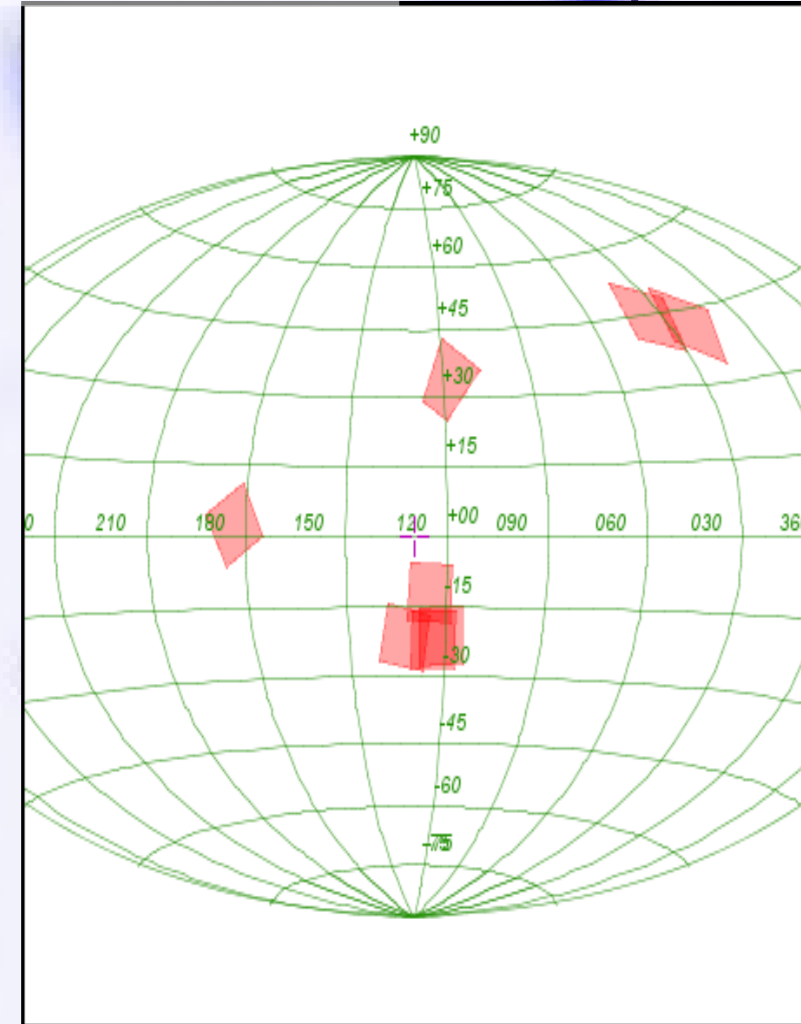
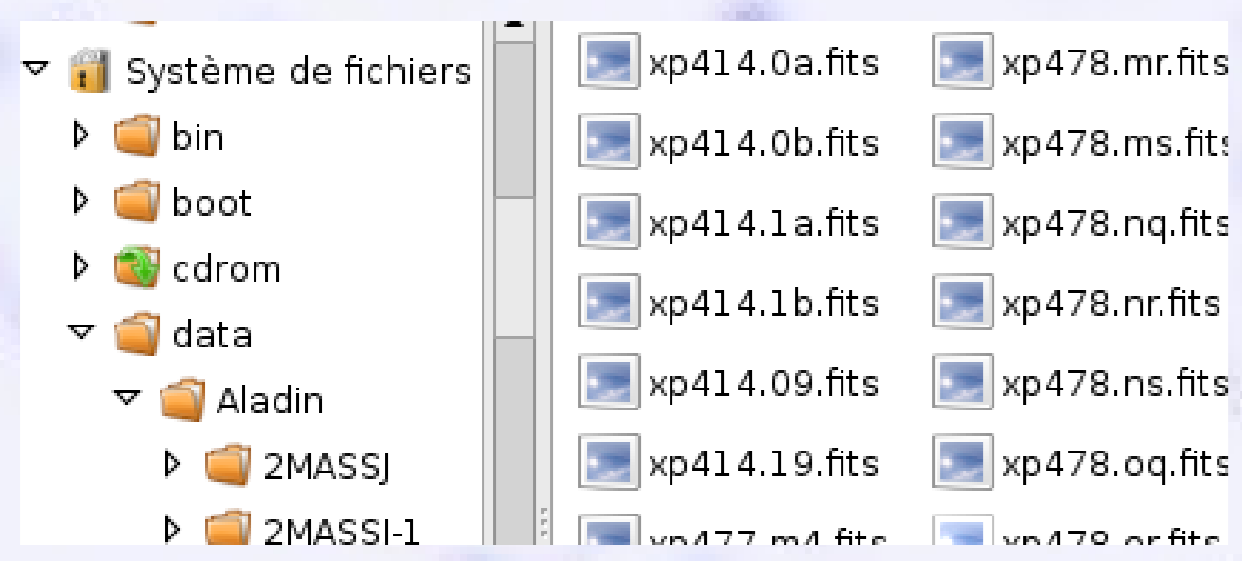


