

$l=0, m=0$



$\times 1.726$

+

$l=1, m=-1$



$\times 0.152$

+

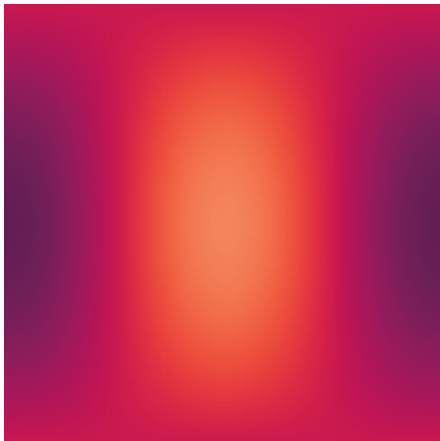
$l=1, m=0$



$\times -0.088$

+

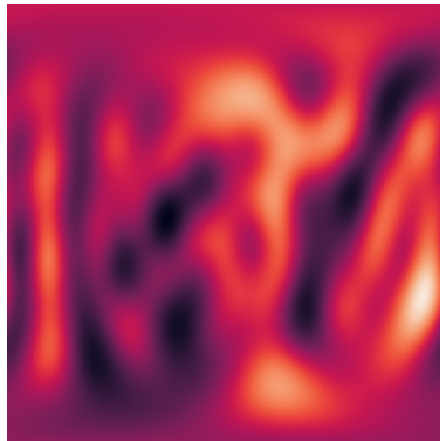
$l=1, m=1$



$\times -0.022$

+ ... =

Spherical harmonics  
reconstruction



Target image

