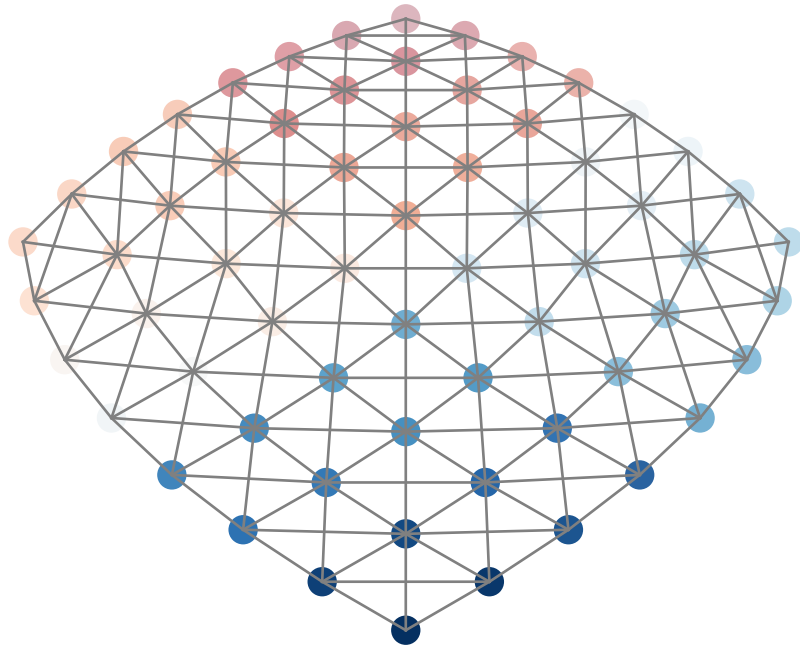


Pixels on HEALPix (1/12 of the sphere)



Pixels on the plane

