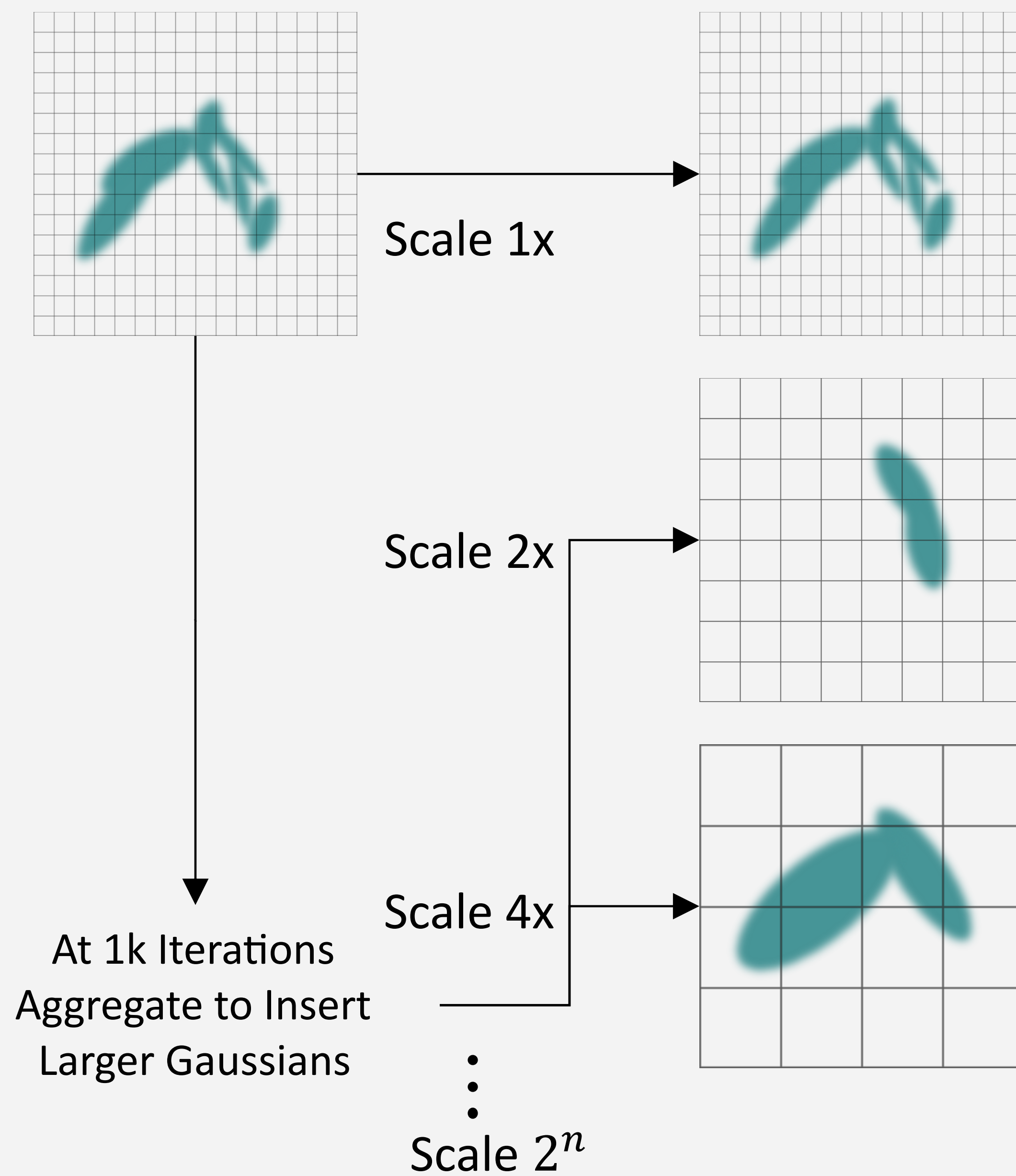


Aggregate and Insert



Selective Rendering

Render at a Given Resolution
Calculate Pixel Coverage S_k

