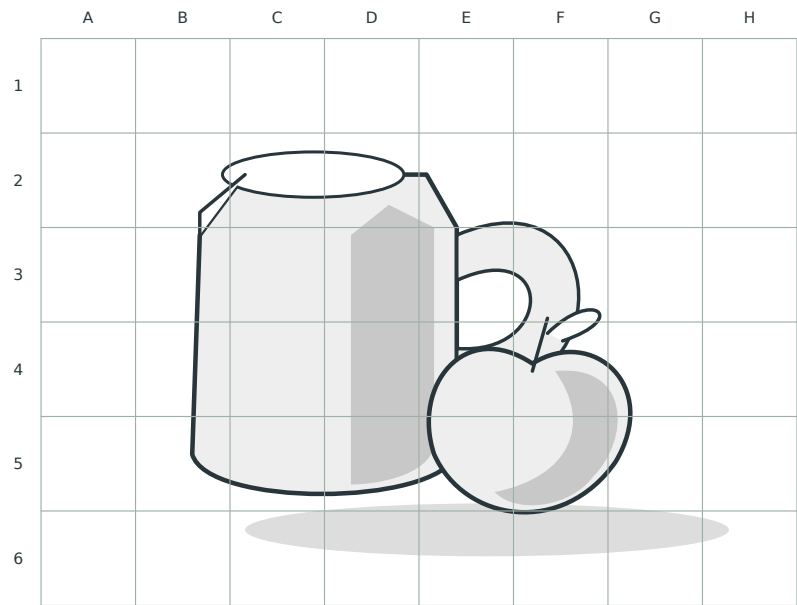
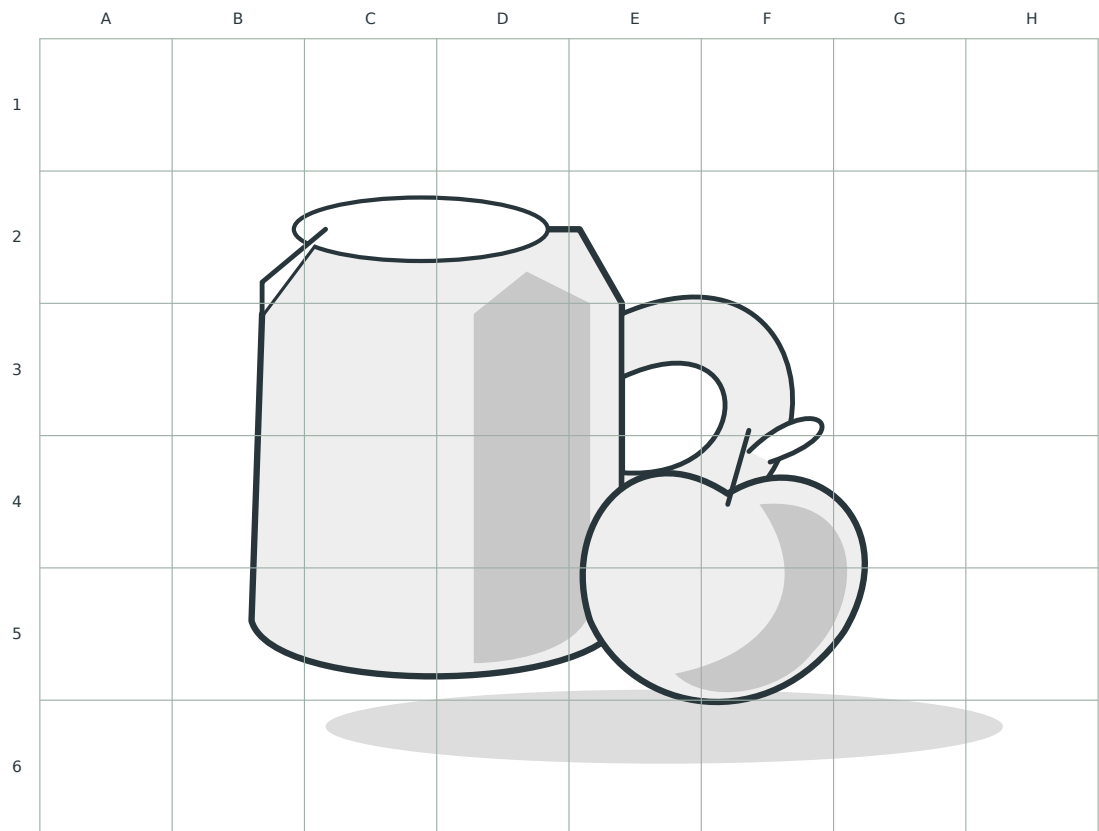


Pitcher and apple: GS01

Original value guide: upper-left light, shadows toward lower right. These gray blocks are illustrative, not a physical light simulation. Compare contours before tone.

