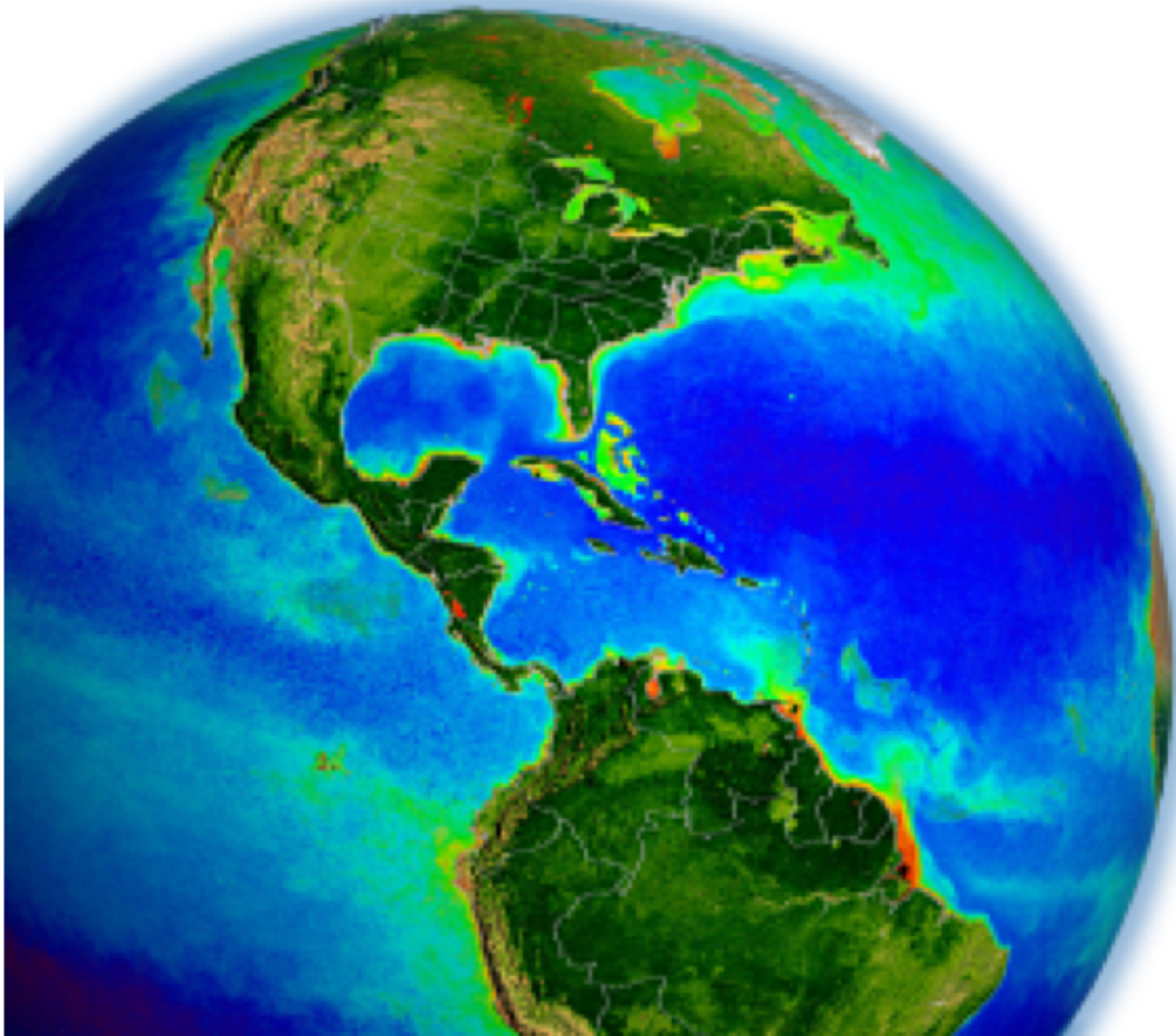
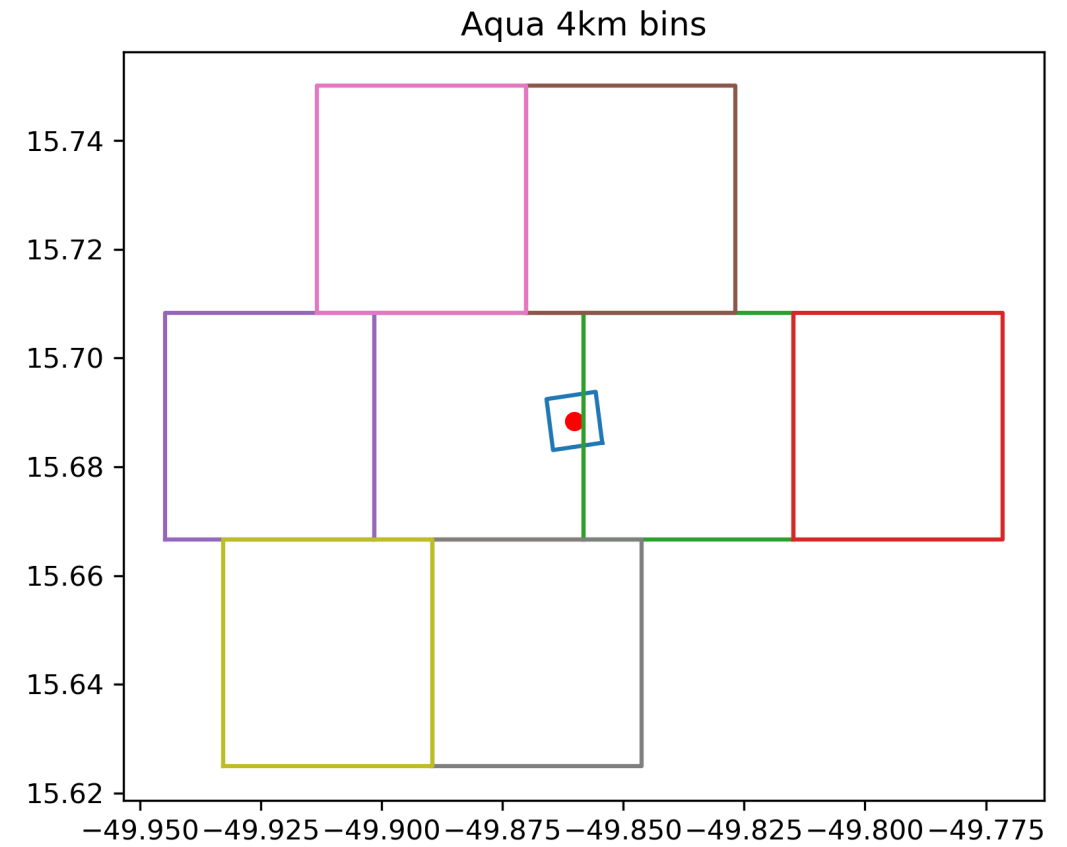
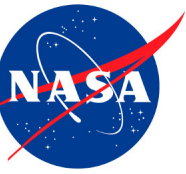


