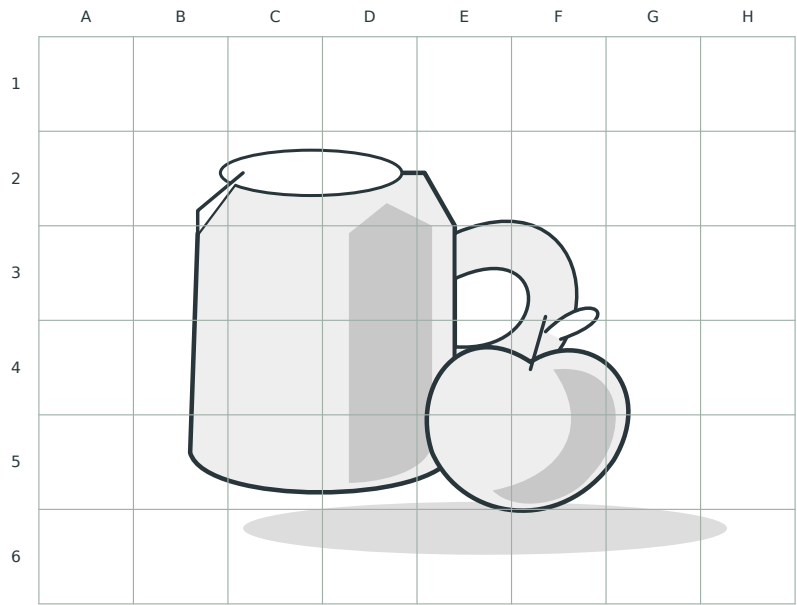


Pitcher and apple: GS01

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 / Blank target below / enlarge both axes by 1.4



A copied point (x,y) becomes (1.4x,1.4y) in the target frame.