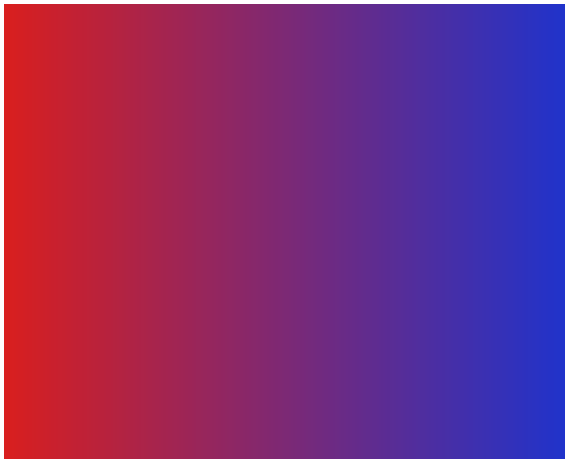
Gradients, and a colour read from a function



Axial, two colours



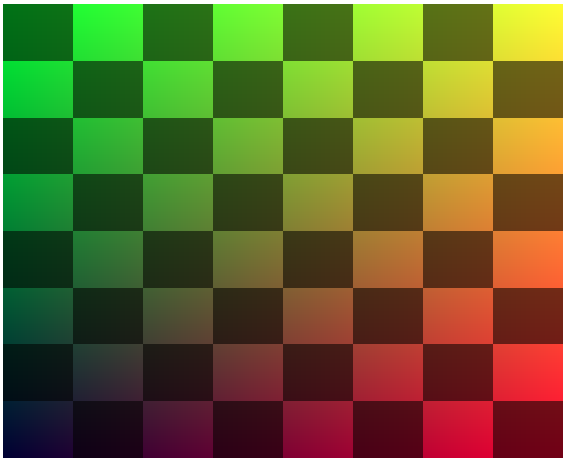
Axial, on the diagonal



Radial, outer extended



Axial, three stops



Function-based: a checkerboard on x and y at once, anti-aliasing asked for



Radial, held to its own box

The same gradients, in the inks a press lays down



Axial, four inks: 4 numbers a point



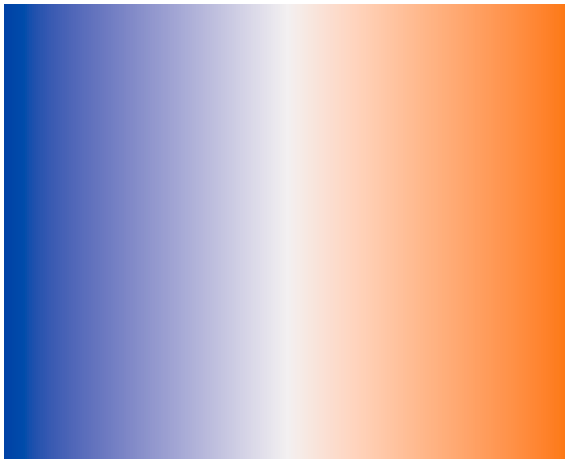
Radial, four inks, outer extended



One ink of its own: 1 number a point



Two inks at once: 2 numbers a point



L*a*b*, three stops: 3 numbers a point