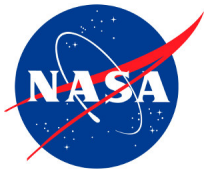
AREA WEIGHTED BINNING



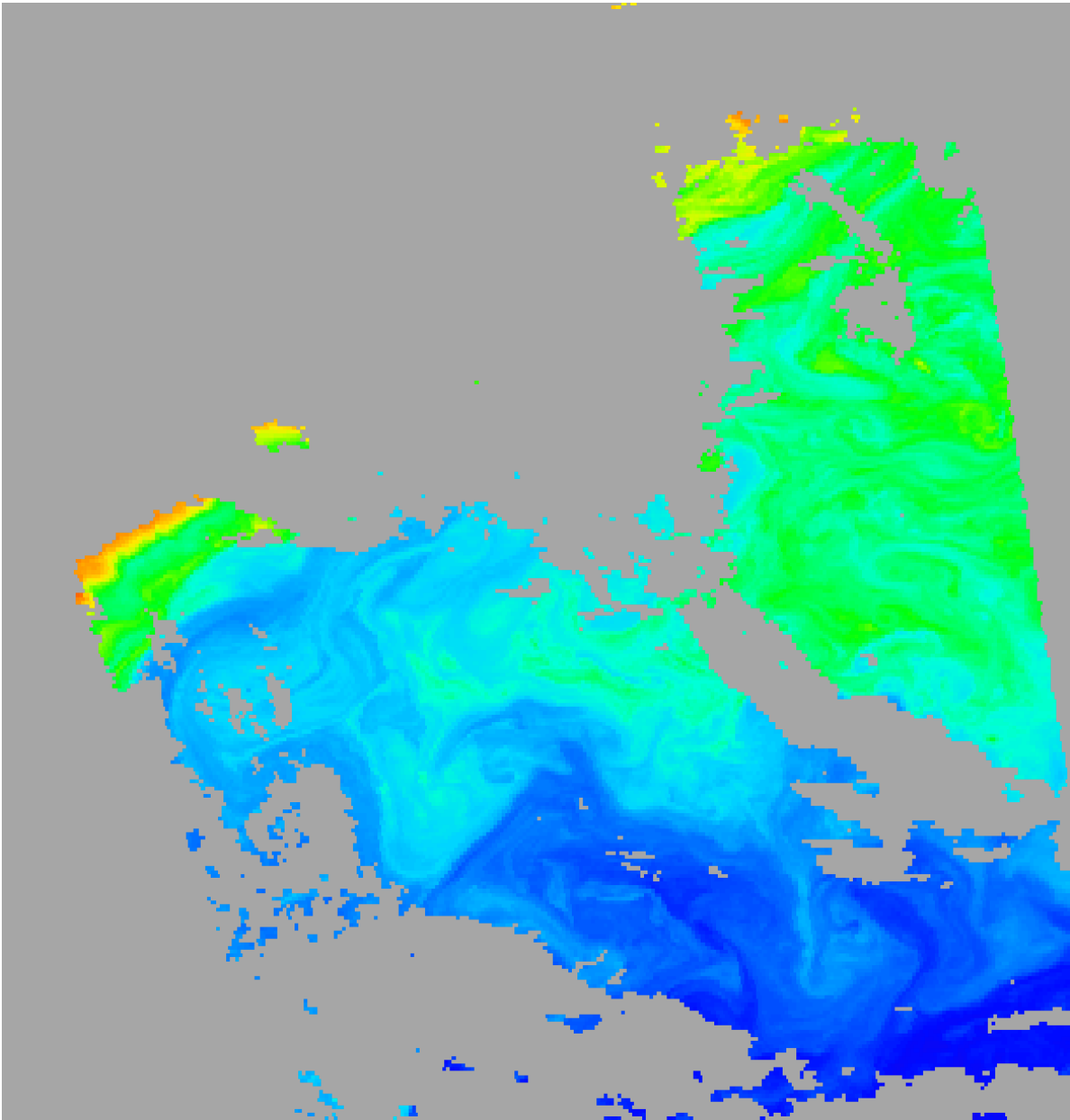
Life as we know it

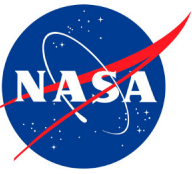
- No area weighting
- L2 pixels assigned to the bin with the nearest center location
- A wee bit missed...





