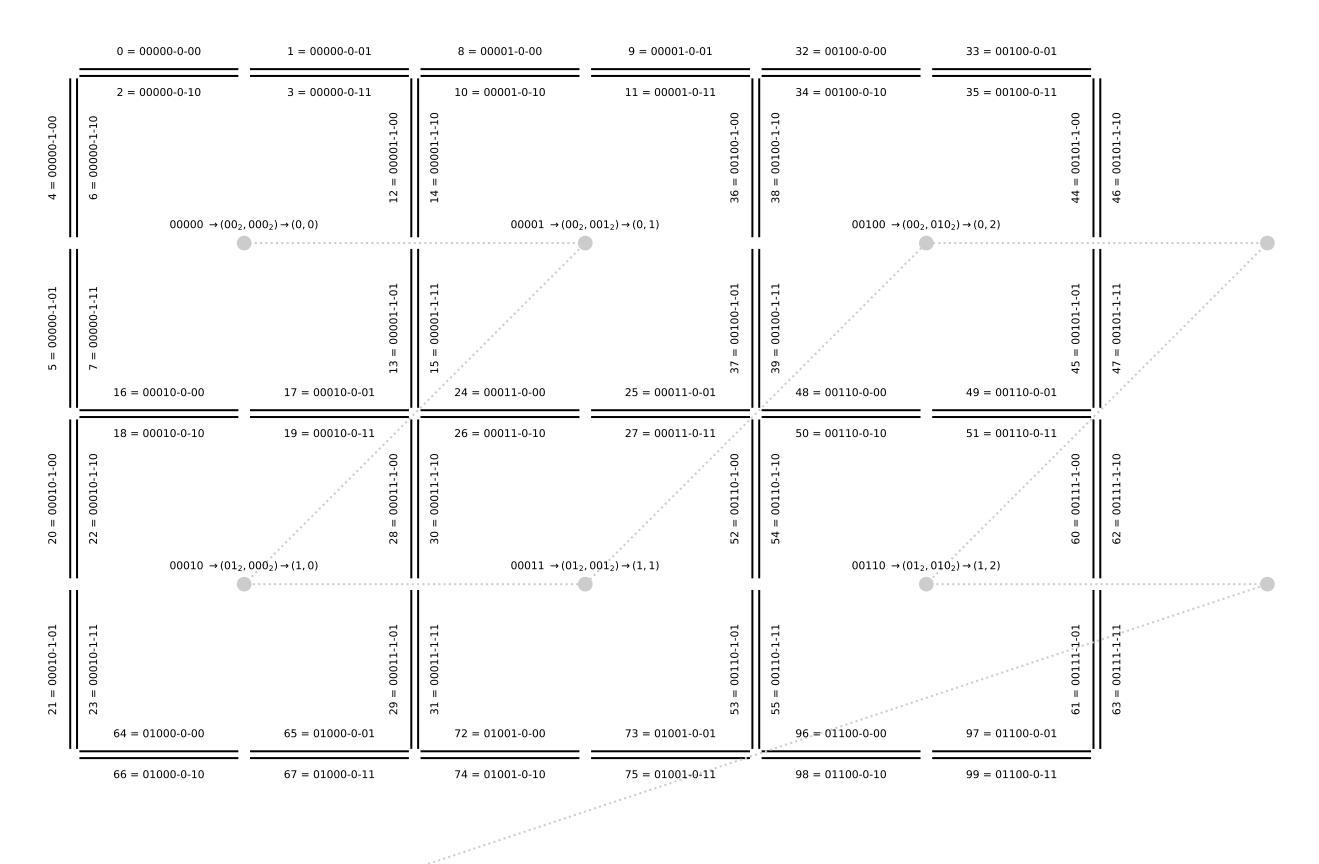
Encoding 2 × 3 baselevel using Morton codes and bit flips



 $01001 \rightarrow (10_2, 001_2) \rightarrow (2, 1)$

 $01100 \rightarrow (10_2, 010_2) \rightarrow (2, 2)$

 $01000 \rightarrow (10_2, 000_2) \rightarrow (2, 0)$