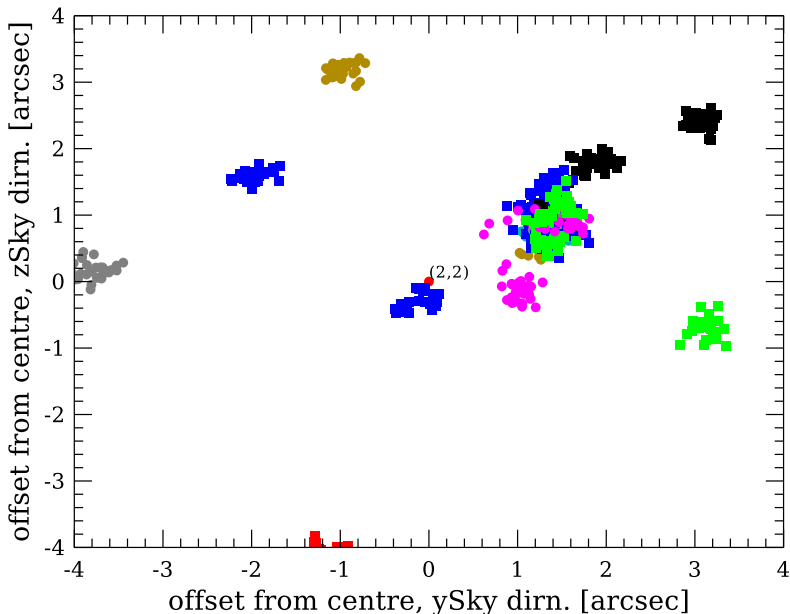


# FZ Tau POC HPDP; Pointing Jitter

1342239750 Red. Chopped Pointed RangeSpec



(1,1)

- |                           |                           |
|---------------------------|---------------------------|
| ● Spaxel Position         | ● computed pos., slice 0  |
| ■ computed pos., slice 1  | ● computed pos., slice 2  |
| ■ computed pos., slice 3  | ● computed pos., slice 4  |
| ■ computed pos., slice 5  | ● computed pos., slice 6  |
| ■ computed pos., slice 7  | ● computed pos., slice 8  |
| ■ computed pos., slice 9  | ● computed pos., slice 10 |
| ■ computed pos., slice 11 | ● computed pos., slice 12 |
| ■ computed pos., slice 13 | ● computed pos., slice 14 |
| ■ computed pos., slice 15 | ● computed pos., slice 16 |
| ■ computed pos., slice 17 | ● computed pos., slice 18 |
| ■ computed pos., slice 19 | ● computed pos., slice 20 |
| ■ computed pos., slice 21 | ● computed pos., slice 22 |
| ■ computed pos., slice 23 | ● computed pos., slice 24 |
| ■ computed pos., slice 25 | ● computed pos., slice 26 |
| ■ computed pos., slice 27 | ● computed pos., slice 28 |
| ■ computed pos., slice 29 | ● computed pos., slice 30 |
| ■ computed pos., slice 31 | ● computed pos., slice 32 |
| ■ computed pos., slice 33 | ● computed pos., slice 34 |
| ■ computed pos., slice 35 | ● computed pos., slice 36 |
| ■ computed pos., slice 37 | ● computed pos., slice 38 |
| ■ computed pos., slice 39 | ● computed pos., slice 40 |
| ■ computed pos., slice 41 | ● computed pos., slice 42 |
| ■ computed pos., slice 43 | ● computed pos., slice 44 |
| ■ computed pos., slice 45 | ● computed pos., slice 46 |
| ■ computed pos., slice 47 |                           |