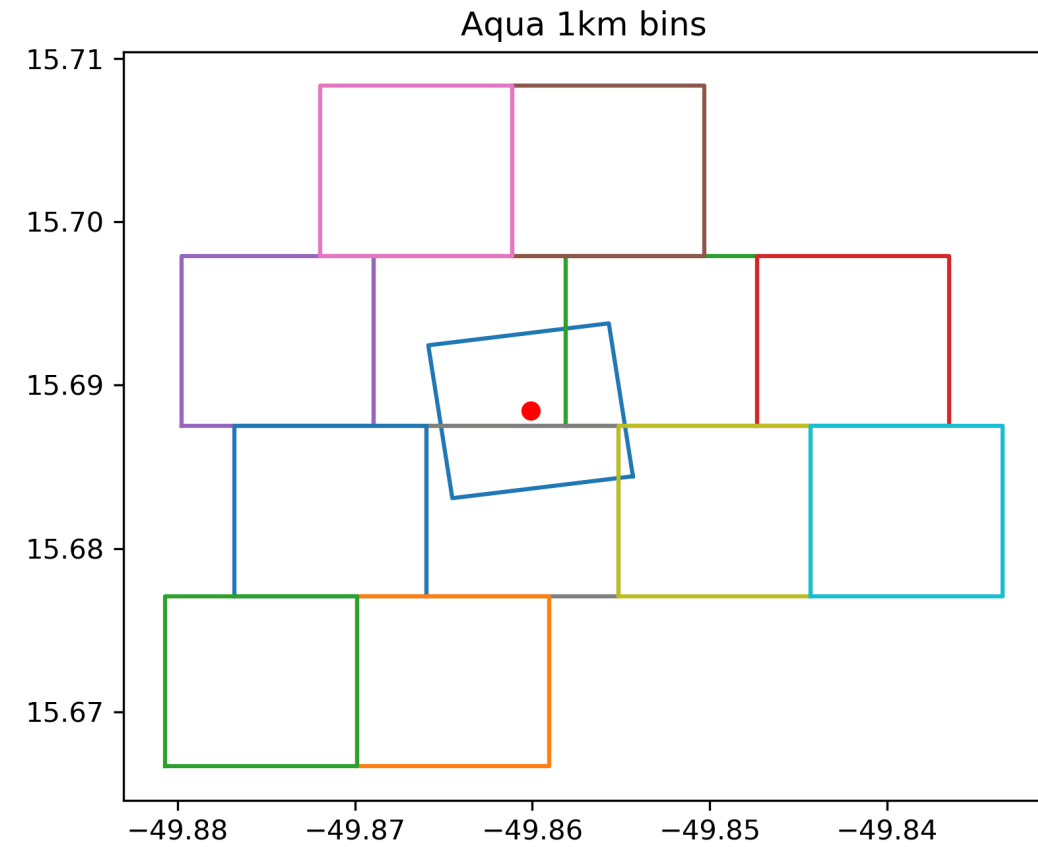
MODIS 4km - current default binning



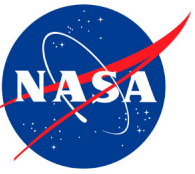


...at higher resolution

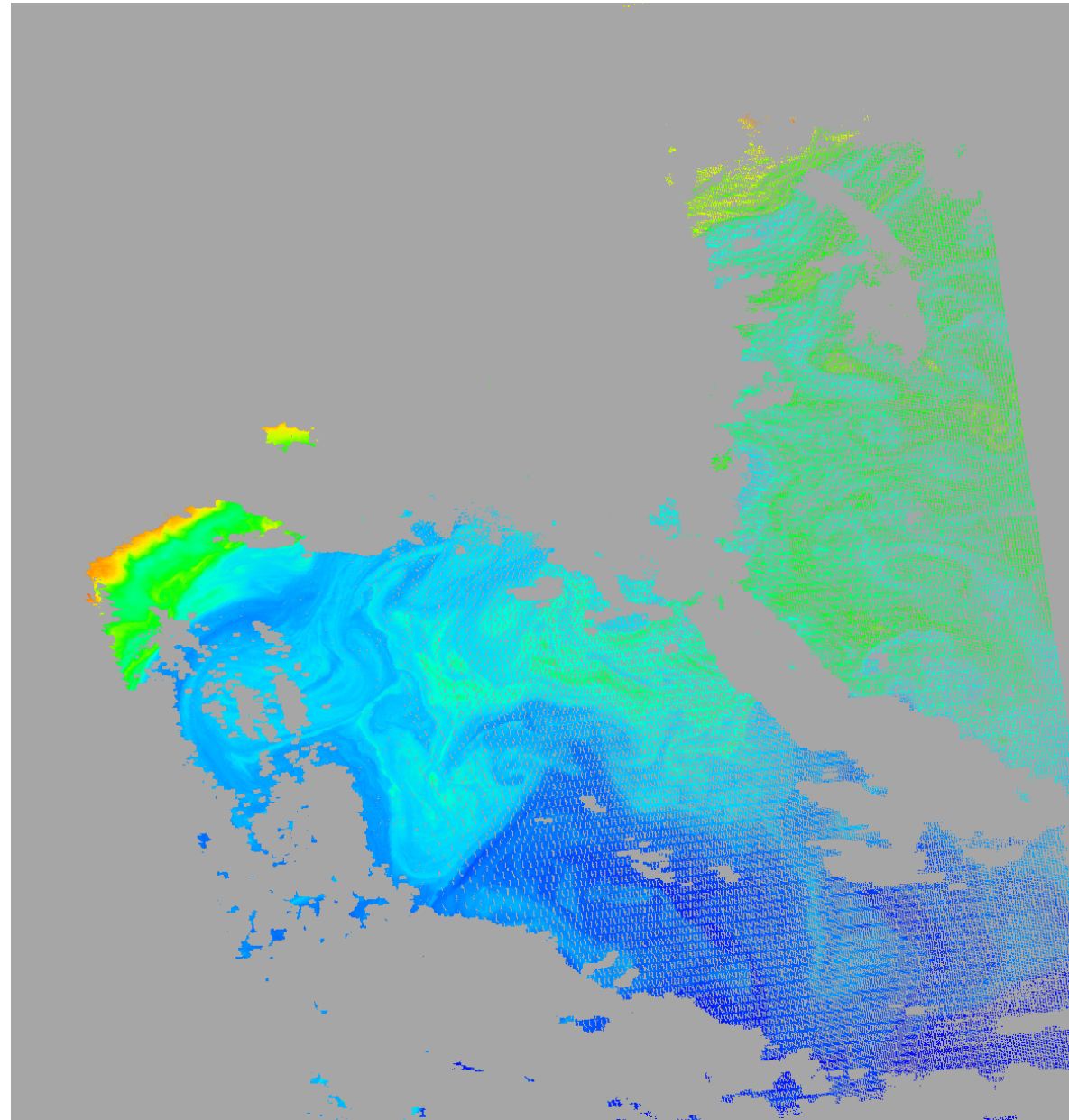
- No area weighting
- L2 pixels assigned to the bin with the nearest center location
- A wee bit more missed...



