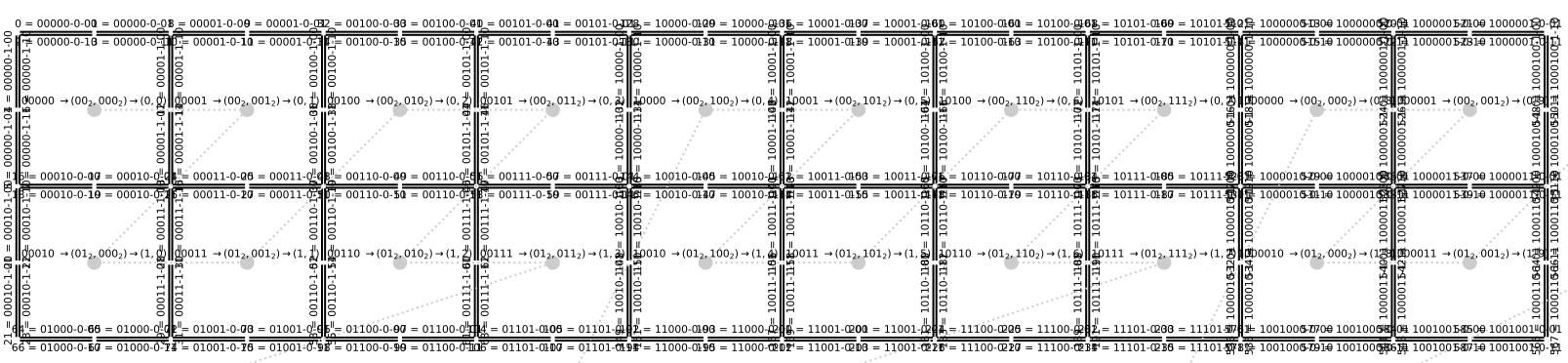
Encoding 2×10 baselevel using Morton codes and bit flips



 $01000 \rightarrow (10_2, 000_2) \rightarrow (2,0) \quad 01001 \rightarrow (10_2, 001_2) \rightarrow (2,1) \quad 01100 \rightarrow (10_2, 010_2) \rightarrow (2,2) \quad 01101 \rightarrow (10_2, 011_2) \rightarrow (2,3) \quad 11000 \rightarrow (10_2, 101_2) \rightarrow (2,5) \quad 11100 \rightarrow (10_2, 111_2) \rightarrow (2,7) \\ 11001 \rightarrow (10_2, 111_2) \rightarrow (2,7$