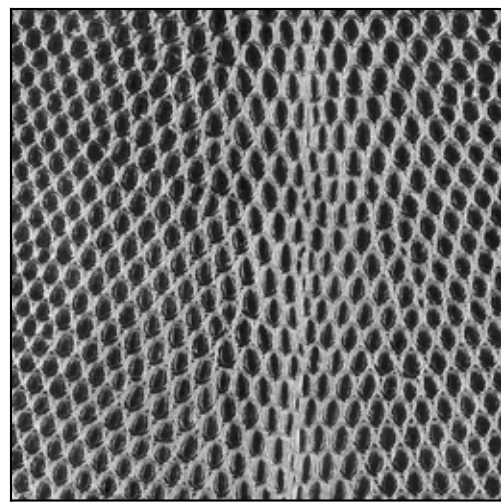


Target image  
range: [0.0e+00, 1.0e+00]  
dims: [256, 256] \* 1.0



Metamer [iteration=20]  
range: [1.1e-02, 1.0e+00]  
dims: [256, 256] \* 1.0