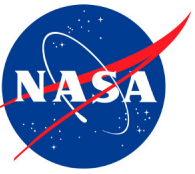
...at higher resolution



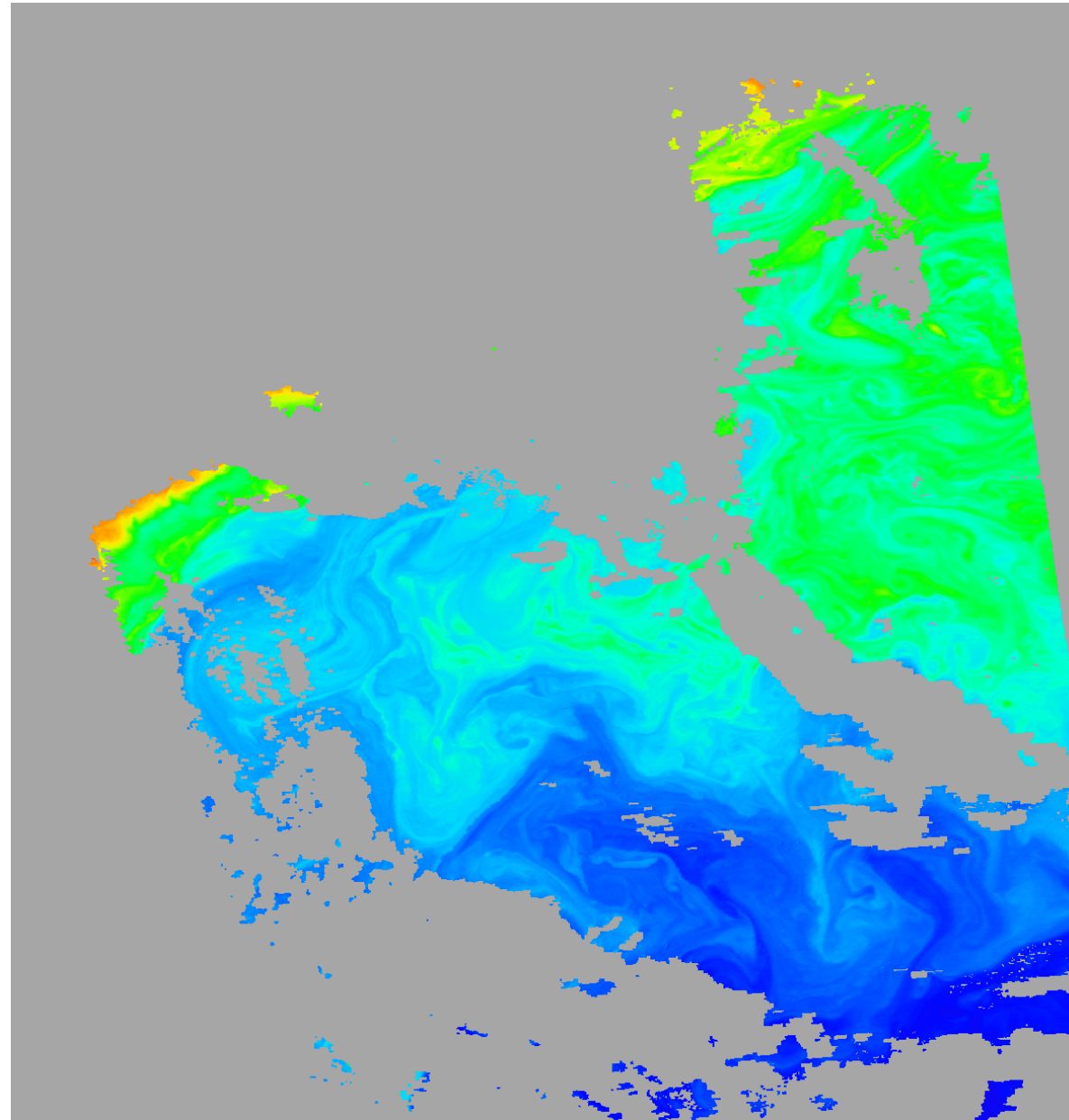
MODIS 1km - current default binning



