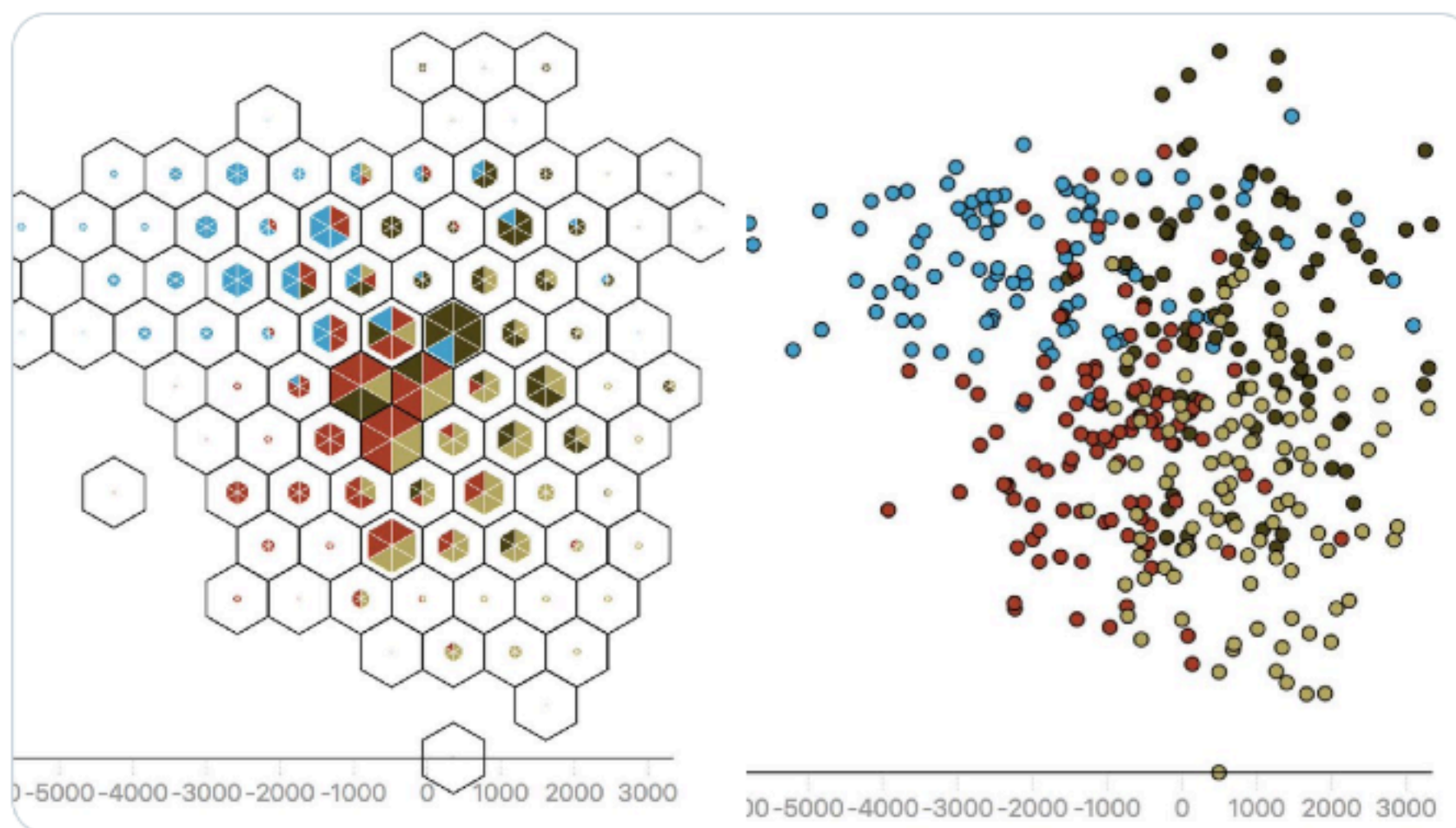




Elijah Meeks
@Elijah_Meeks



Multi-class hexbins (following Thomas Lumley & Jie Fu Yu 2016) for dealing with the overdraw problem. I hereby rename them Trivial Pursuit Maps.



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