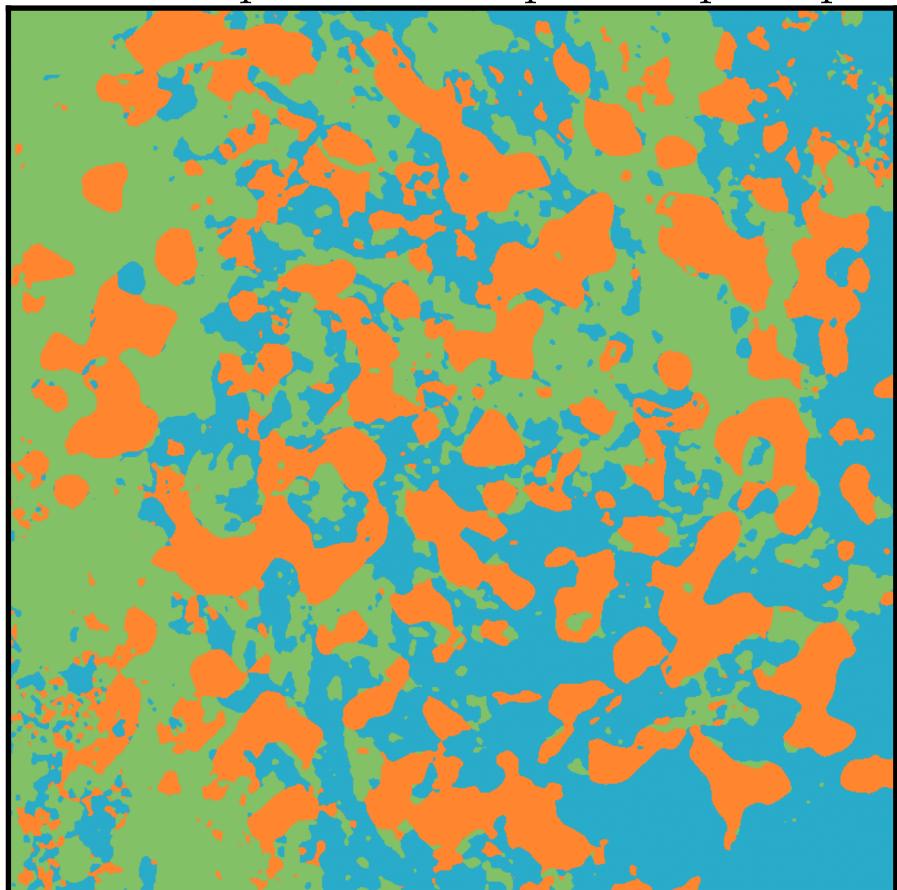


Dominant Spectral Component per Spaxel

Pixel Y



Pixel X

