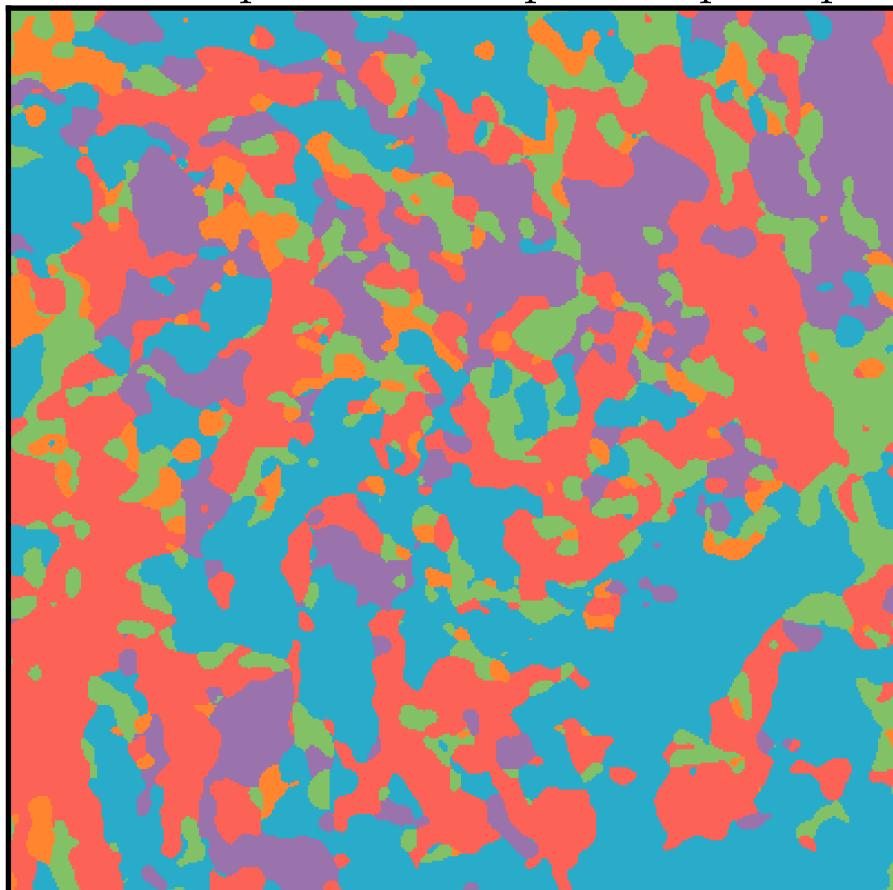


# Dominant Spectral Component per Spaxel

Pixel Y



Pixel X

4  
3  
2  
1  
0  
Dominant Component Index