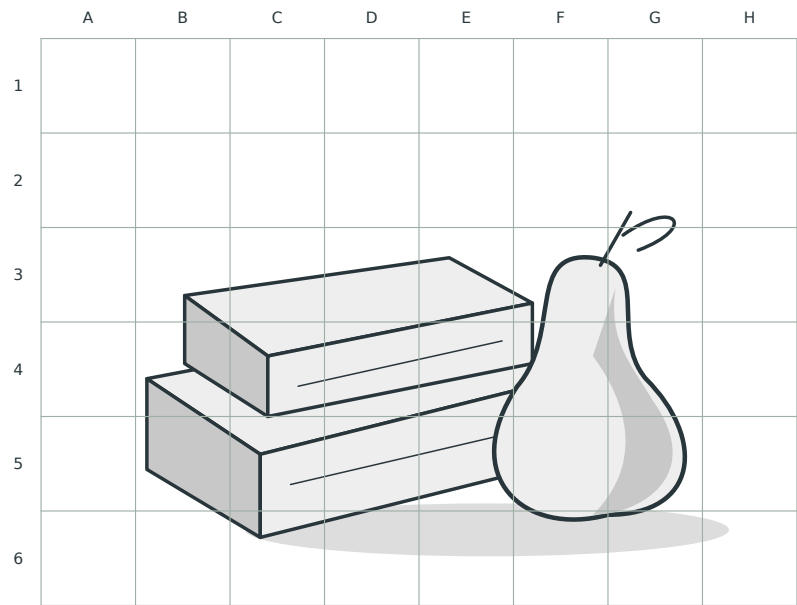


Reference above / Reference completion below / enlarge both axes by 1.4

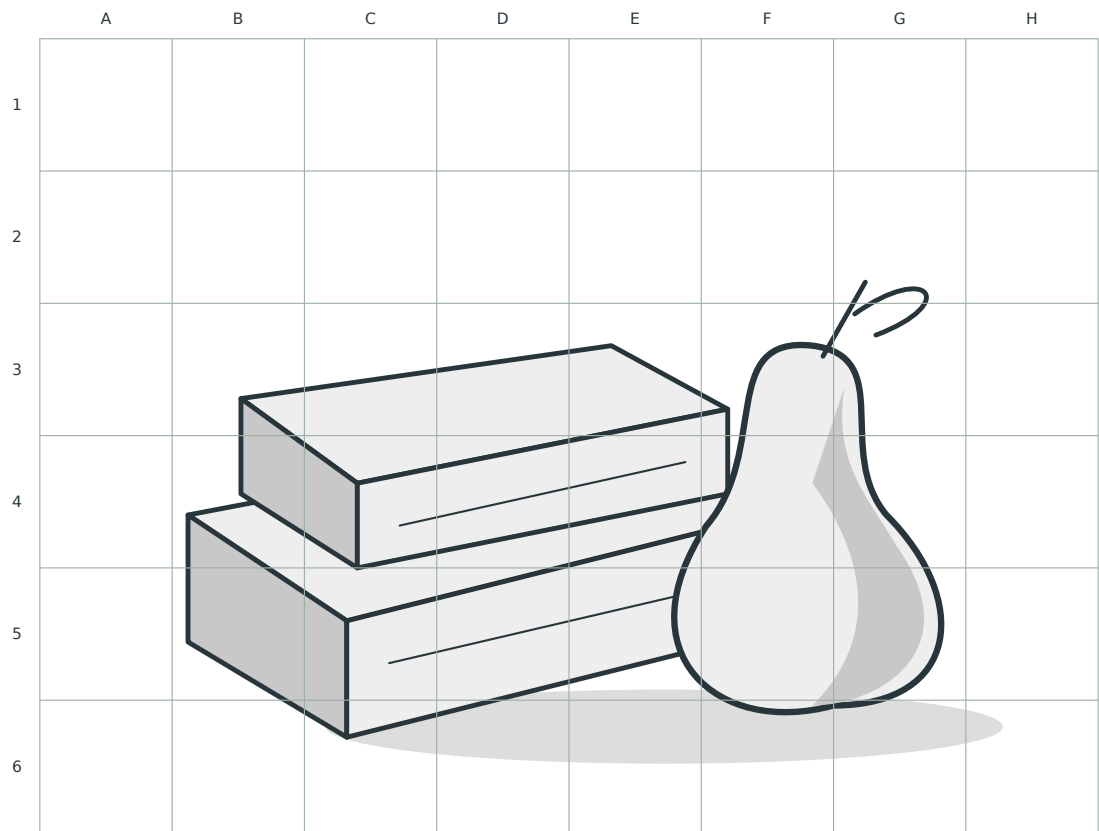


Books and pear: GS02

Original value guide: upper-left light, shadows toward lower right. These gray blocks are illustrative, not a physical light simulation. Compare contours before tone.