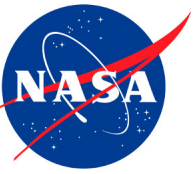
...at higher resolution



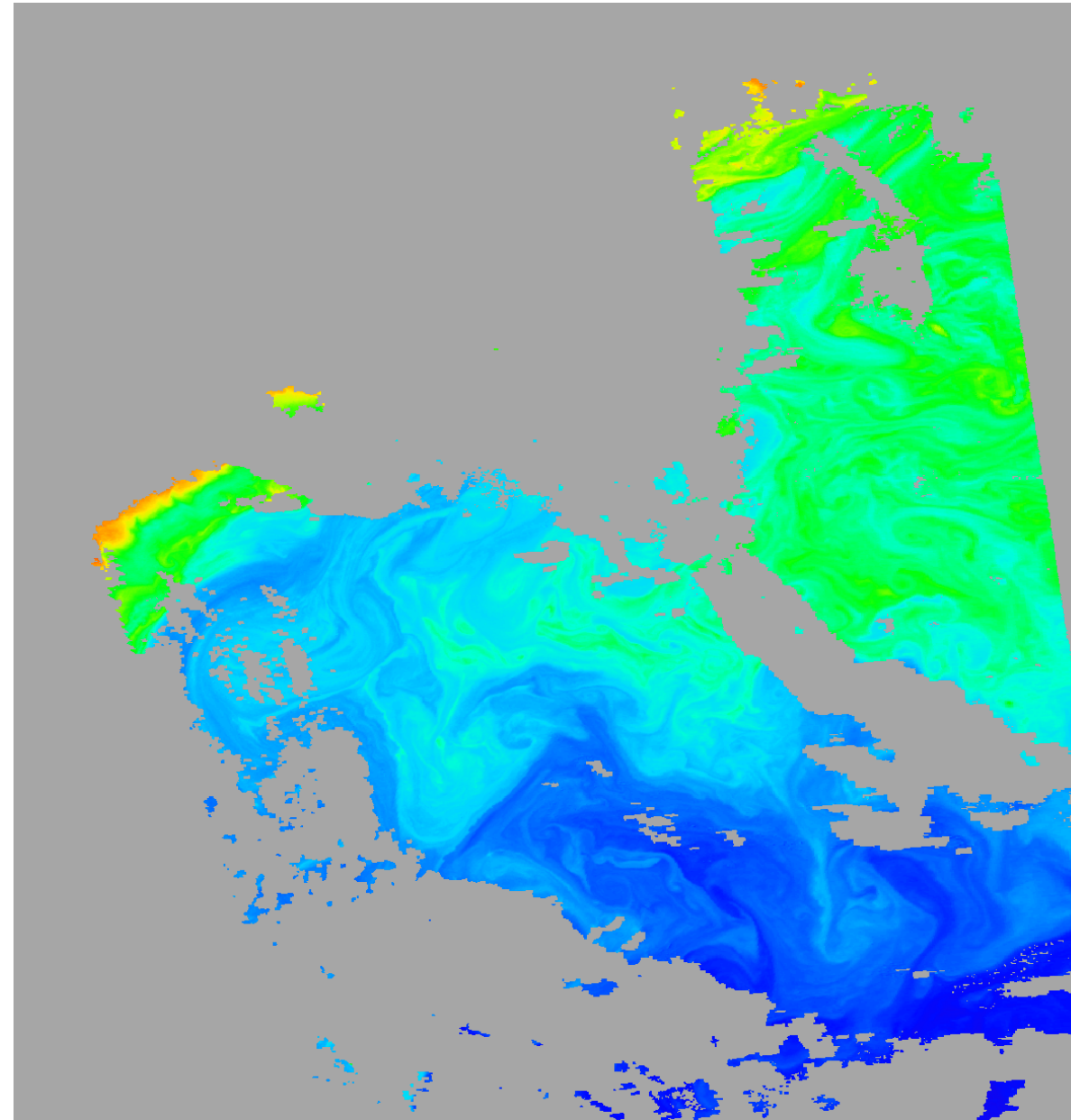
MODIS 1km - current area weighted binning - full polygon



