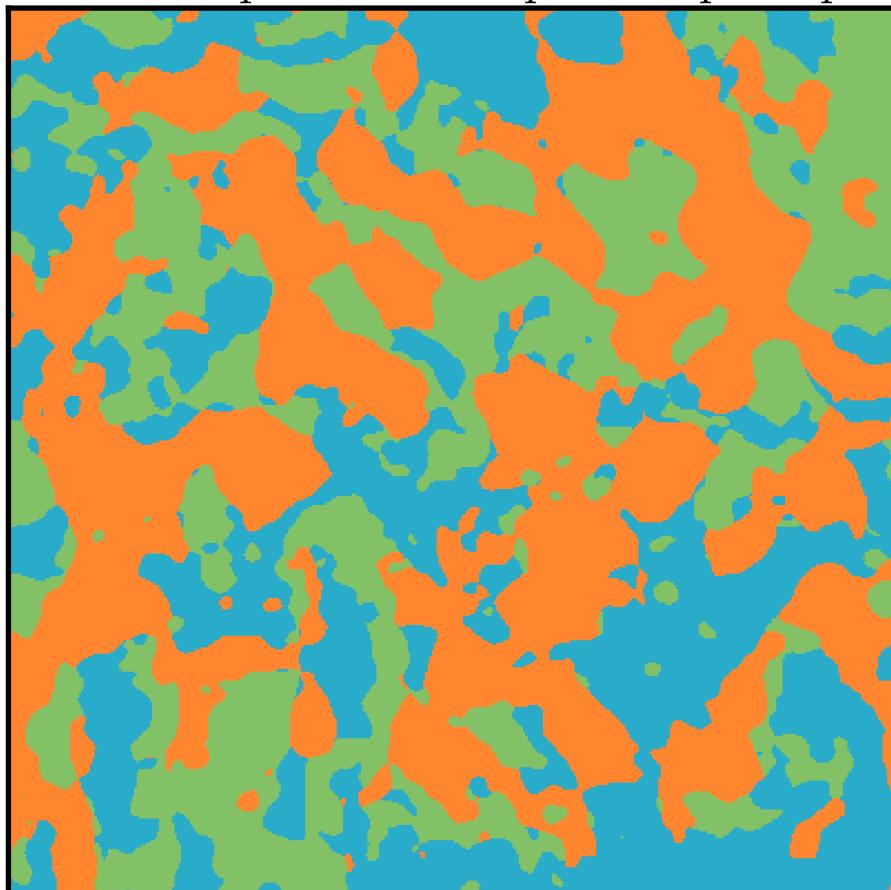
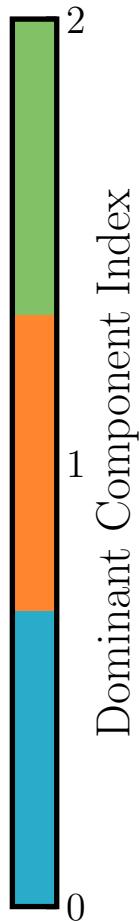


Dominant Spectral Component per Spaxel

Pixel Y



Pixel X



Dominant Component Index