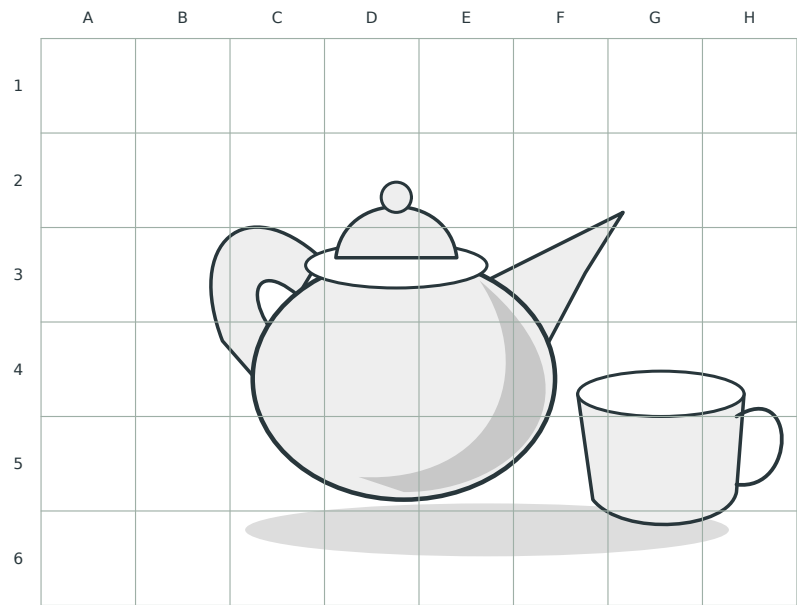


Reference above / Reference completion below / enlarge both axes by 1.4

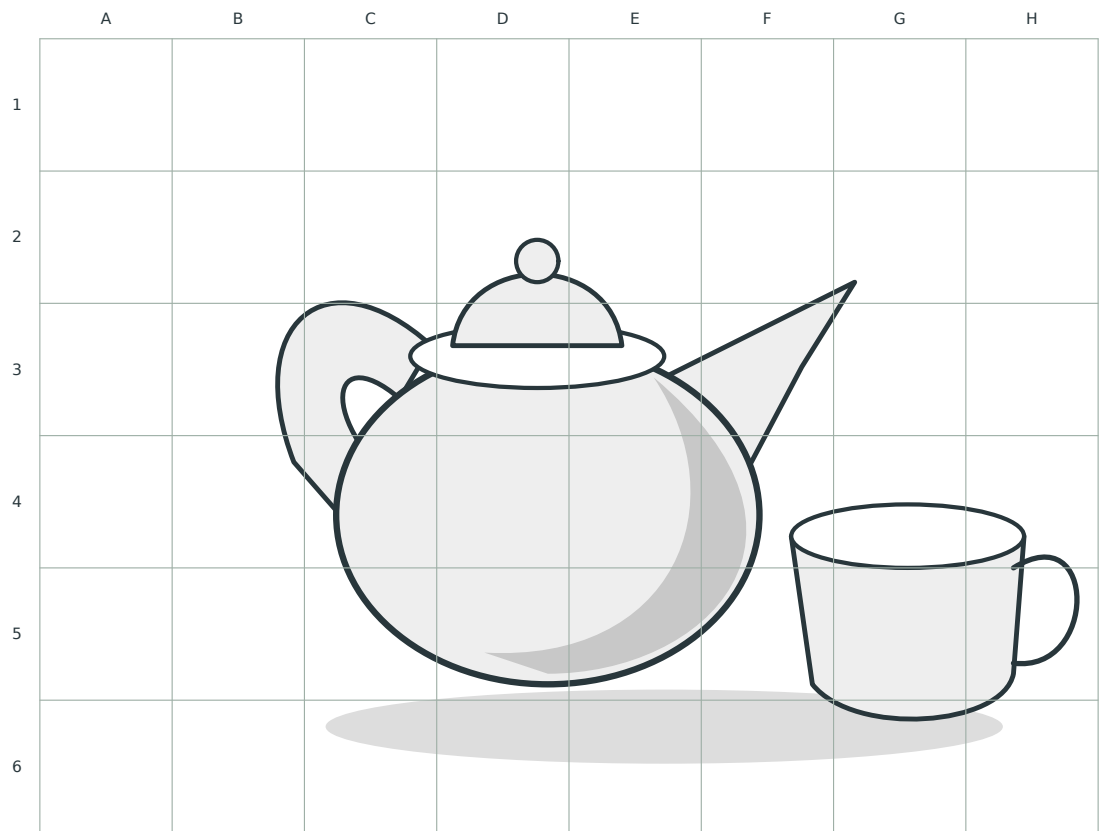


Teapot and cup: GS03

Original value guide: upper-left light, shadows toward lower right. These gray blocks are illustrative, not a physical light simulation. Compare contours before tone.

