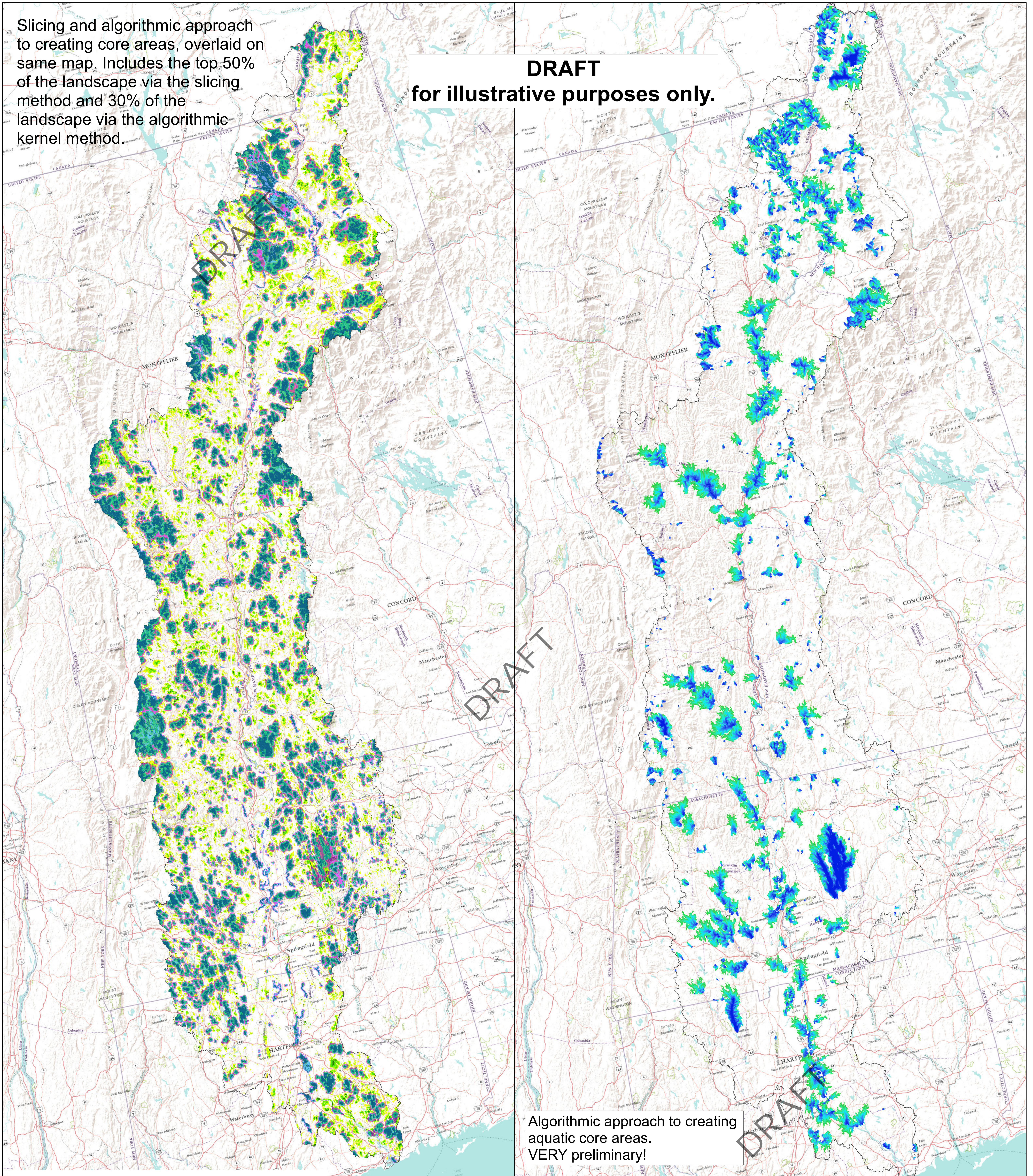


Slicing and algorithmic approach to creating core areas, overlaid on same map. Includes the top 50% of the landscape via the slicing method and 30% of the landscape via the algorithmic kernel method.

DRAFT
for illustrative purposes only.



Algorithmic approach to creating aquatic core areas. VERY preliminary!

