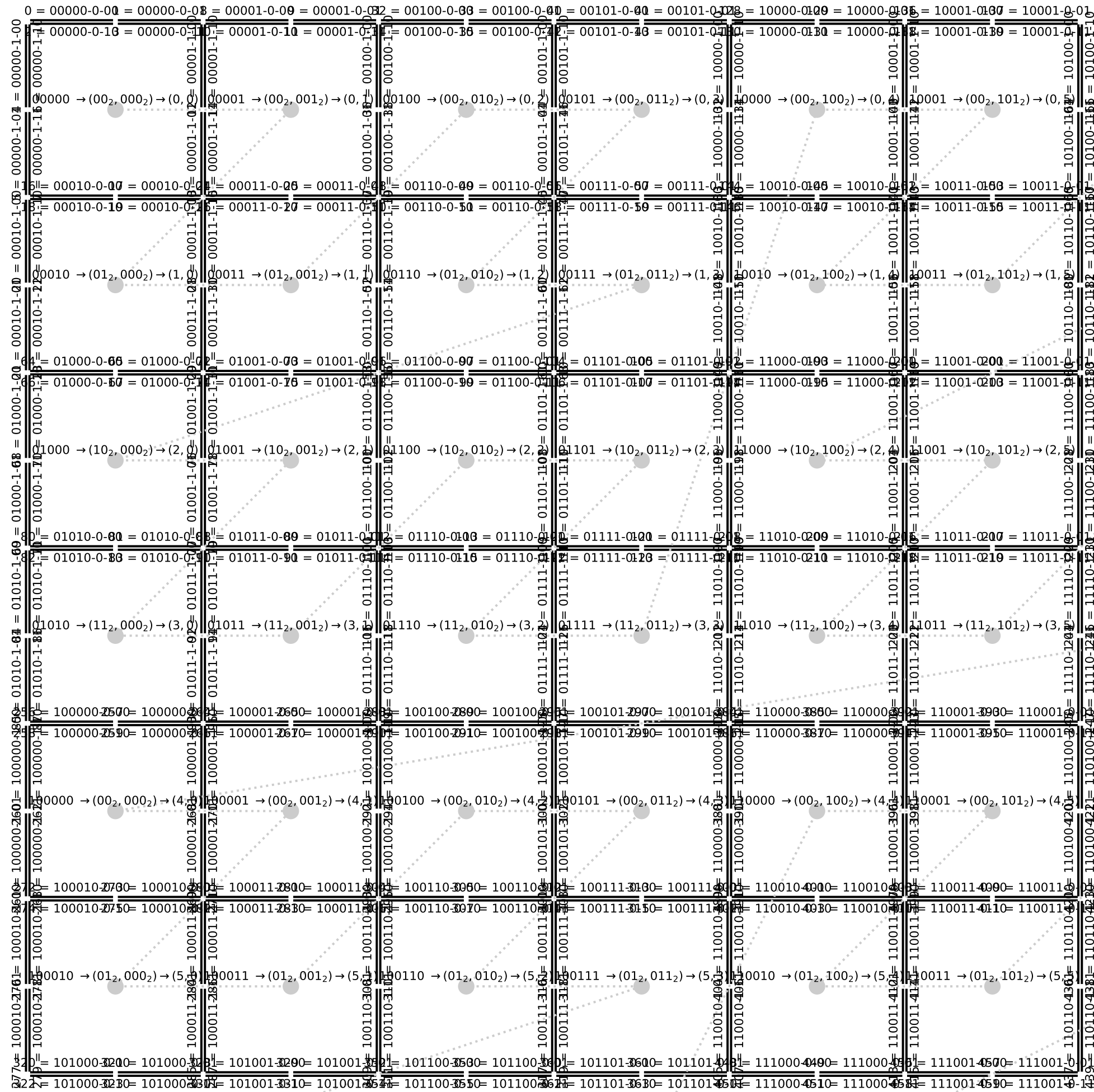


Encoding 6 × 6 baselevel using Morton codes and bit flip


$$101000 \rightarrow (10_2, 000_2) \rightarrow (6, 0)101001 \rightarrow (10_2, 001_2) \rightarrow (6, 1)101100 \rightarrow (10_2, 010_2) \rightarrow (6, 2)101101 \rightarrow (10_2, 011_2) \rightarrow (6, 3)111000 \rightarrow (10_2, 100_2) \rightarrow (6, 4)111001 \rightarrow (10_2, 101_2) \rightarrow (6, 5)$$