle (Function Order 1)



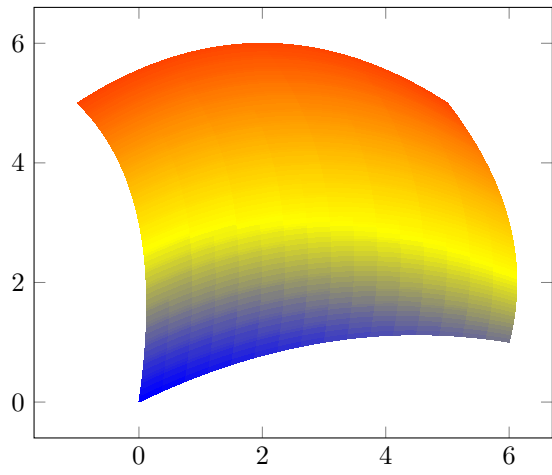
Quadratic Triangle (Function Order 2)



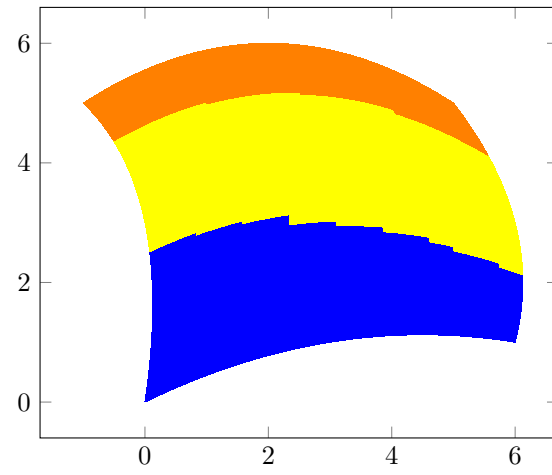
Quadratic Triangle (No Function)



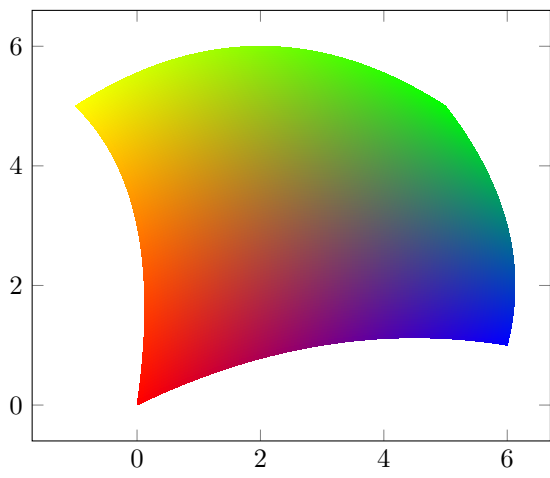
Single Biquadratic Quadrilateral (Function Order 1)



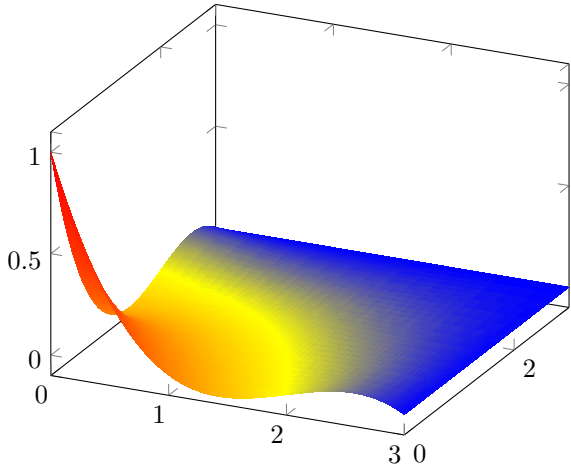
Single Biquadratic Quadrilateral (Function Order 0)



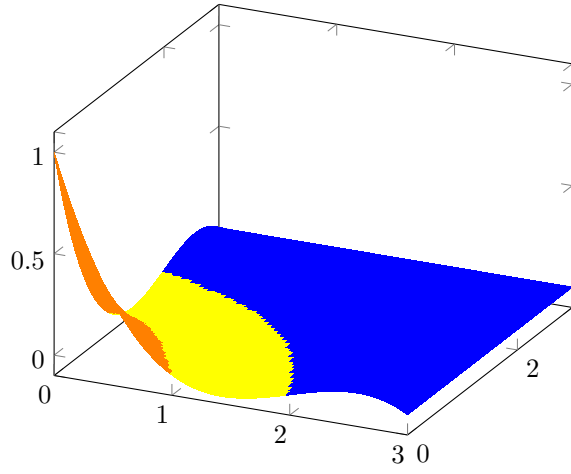
Single Biquadratic Quadrilateral (No Function)



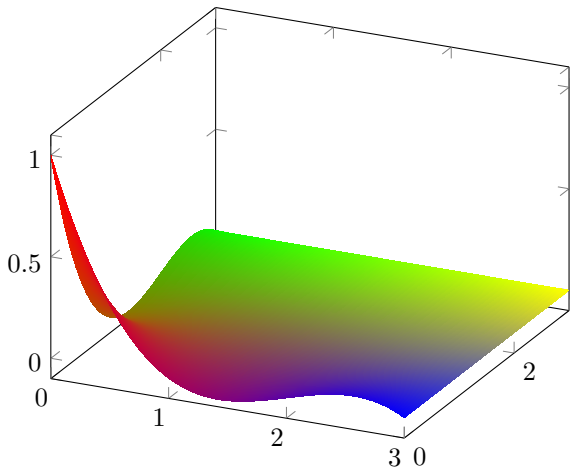
Single Bicubic Quadrilateral (Function order 1)



Single Bicubic Quadrilateral (Function order 0)



Single Bicubic Quadrilateral (No Function)



Single Bicubic Quadrilateral (Function order 1 CMYK)