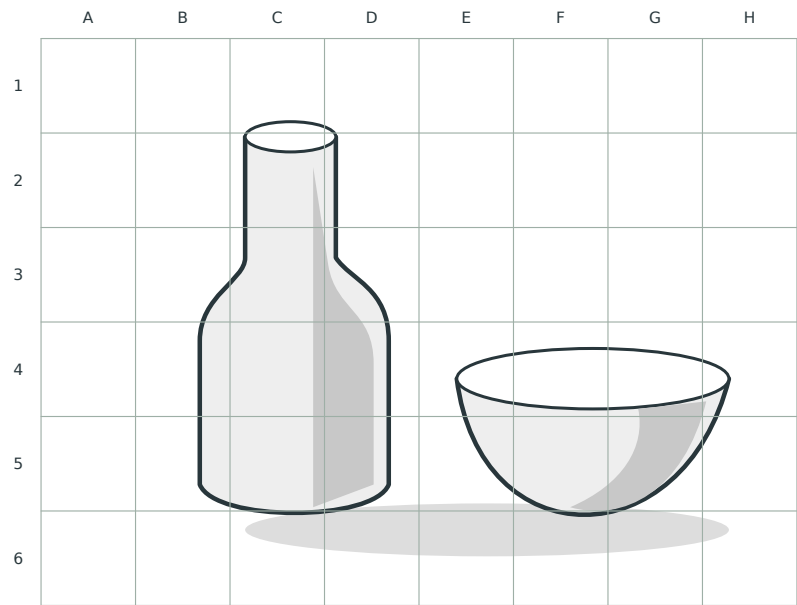


Reference above / Reference completion below / enlarge both axes by 1.4

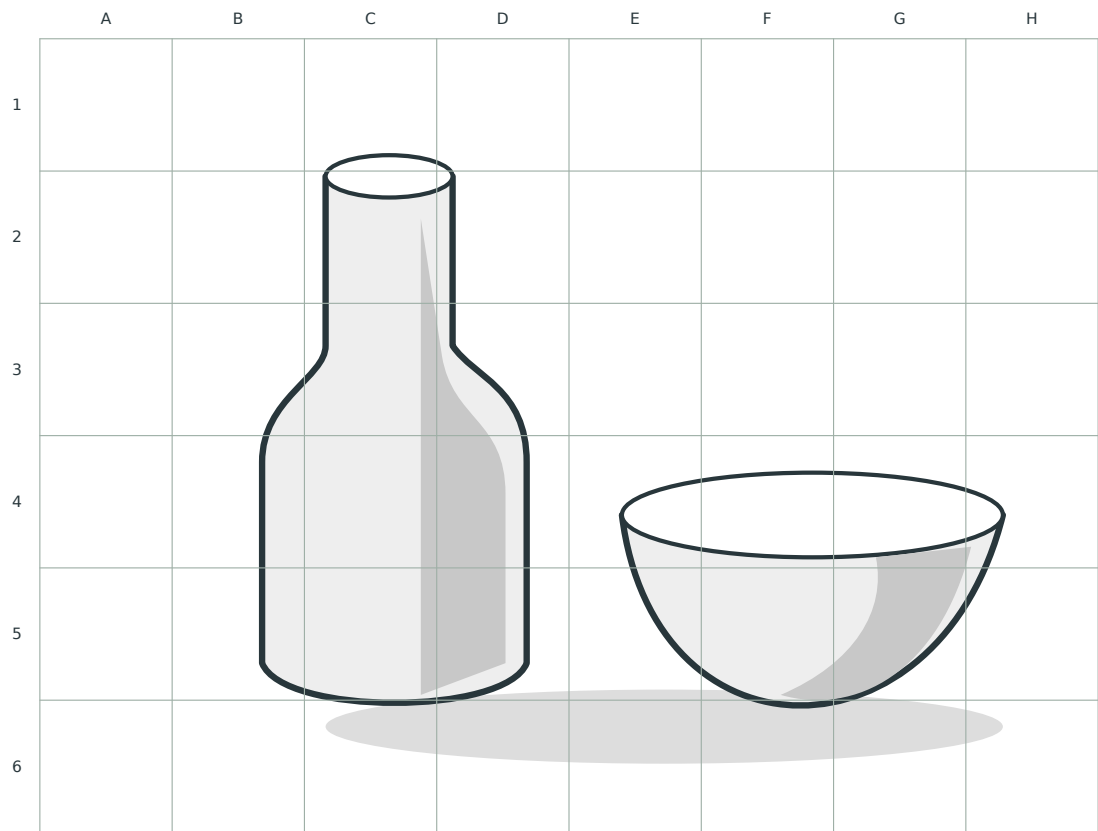


Bottle and bowl: GS04

Original value guide: upper-left light, shadows toward lower right. These gray blocks are illustrative, not a physical light simulation. Compare contours before tone.

