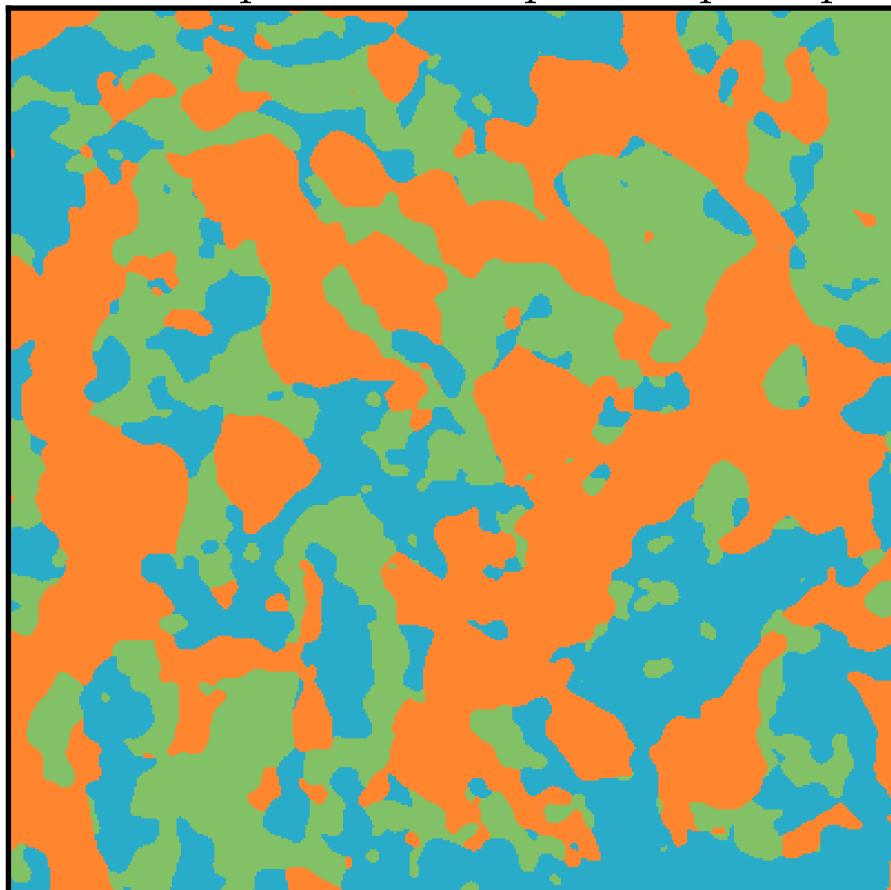


# Dominant Spectral Component per Spaxel

Pixel Y



Pixel X

2  
1  
0  
Dominant Component Index