

without altering the apparent contours of the original image. Moreover, a space-filling curve can accommodate any specified resolution.

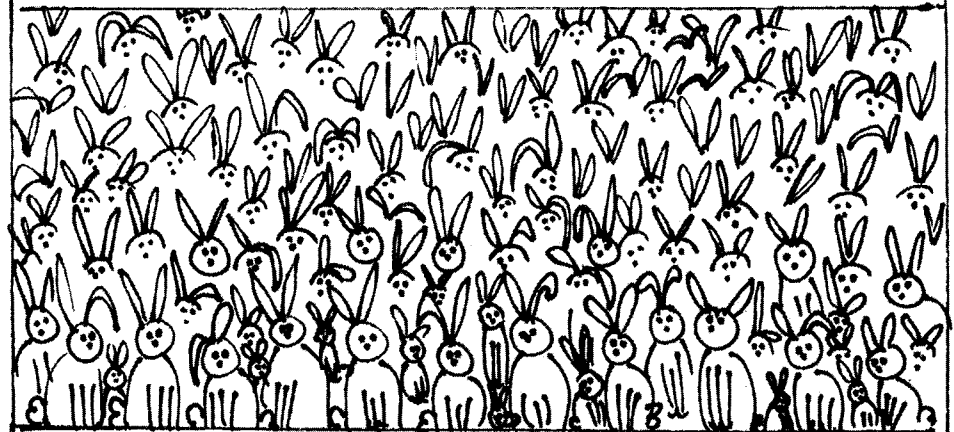
Acknowledgments. The space-filling curves illustrated in Figures 1 and 3 were generated using Mathematica [10] and an adaptation of Stan Wagon's "Turtle Graphics" code [9]. Thanks also to Ted Shifrin, Ed Azoff, Nick Loehr, Ezra Brown, Bill Floyd, Michael Henle, and the anonymous reviewers for their contributions to this article.

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