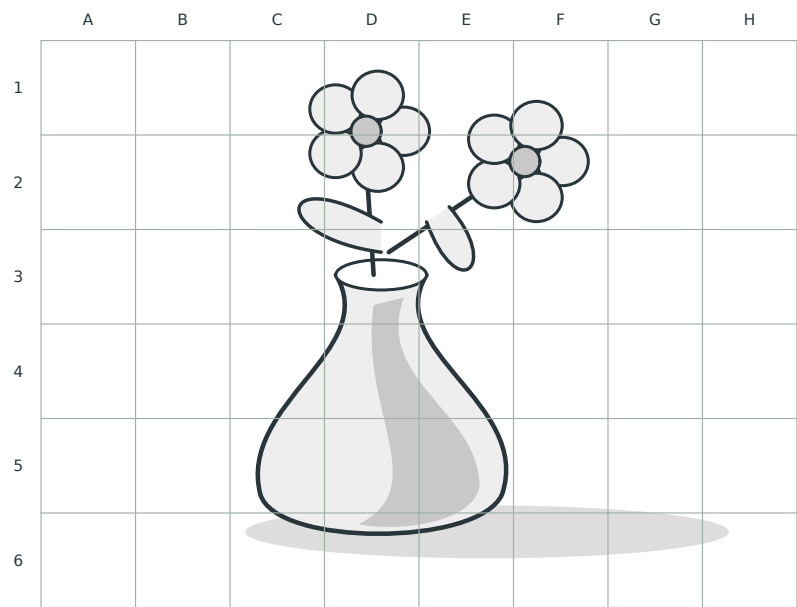


Reference above / Reference completion below / enlarge both axes by 1.4

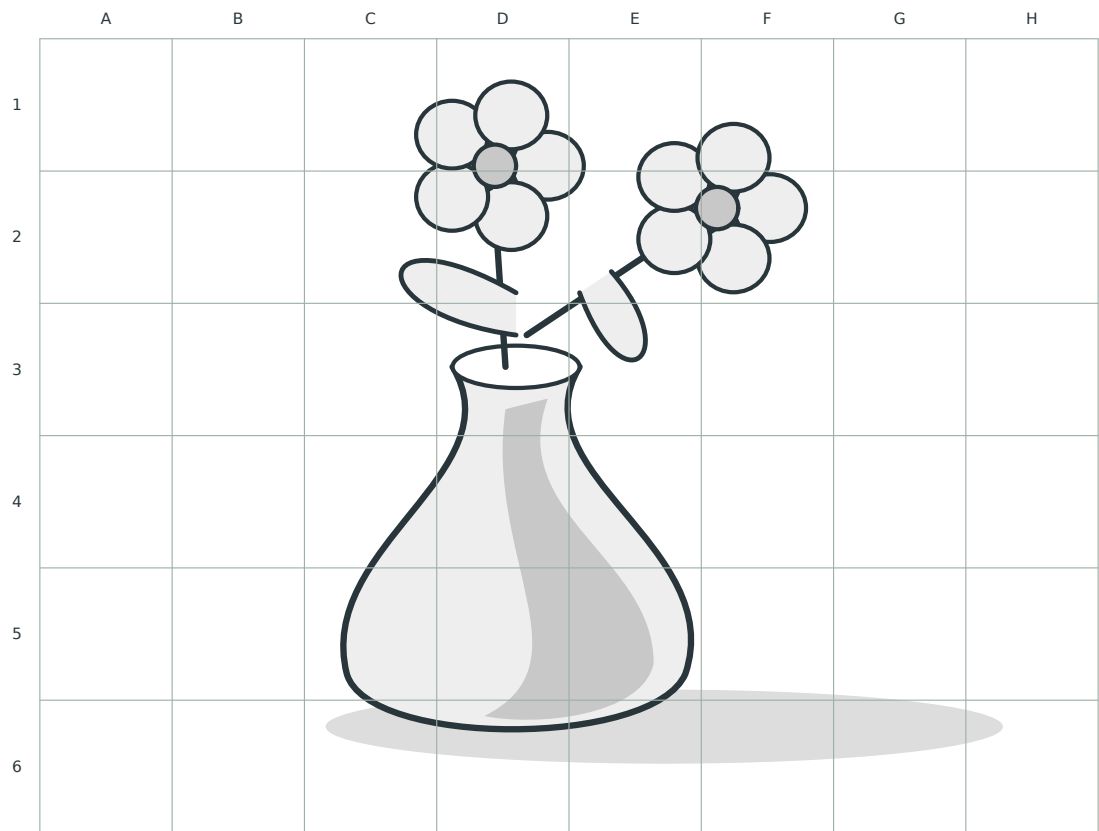


Vase and flowers: GS05

Original value guide: upper-left light, shadows toward lower right. These gray blocks are illustrative, not a physical light simulation. Compare contours before tone.