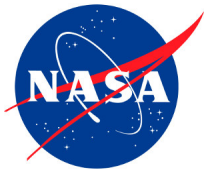
...at higher resolution



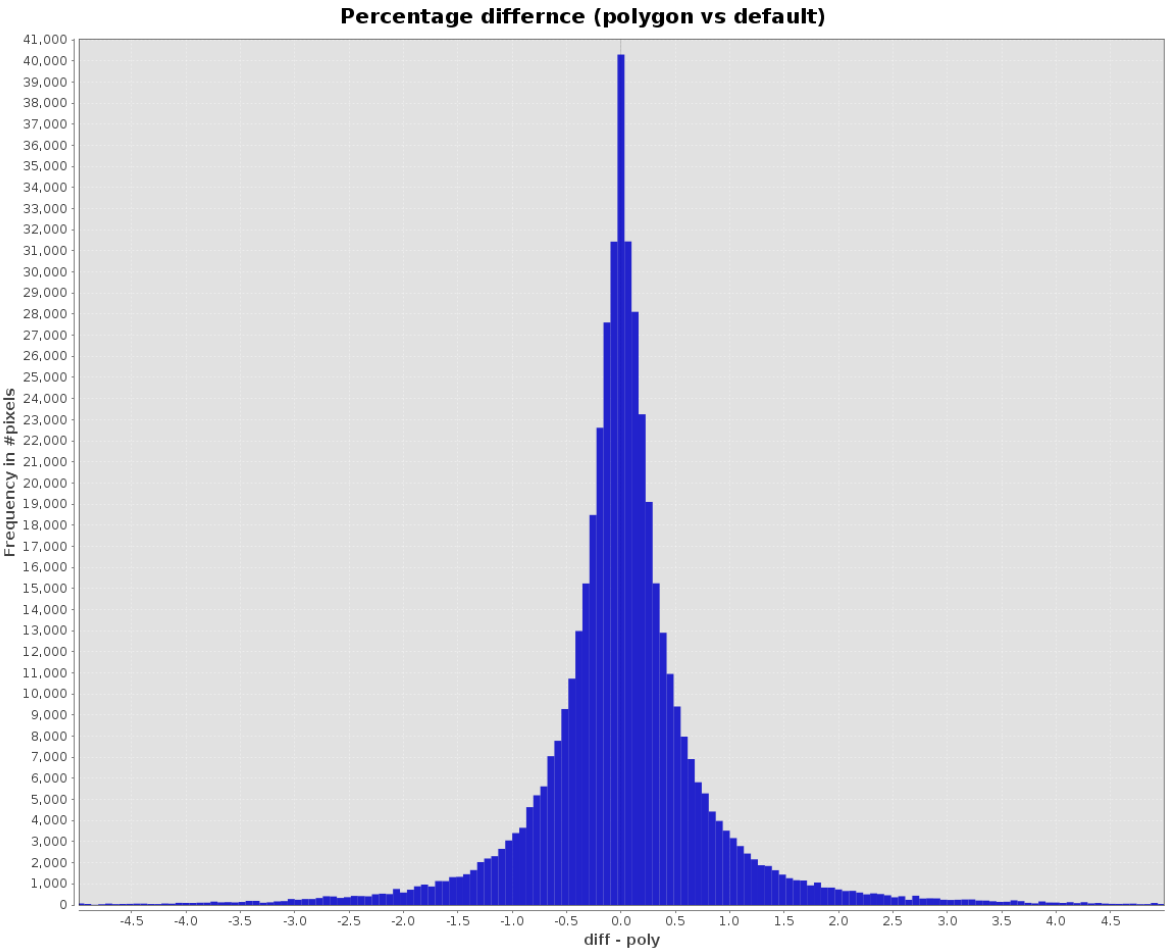
MODIS 1km - current area weighted binning - box approximation



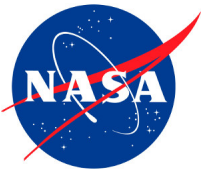
So, what's the impact?



