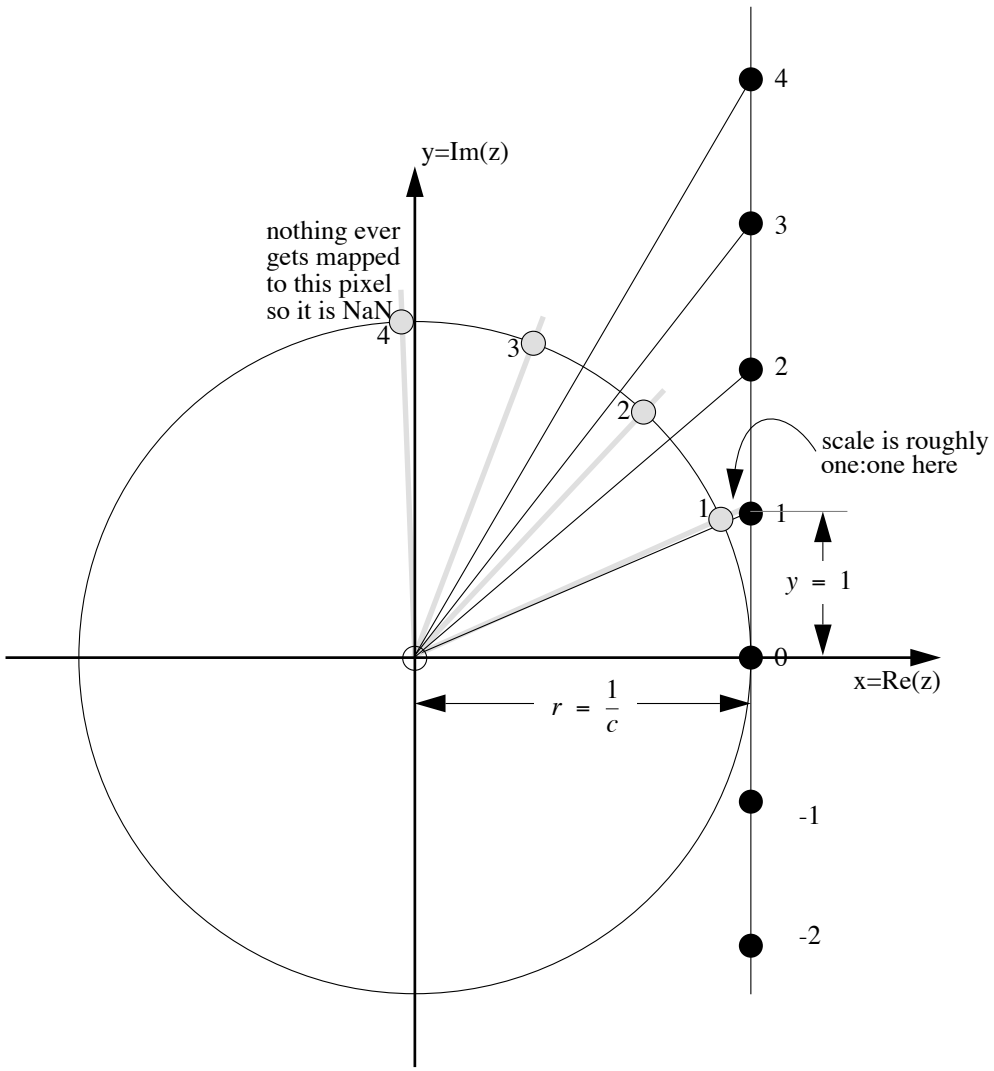
y=Im(z)
nothing ever
gets mapped
to this pixel
so it is NaN
4
3
2
1
scale is roughly
one:one here
4
3
2
1
0
-1
-2
y = 1
x=Re(z)
r = 1/c