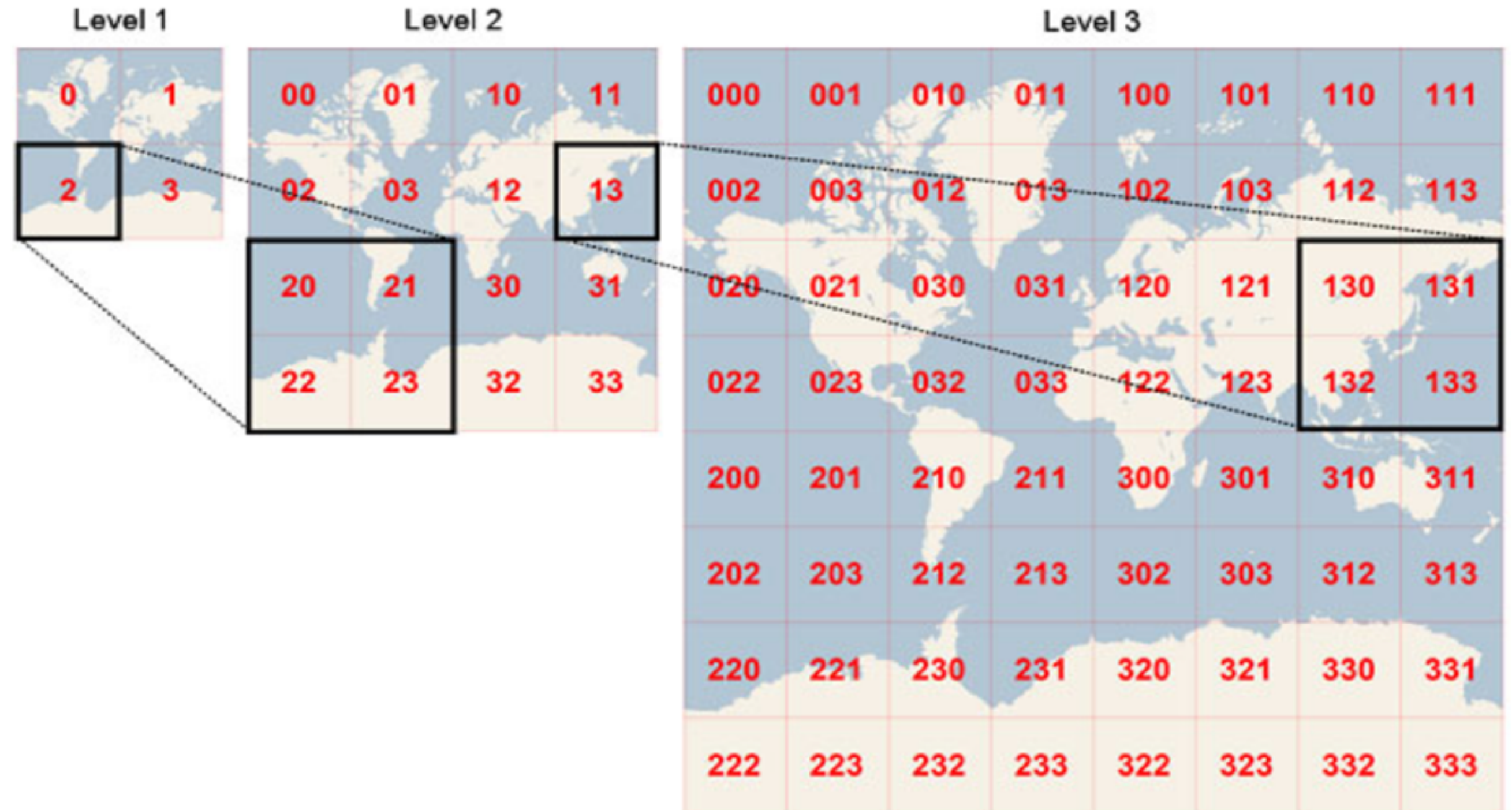


# From cities to tiles



# Compute basemap details for 1 billion z15 tiles worldwide

