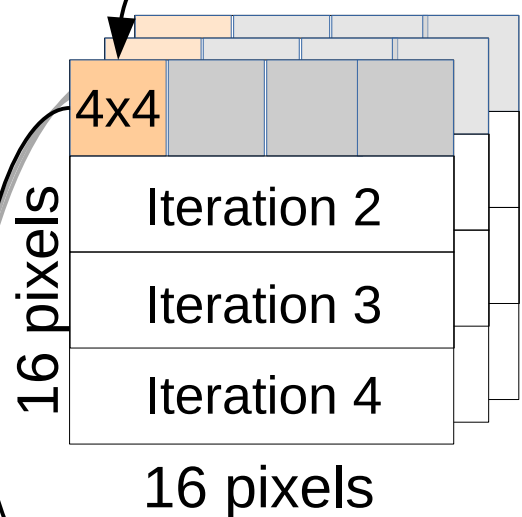


Z-order curve

1	2	5	6
3	4	7	8
9	10	13	14
11	12	15	16

Multiple projections,
the same area



Alternative less efficient mappings

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

4x4	Itr. 2		
Itr. 3	Itr. 4		

4x4		Iteration 2	
		Iteration 4	
Iteration 3		Iteration 4	

16 pixels

16 of 4x4 blocks

4 projections

1-16	17-32	33-48	49-64		
65-80	81-96	97-112	113-128		
129-144	145-160	161-176	177-192		
193-208	209-224	225-240	240-256		

...