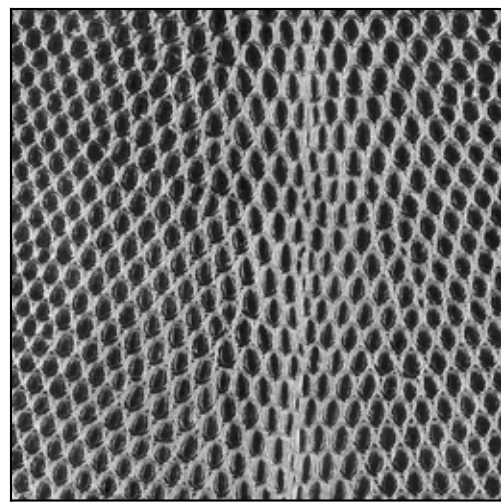


Target image
range: [0.0e+00, 1.0e+00]
dims: [256, 256] * 1.0



Metamer [iteration=20]
range: [2.2e-02, 1.0e+00]
dims: [256, 256] * 1.0

