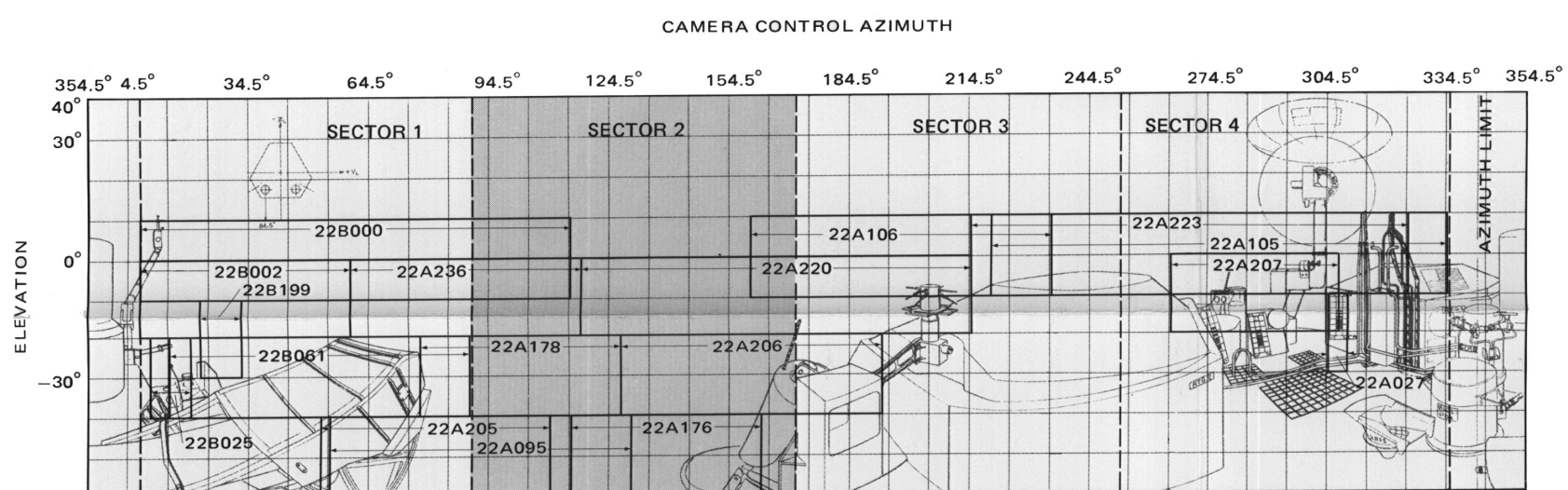


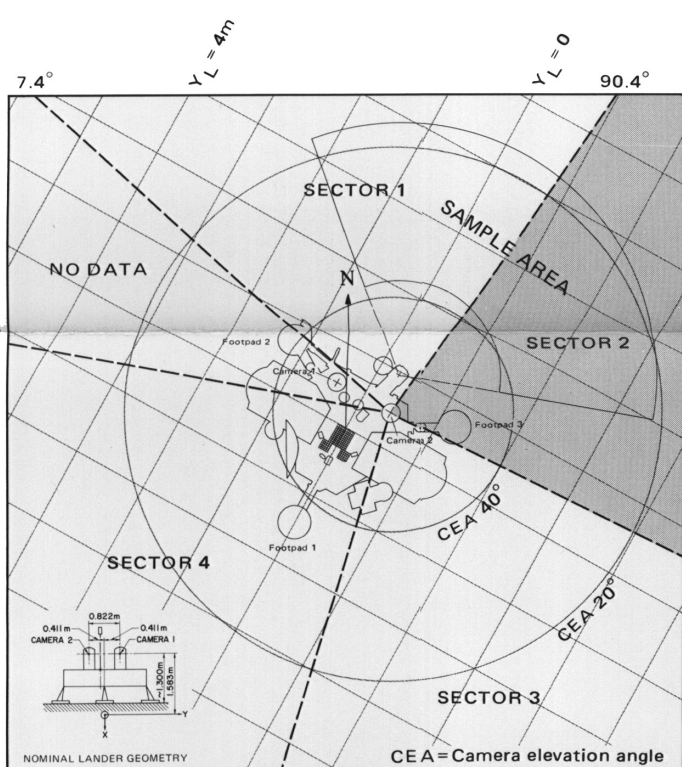


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JET PROPULSION LABORATORY

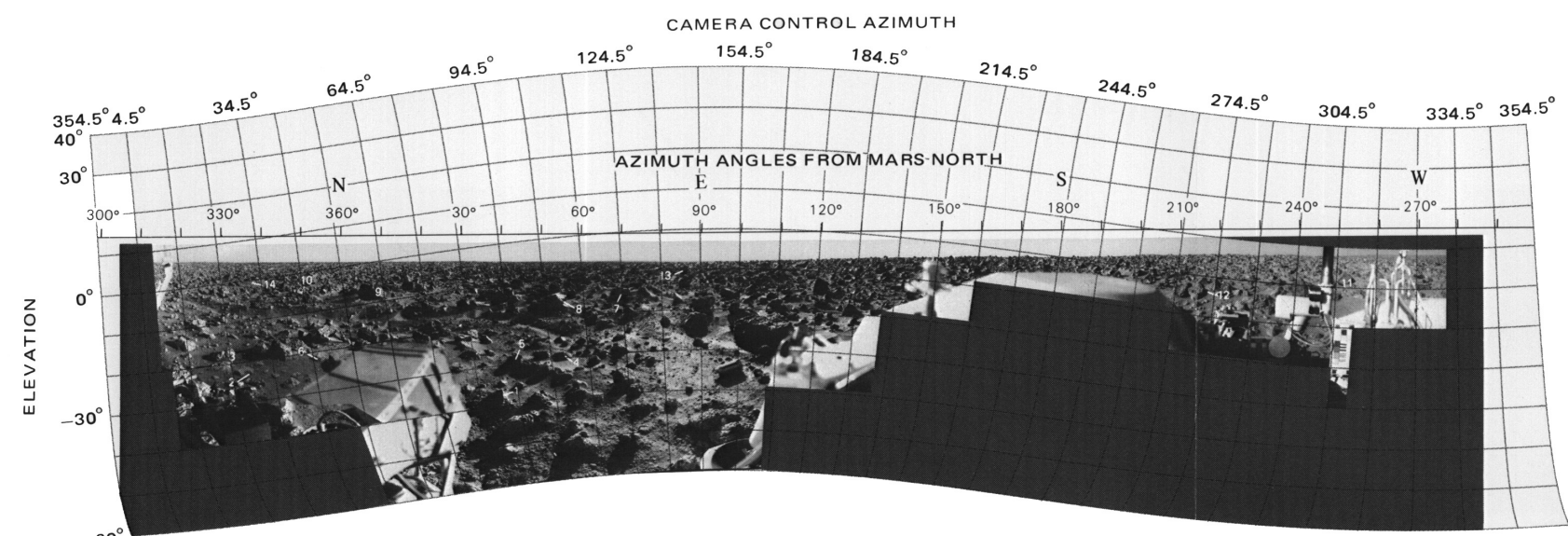
Interior - Geological Survey, Reston, Va. - 1984 - G83062



OUTLINE OF CAMERA 2 VIEW SHOWING CAMERA EVENTS USED IN MOSAIC



VERTICAL VIEW SHOWING VIKING LANDER 2 ORIENTATION
Grid is in spacecraft coordinates



COMPLETE MOSAIC, MORNING SCENE, CAMERA 2
(Corrected for tilt)

DESCRIPTION OF SCENE

The view east shows a flat, rock-strewn landscape with a few small drifts of very fine-grained material scattered among the rocks (line 320, sample 2950). The rocks range from a centimeter to meters in size and are very similar to each other; subangular, equidimensional, and profusely pitted or vesicular. A few rocks, however, appear to be fine-grained without pits or vesicles (line 350, sample 3500; some fine-grained rocks may be vesicular (line 440, sample 2320), i.e., rocks with multiple faces eroded by the wind. A trough 1-m wide and about 10 cm deep extends from left to right across the foreground 8 m in front of the lander (line 470, sample 2250; line 600, sample 2800). Resting on the far rim of the trough is a large block (line 400, sample 2700) that has many more pits or vesicles on its left end than on its right. The layered appearance of the pits indicates that this rock may have been part of a lava flow in which the left end was near the top where most vesiculation occurred during cooling and solidification. Rarely visible in the far distance just above the horizon (line 125, sample 3300) are several bright plateaus which may be ejecta lobes from the crater Mts. a 100-km-diameter crater that lies 170 km east of the lander. The windworn or scoured appearance of the surface at the bottom of the scene immediately below the surface sampler (line 1400, sample 2200) was caused by erosion from the exhaust of the descent rocket engines during landing. A thin veneer of fine-grained sediment has been swept away and the material beneath has been broken into rectangular and polygonal platy fragments. The material that has been broken into the platy fragments has been termed "dendritic" and forms much of the surface in the foreground between the blocks. The crust is a centimeter or two thick. The cylindrical object at the right foreground (line 800, sample 3800) is a hollow metal canister or shroud that covered the surface sampler during transit to Mars. The canister was ejected by command from Earth the second day after landing. It struck a rock near footprint 3, bounced, and came to rest at its present position.