Build YOUR All-Sky view with



Anais Oberto, Pierre Fernique, Thomas Boch, François Bonnarel

① Select input data
(YOUR set of images)



Your FITS files must have an astrometrical calibration (and photometrical is recommended). They can be a partial or full coverage of the sky.

③ You get your all-sky sphere in local HEALpix file or distributed by Aladin

② Choose the output format you want (angular resolution → HEALpix nside)

Build your own Allsky on Aladin

-1- Description -2- Build Info -3- Display -4- Publish RGB

Bitpix size for your output ALLSKY images

short (8bits) int (16bits) long int (32bits)
 float real (32bits) double real (64bits) Keep original coding (only for homogenous images)

Which pixel resolution do you want for your ALLSKY ?

	Angular reso...	Healpix nside	Disk space
<input type="checkbox"/>	51.53"	4096	768M
<input type="checkbox"/>	25.77"	8192	3,75G
<input type="checkbox"/>	12.88"	16384	15,75G
<input checked="" type="checkbox"/>	6.442"	32768	63,75G
<input type="checkbox"/>	3.221"	65536	255,75G
<input type="checkbox"/>	1.61"	131072	1 023,75G
<input type="checkbox"/>	0.8052"	262144	4T
<input type="checkbox"/>	0.4026"	524288	16T
<input type="checkbox"/>	0.2013"	1048576	64T

