Development plan:

* Redownload and save 10m pansharpened images
  + Plot mean large tiling pan sharpened IR band as well to look for regional consistency in pan sharping method, to make sure that it doesn’t require histogram correction.
  + **Testing this will take 3 days**
* Look into spatiotemporal resampling for clouds, or at least HSV adjustment
  + **This may take 2 weeks**
  + Look at max band 0 for the raw imagery stitched together over the basemap, compared to the predictions to confirm the presence of small clouds
* ~~2 and 98% band normalization, rather than max/min~~ 
  + This appears to reduce the squishing of values very much, though a histogram would be helpful.
* Look into large image tiling issues, 129x128 – how to parse out on the large scale
  + Export the mean EVI map of the raw imagery in places where this happens
  + **This should combined take 4 days to fix**
  + 47x48 - add one-m increments to each x axis until it returns 48x48
  + 48x47 - add one-m increments to each y axis until it returns 48x48
  + 49x48 - subtract one-m increments to each x axis until it returns 48x48
  + 48x49 - subtract one-m increments to each y axis until it returns 48x48
  + For the 128x128 grids, we will have to keep multiple tiles in memory and check for consistencies in the sizing, and maybe update the original BL corner by +/- 5m if the original coordinate is improperly placed
    - E.g. for a 5x5 grid, if the original BL coord gets a 5x6, it will be squished to 5x5. The next grid item will get 6:11, which will be squished to 5:10, and so on. By the end of a 10x10 grid, what should be 45:50 will be 50:55. I think this can compound such that a 10x10 grid can be off by as much as 7m\*10 = 70m.
    - If it gets a 5x4, it will be expanded to 5x5, the next grid item will get 4:8, which will be expanded to 5:10. The next will be 9:12 expanded to 10:15
  + E.G. download a 3x3 grid and check for spatial consistencies in the offsets. All rows or all columns should be off by x-m if any of them are.