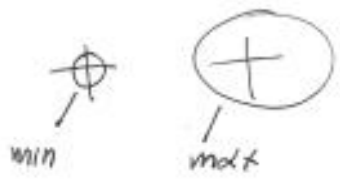
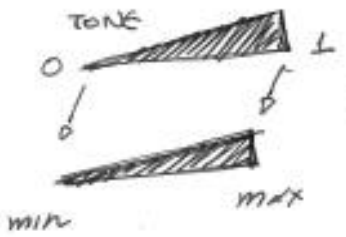
TONE CONVERTION

PIXEL VALUE: RGB
TONE: (R+G+B)/3.0
RANGE 0...1 = black... white
INV RANGE → white...black

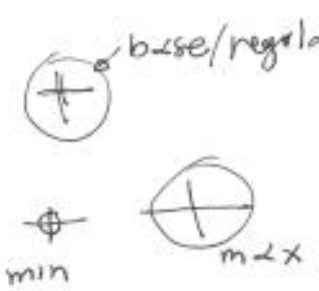
0: BOUNDS

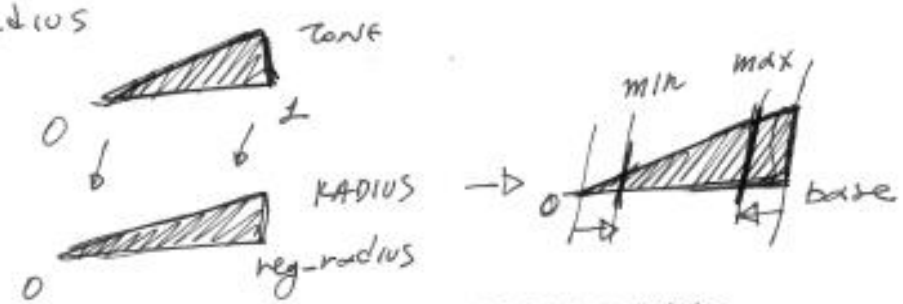




f: min + (max-min) · tone^{-1}

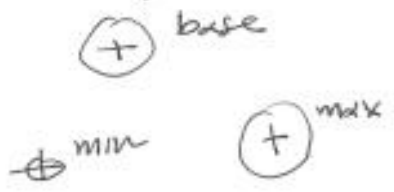
1: PROJECTION

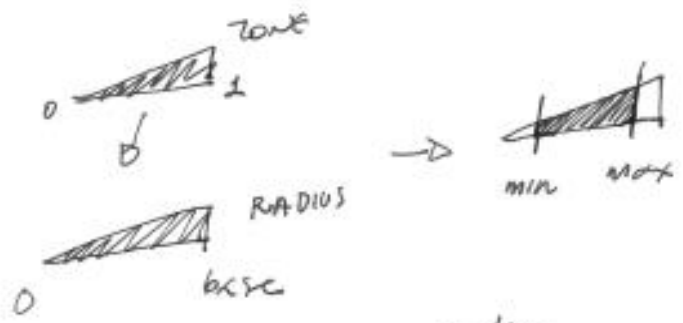




if RADIUS < min → RADIUS = min
if RADIUS > max → RADIUS = max

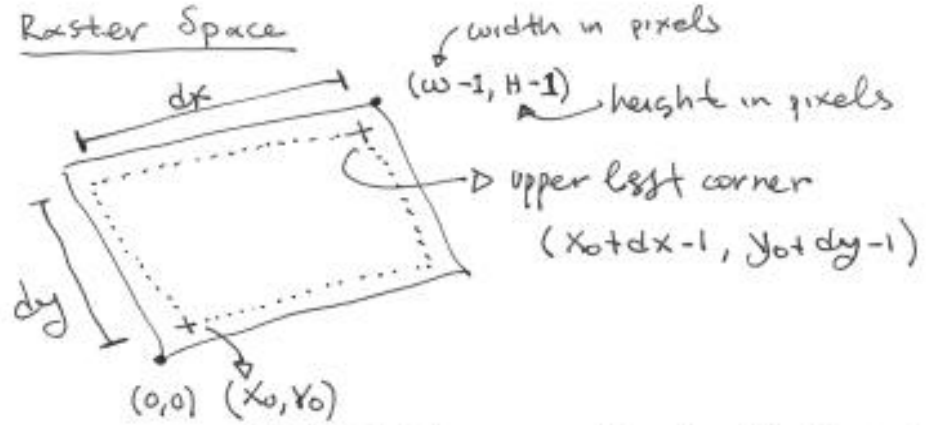
