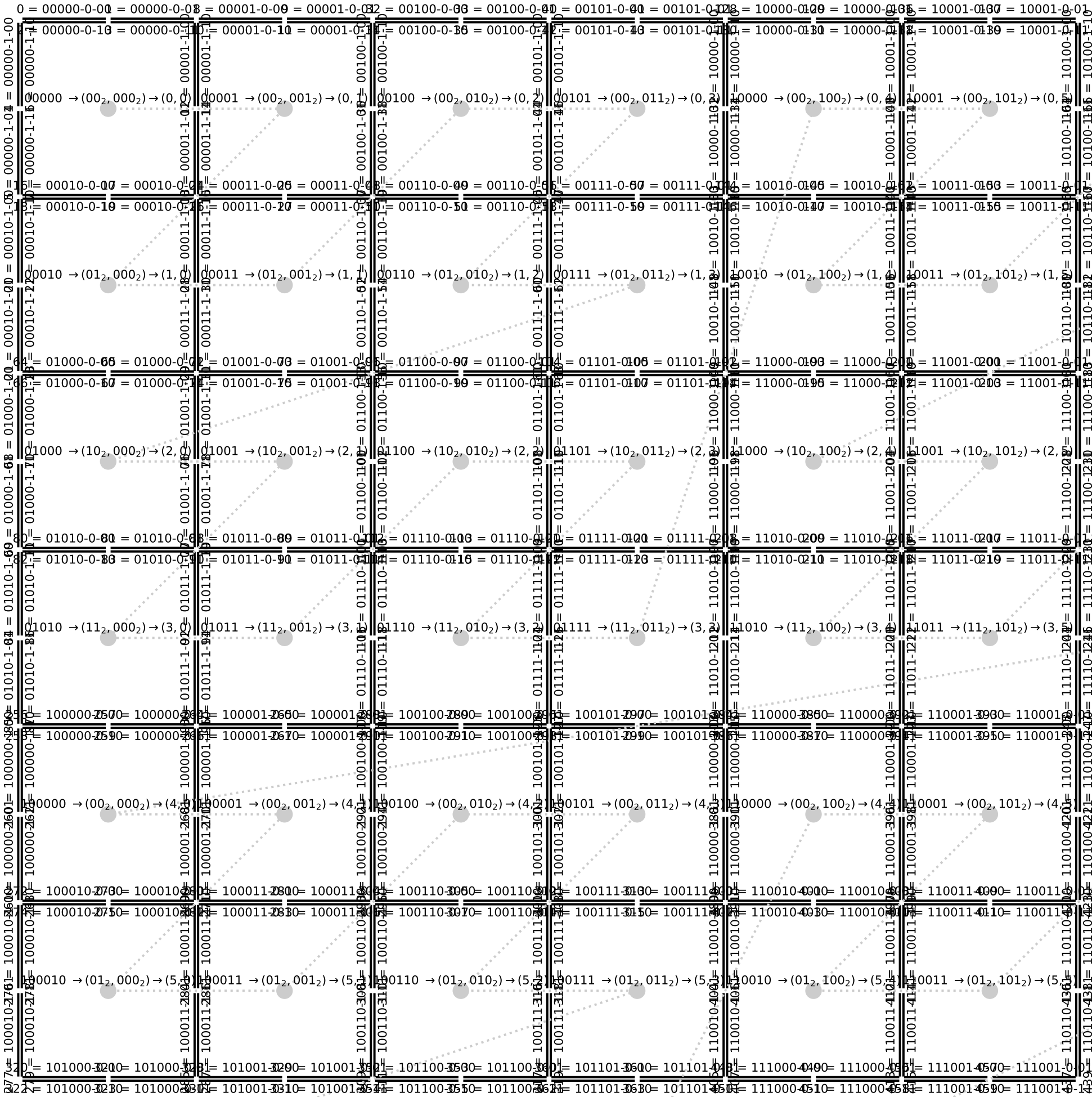


Encoding 6 × 6 baselevel
using Morton codes and bit flips



101000 → (10₂, 000₂) → (6, 0) 101001 → (10₂, 001₂) → (6, 1) 101100 → (10₂, 010₂) → (6, 2) 101101 → (10₂, 011₂) → (6, 3) 111000 → (10₂, 100₂) → (6, 4) 111001 → (10₂, 101₂) → (6, 5)