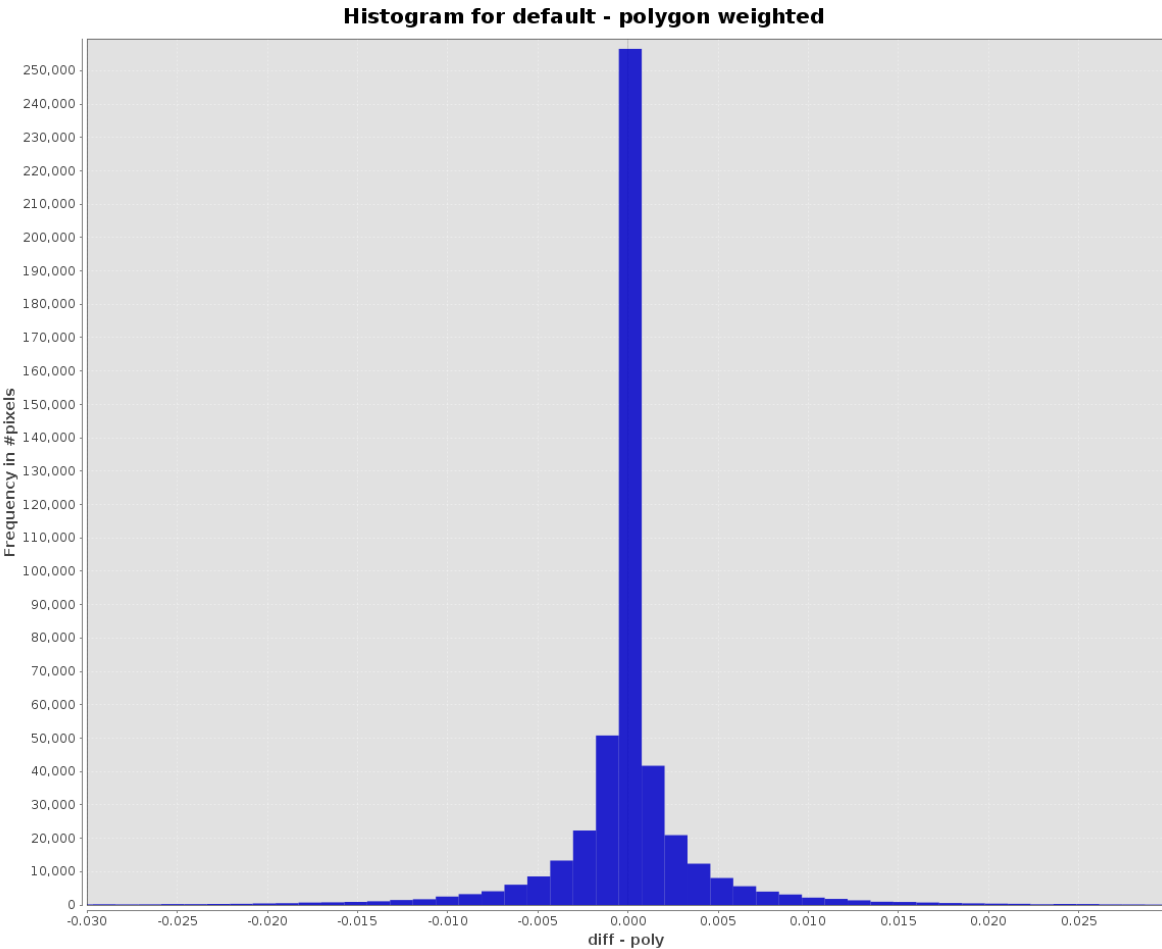
MODIS 1km - current minus area weighted binning - full polygon



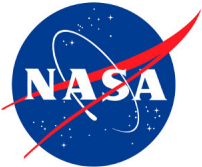
So, what's the impact?



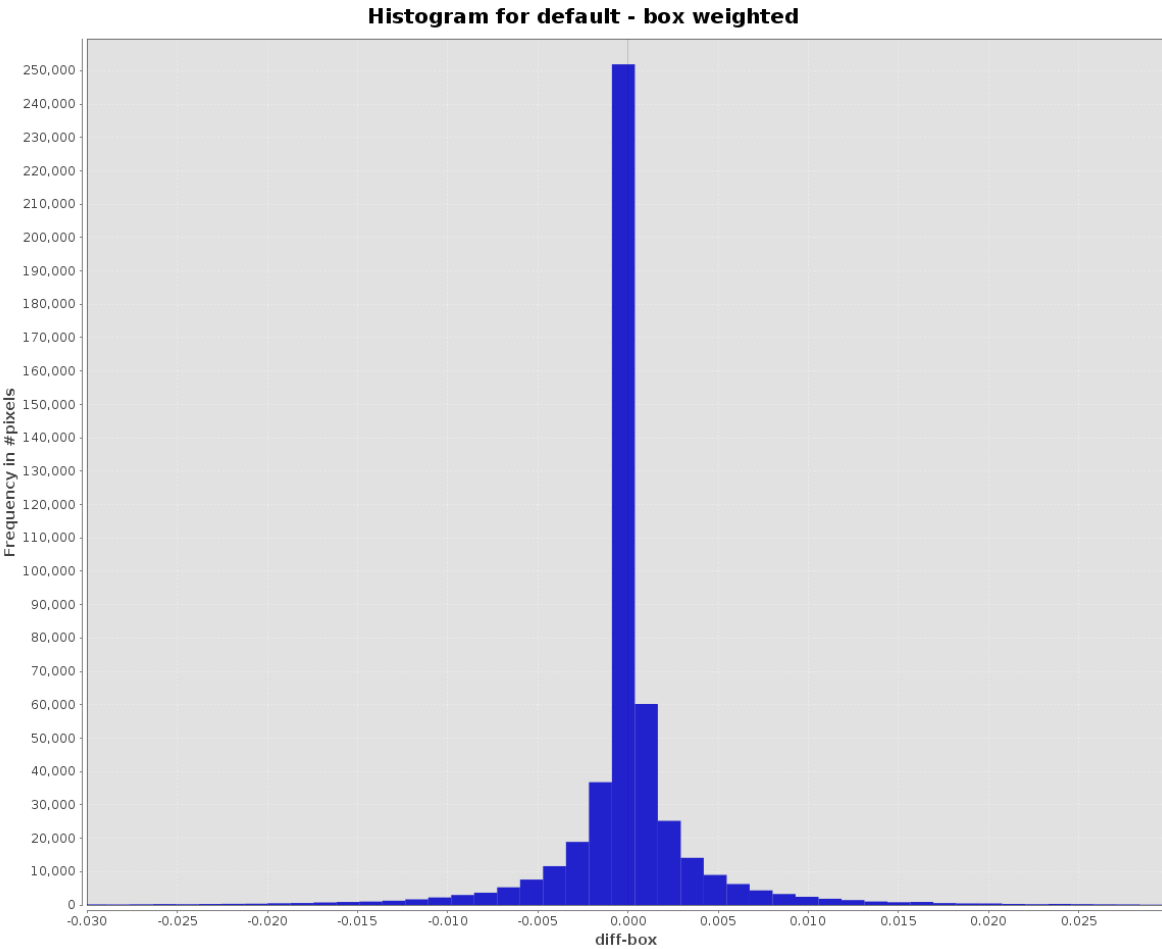
MODIS 1km - current minus area weighted binning - full polygon



