

Cosmos :=



$(lo \ hi) := (20 \ 200)$

$$\begin{pmatrix} r \\ g \\ b \end{pmatrix} := \begin{pmatrix} \text{Pad}(\text{Cosmos}_0, 120, 120)0 \\ \text{Pad}(\text{Cosmos}_1, 120, 120)0 \\ \text{Pad}(\text{Cosmos}_2, 120, 120)0 \end{pmatrix}$$

$$f(x) := \begin{cases} \text{out} \leftarrow 0 & \text{if } x \leq lo \\ \text{out} \leftarrow 255 & \text{if } x \geq hi \\ \text{linterp} \left[\begin{pmatrix} lo \\ hi \end{pmatrix}, \begin{pmatrix} 0 \\ 255 \end{pmatrix}, x \right] & \text{otherwise} \end{cases}$$

$$\text{fmapPINK} := \begin{pmatrix} \text{Re}(\vec{f(r)}) \\ \text{Re}(\vec{f(g)}) \\ \text{Re}(\vec{f(b)}) \end{pmatrix}$$



1. Fourier zoom pad is applied to each RGB component
2. The zoomed image is vectorised with a typical zoom light factor

fmapPINK