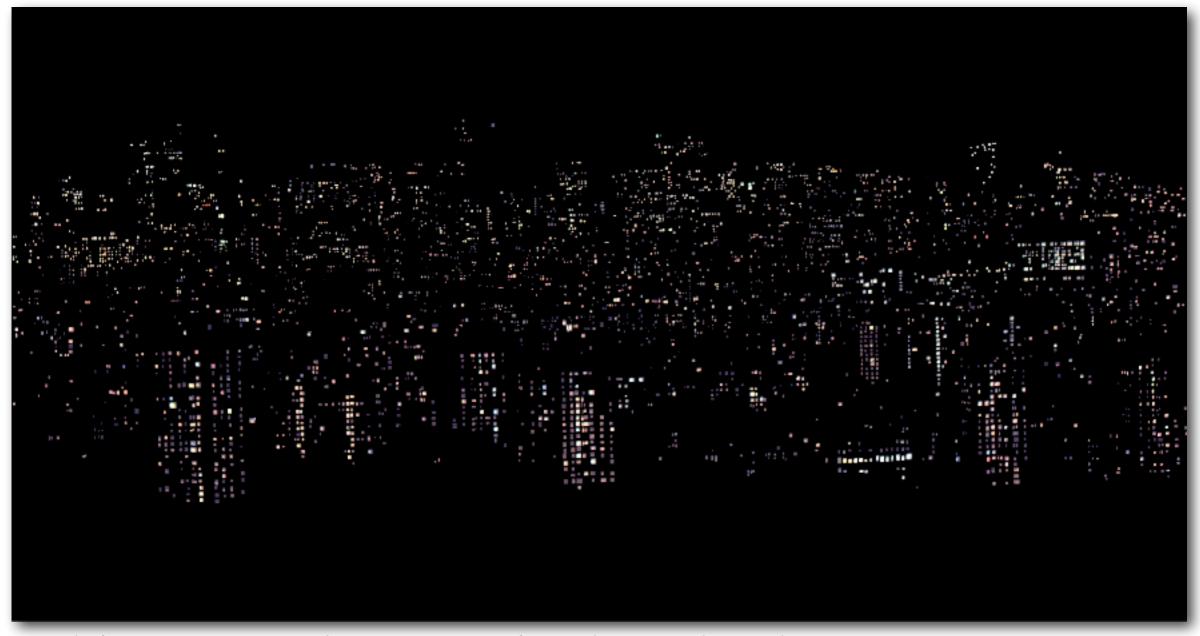


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- 4,200 source apertures are identified by hand (out of approximately 20,000 windows in the scene)



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- 4,200 source apertures are identified by hand (out of approximately 20,000 windows in the scene)
- for each frame, the average brightness of each source is calculated in 3 bands (RGB)
- the brightness of a given source as a function of time is referred to as its "light curve"