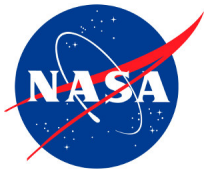
So, what's the impact?



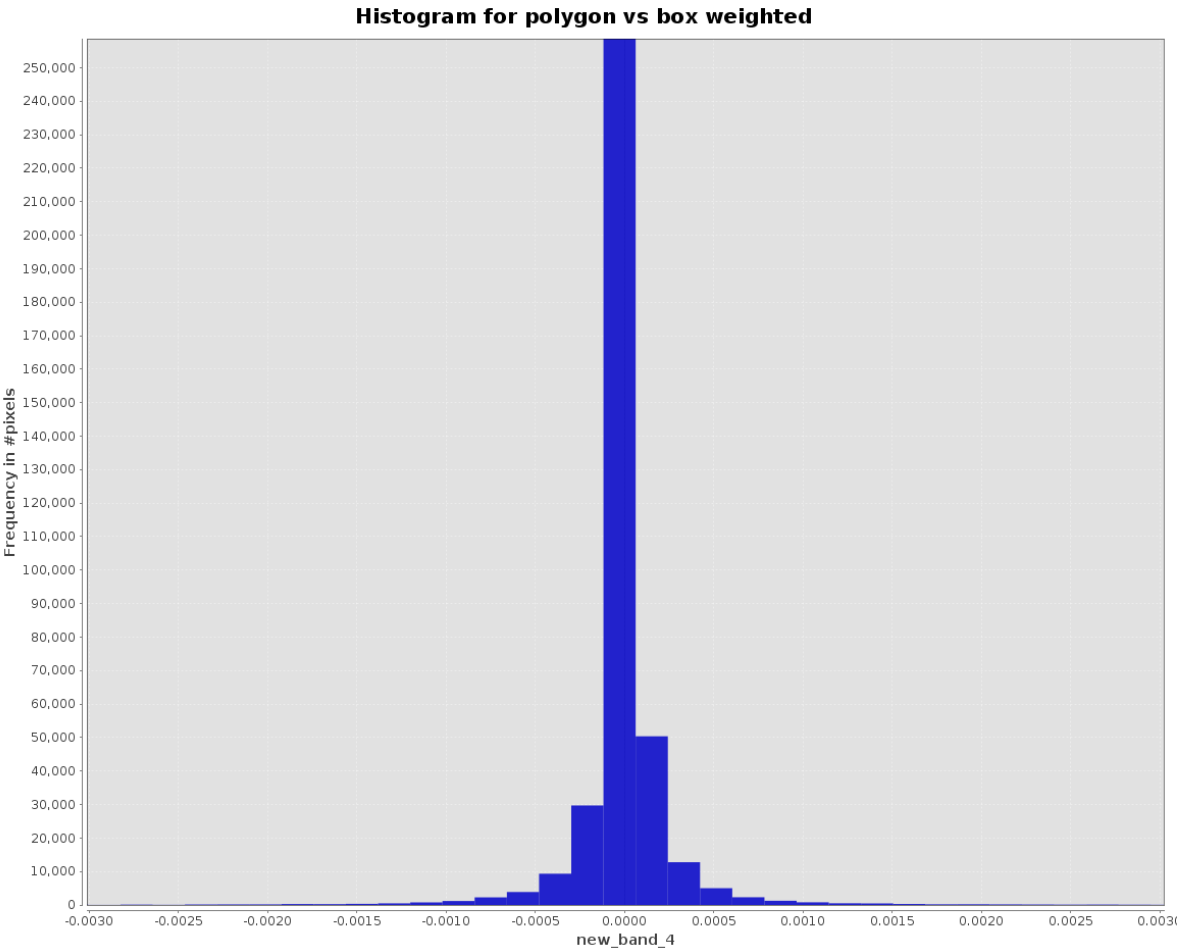
MODIS 1km - current minus area weighted binning - box approximation

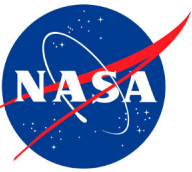


So, what's the impact?



MODIS 1km - area weighted binning full polygon minus box approximation





Area options:

