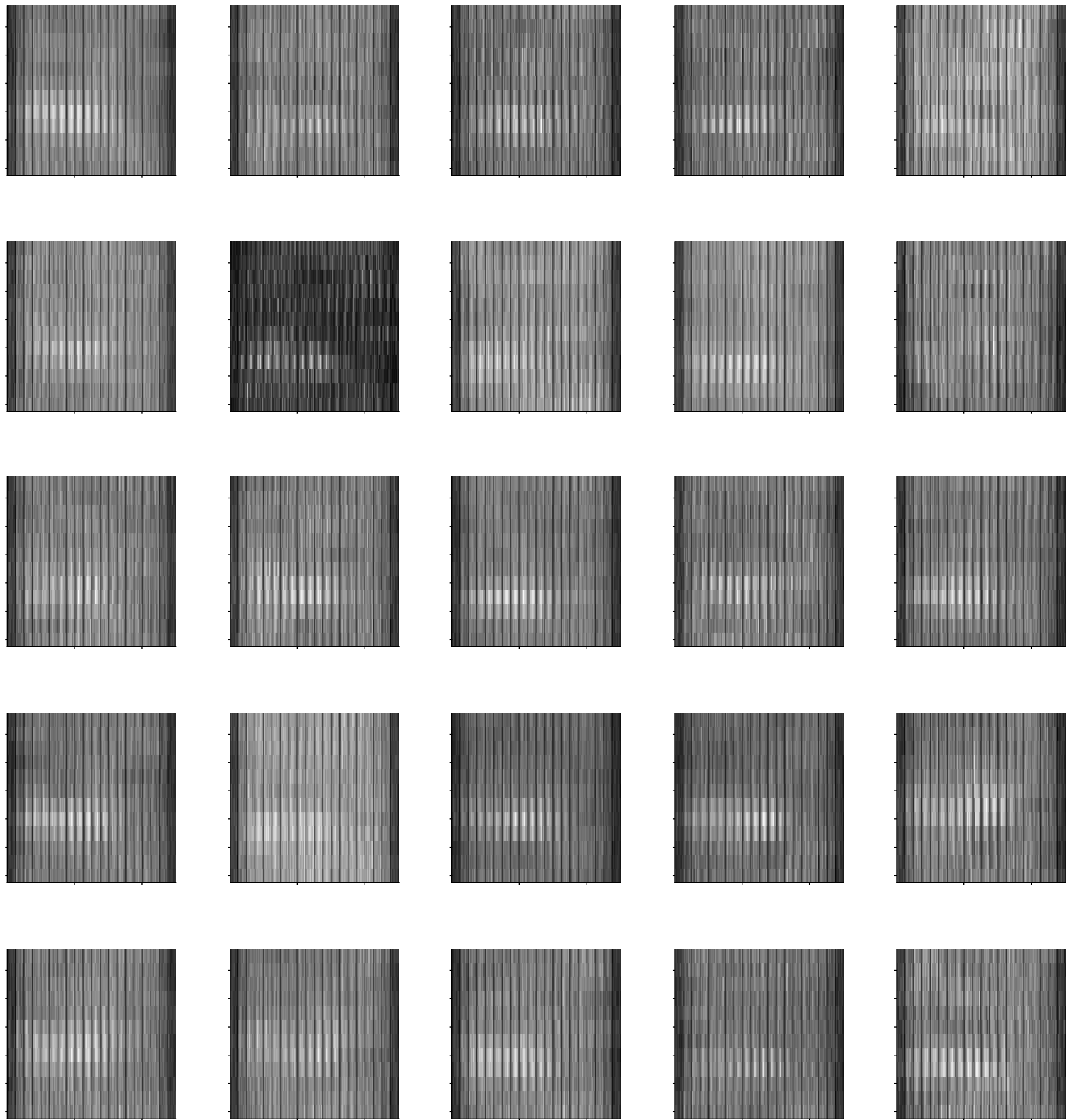STA in on squared pixels (Gabors)

time (runs up)

space (x by y)