THE VIKING MISSION

VIKING LANDER MOSAICS

The Viking Lander cameras acquired many high-resolution pictures of the Chryse Planitia and Utopia Planitia landing sites. Each picture is the product of computer processing on Earth of digital-image data transmitted from Mars as a result of "camera events" carried out by one of the lander camera systems. Further computer processing of data from a selected number of these events yielded a total of 10 mosaics. Two pairs of mosaics from Lander 1 data (one mosaic from each camera) consisted of one pair made from data taken in the morning (0700-0800 hours) and one pair made with data acquired in midafternoon (1400-1530 hours). Similarly, three pairs of mosaics for the Lander 2 site consisted of one pair between 0700 and 0800 hours, one pair at noon, and one pair between 1700 and 1800 hours. The Lander camera system (Huck and others, 1973a) has selectable focus settings for a depth of field from 1.2 m to infinity in the high-resolution (0.04" instantaneous field of view) mode. The survey (low-resolution) mode has an instantaneous field of view of 0.12"; this mode was used in the mosaics only where no high-resolution data were acquired. Each complete mosaic extends 342.5° in azimuth, from approximately 5° above the horizon to 40° below. A complete mosaic incorporates approximately 15 million picture elements (pixels). In order to manage the processing of such large data bases, each mosaic was compiled from four individual azimuthal sectors.

Most of the data used in the mosaics were selected from the primary mission. In some cases, extended-mission data were included where primary-mission coverage was absent or where the surface was obscured by the sampler arm. Further selection was made on the basis of optimum focus. The image data were photographically corrected (Huck and others, 1975b; Patterson and others, 1977; Wolfe and others, 1977) for differences caused by variations in exposure and for sharpening differences caused by minor time-of-day variations in the pictures of the set. The geometry was then transformed to a local Mars horizon and corrected for geometric camera errors (Patterson and others, 1977; Wolfe, 1981). The corrected pixels composing a sector were then combined by the computer into a single image, and an optimum contrast correction was applied. The mosaics are composites of the best pixels of all the Lander pictures used for each sector. In the computer mosaic process, the image data derived from the camera events for each sector were assigned priorities on the basis of quality or detail. The mosaics were examined and the computer parameters: Determination from Viking Lander tracking data. *Journal of Geophysical Research*, v. 82, no. 28, p. 4297-4303. Morris, E. C., and Jones, K. L., 1980, Viking 1 Lander on the surface of Mars. Revised location. *Uranus*, v. 44, no. 1, p. 217-222. Patterson, W. R., III, Huck, F. O., Wall, S. D., and Wolfe, M. R., 1977, Calibration and performance of the Viking Lander cameras. *Journal of Geophysical Research*, v. 82, no. 28, p. 4291-4400. Tucker, R. B., 1978, Viking Lander imaging investigation—picture catalog of primary mission experiment data record. National Aeronautics and Space Administration Reference Publication 1007, 558 p.

GEOMETRY OF THE MOSAICS

The cameras on the Viking Lander acquire data by sampling in equal increments of elevation and azimuth angle. In the accompanying mosaic, from left to right, a horizontal or vertical angle, regardless of the place of measurement within the panorama. If the martian surface were flat, one pixel (0.04") on the surface would be 1 mm wide at 40° camera elevation and 2 m wide at the horizon 3 km away. Characteristically for this type of imaging system, most straight lines in the scene appear curved in the reconstruction. This representation of the picture data differs from that of a conventional camera having "point perspective" picture geometry, in which rays are projected from object space, through the perspective point in the camera lens, to an image plane in the camera. The geometry of the lander pictures is complicated by additional factors. Because both landers are tilted with respect to the horizon, on the uncorrected pictures the horizon resembles a sine curve. Computer rectification of the pictures results in a straight horizon along which vertical angles can be measured with respect to the local gravity vector, and horizontal angles can be measured from martian north. These angles are not related in any simple way to the azimuth and elevation angles given in "camera coordinates" for the unrectified pictures. There are other geometric distortions due to the camera: optic path distortion that affects a light ray after it passes the camera window; and camera-system distortions, or "bolt-down" errors, that are caused by the way the cameras are mounted on the lander. The geometric transformation used in creating the mosaics took into account the optic path distortion but not the "bolt-down" errors. However, along the horizon, the error in azimuth angle is equal to the rotational "bolt-down" error for each camera to an accuracy of less than 1 pixel. The scale "azimuth angles from Mars north" has been adjusted to take into account this correction. The residual azimuth angle errors are less than 1 pixel along the horizon and become larger with steeper elevation angles and larger lander tilts. For the worst case, Lander 2, camera 1, this error is a maximum of 3.7 x 1 pixels at 40° elevation. The somewhat sinusoidal azimuth-dependent residual elevation error is a maximum of 3 x 1 pixels for Lander 2, camera 1, and approximately 1 pixel for the other cameras.

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