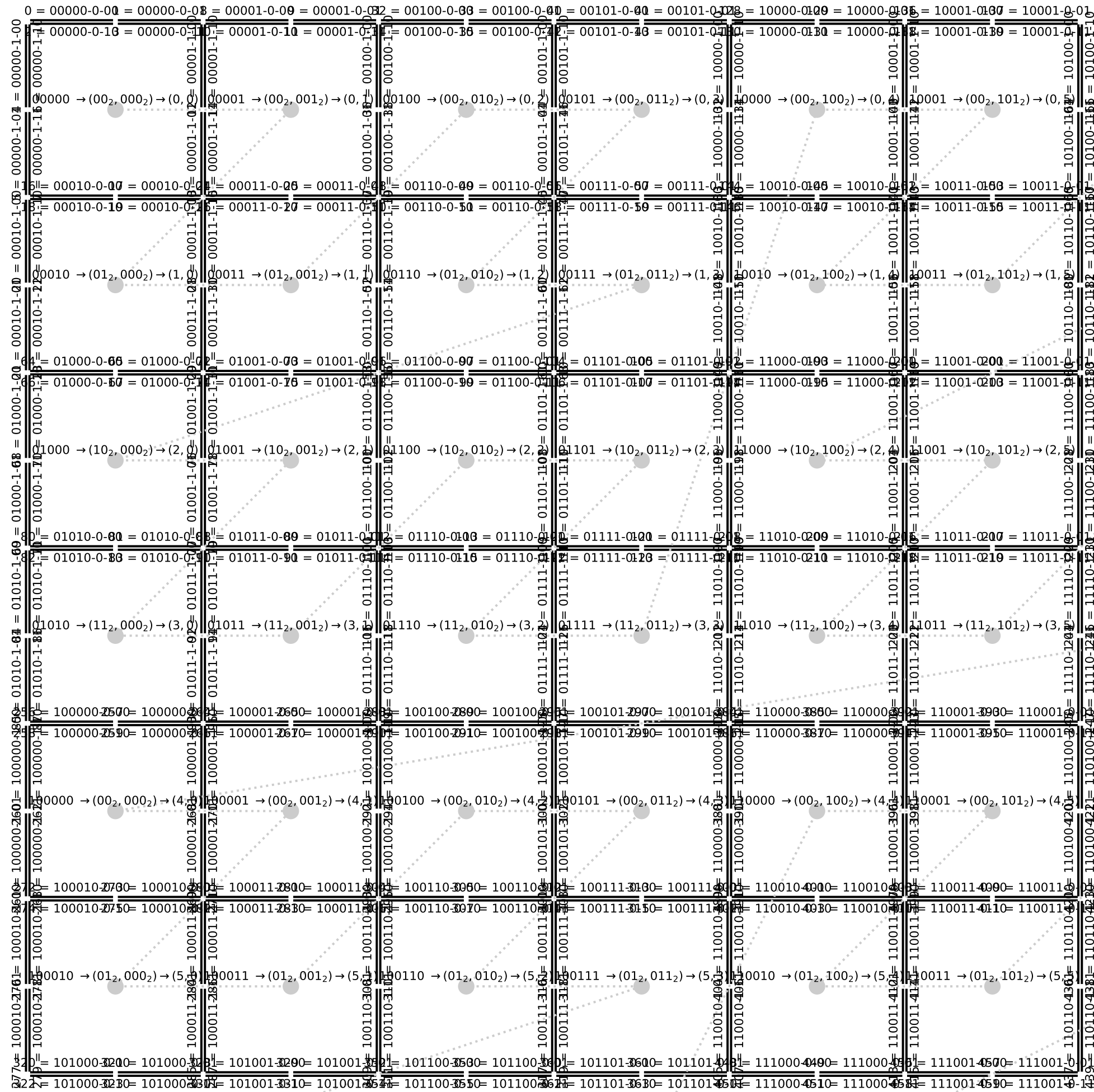Encoding 6 × 6 baselevel
using Morton codes and bit flips