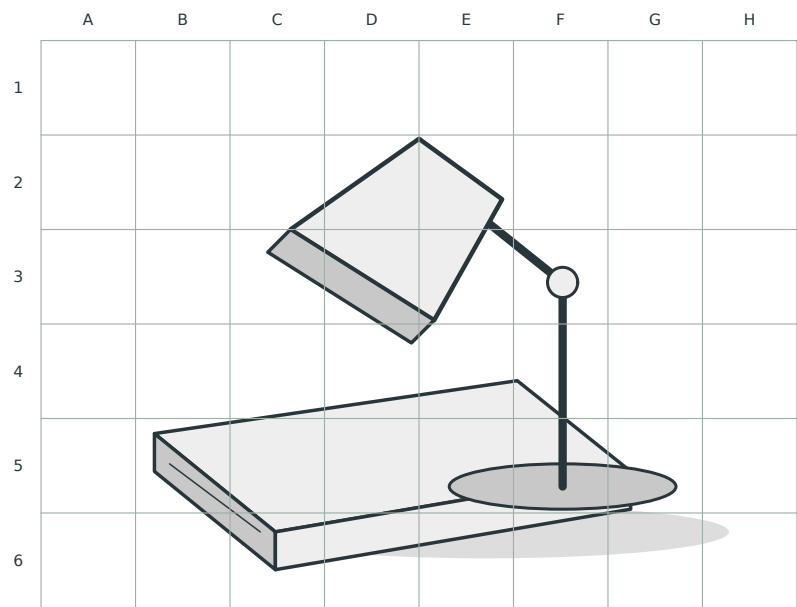


Reference above / Reference completion below / enlarge both axes by 1.4



Lamp and notebook: GS06

Original value guide: upper-left light, shadows toward lower right. These gray blocks are illustrative, not a physical light simulation. Compare contours before tone.



Reference above / Reference completion below / enlarge both axes by 1.4