Algorithms to manage pixels

Sampling : First (fast) Bilinear
 Overlay : First (fast) Averages with fading

Healpix Indexation 0 % Sky tessellation 0 %

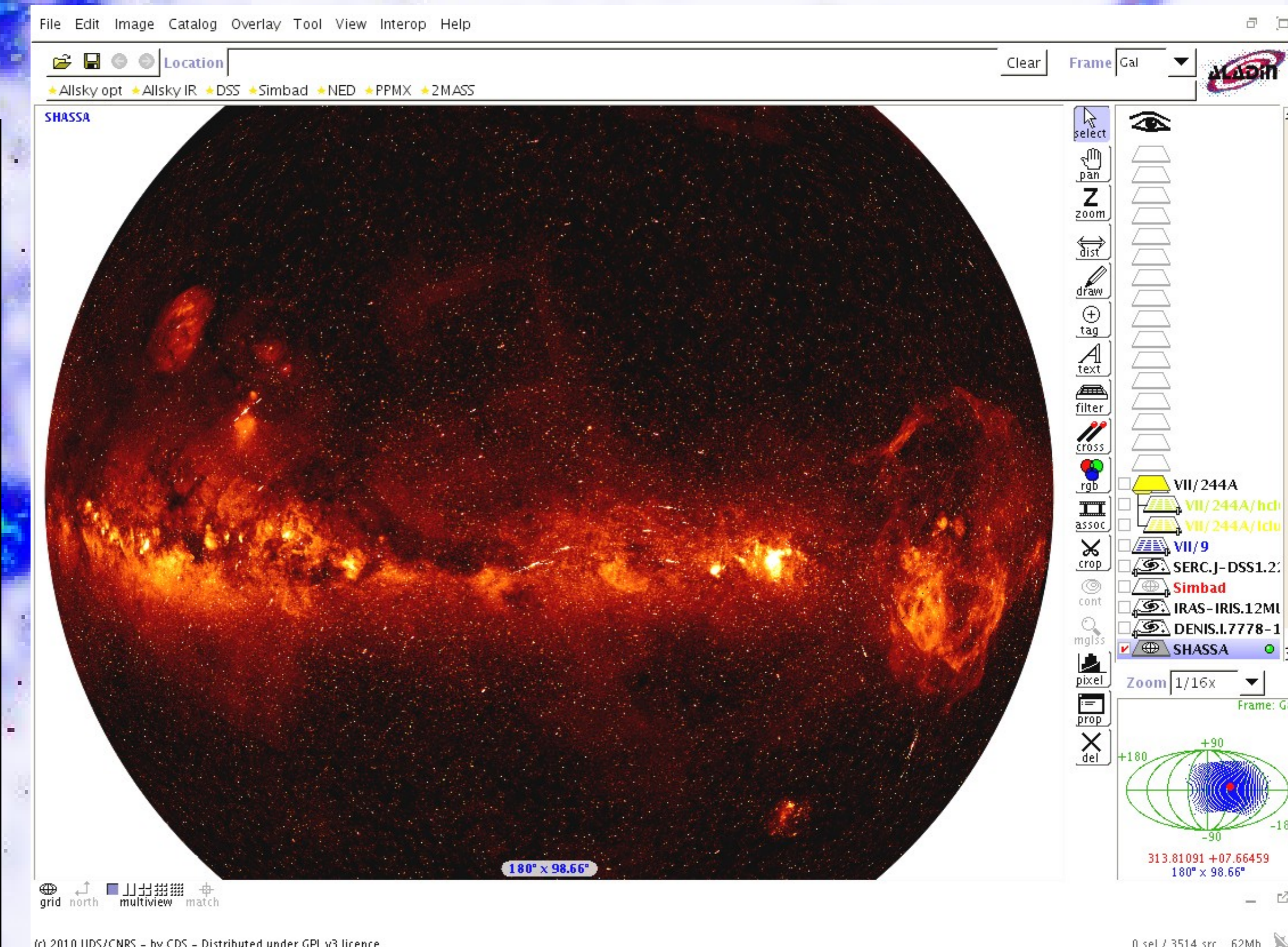
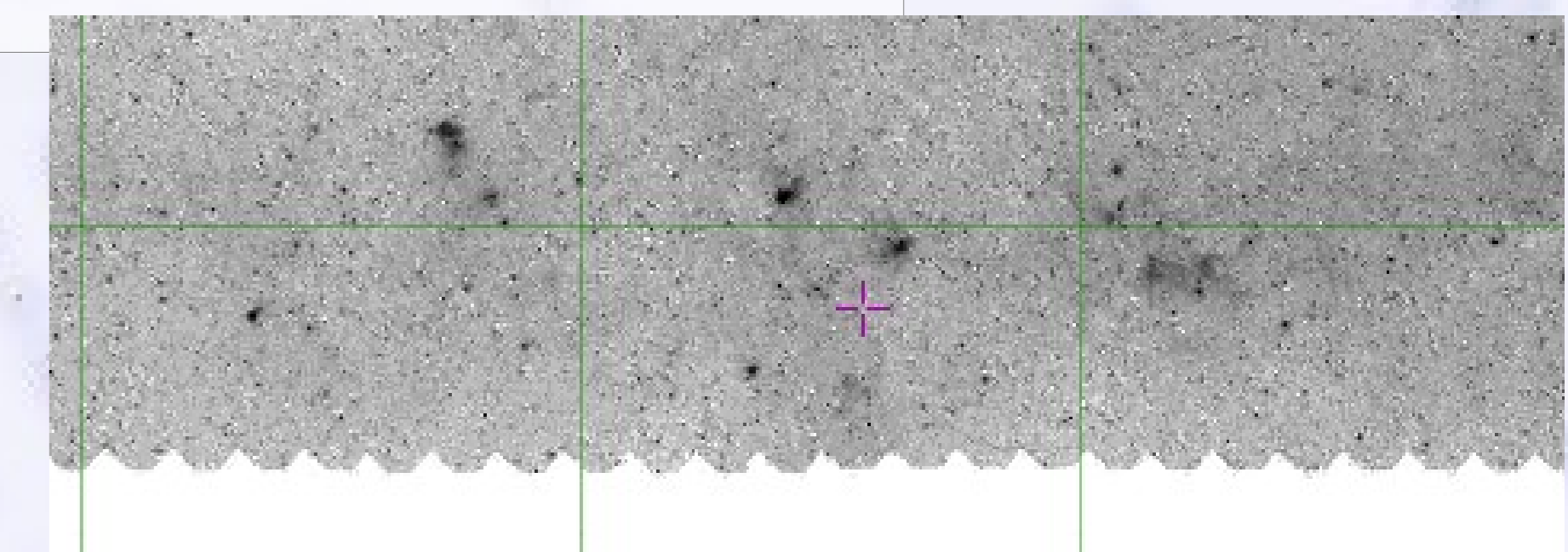
START ABORT HIDE ?

The angular resolution of your final pixel can be selected as accurate as your data (until 0.2").

First, we will browse your data to create an index in order to determine which images compose each HEALpix diamond.

Each HEALpix diamond will be filled with 512x512 pixels selected in the original data (first or bilinear algorithm are available).

During the building (may take hours), you can follow live construction.



For remote and fast visualisation, some JPG images can be made.