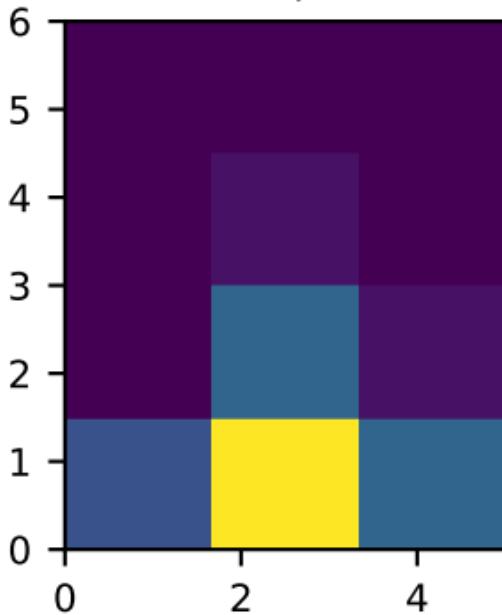
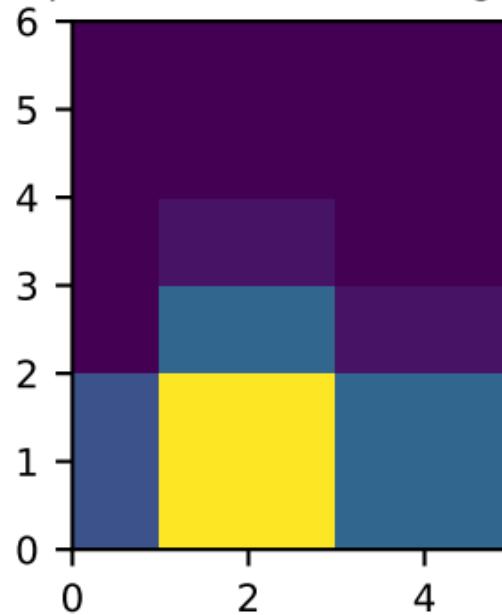


imshow: square bins



pcolormesh: actual edges



NonUniformImage: interpolated