2: CLIPPING



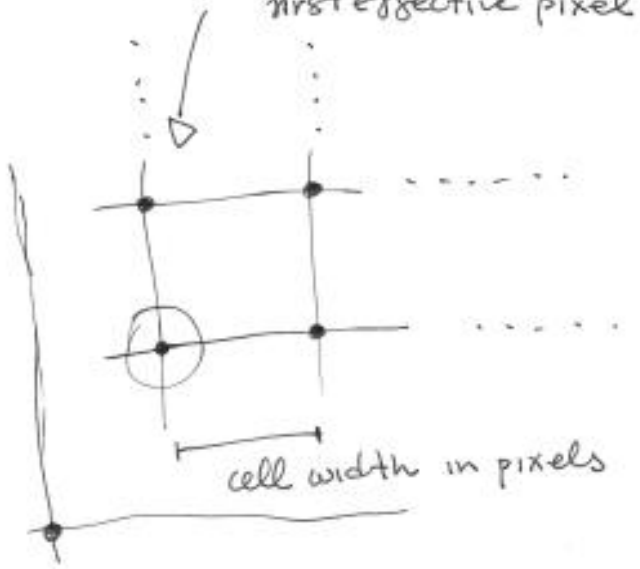


if RADIUS < min → skip
if RADIUS > max → skip

Raster Space



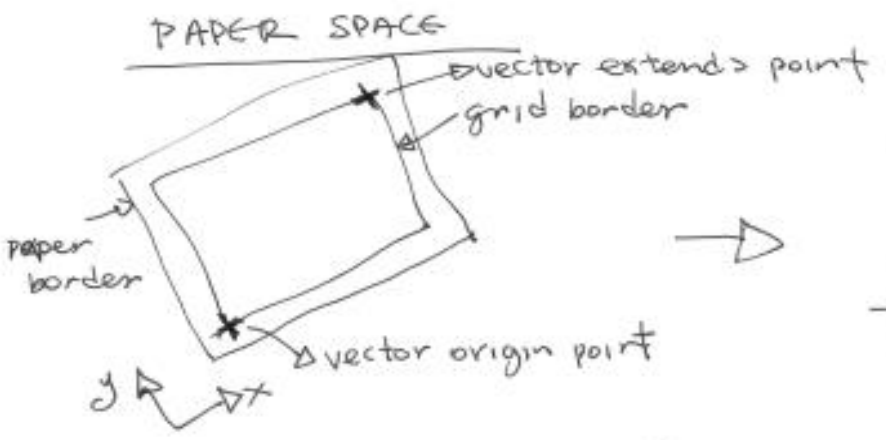
first effective pixel = first hole center point

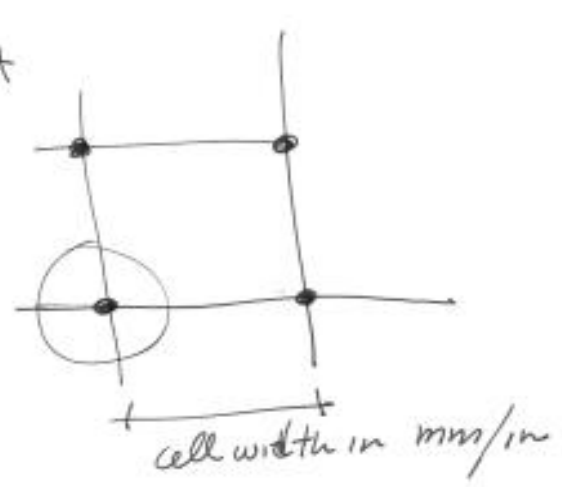


- I use some positioning parameters (origin X
  origin Y
  total width of grid
  total height of grid)

Those allow you to set the grid within the raster...
(so you don't photoshop crop around)

PAPER SPACE





- This step converts the pixel grid into physical paper grid...