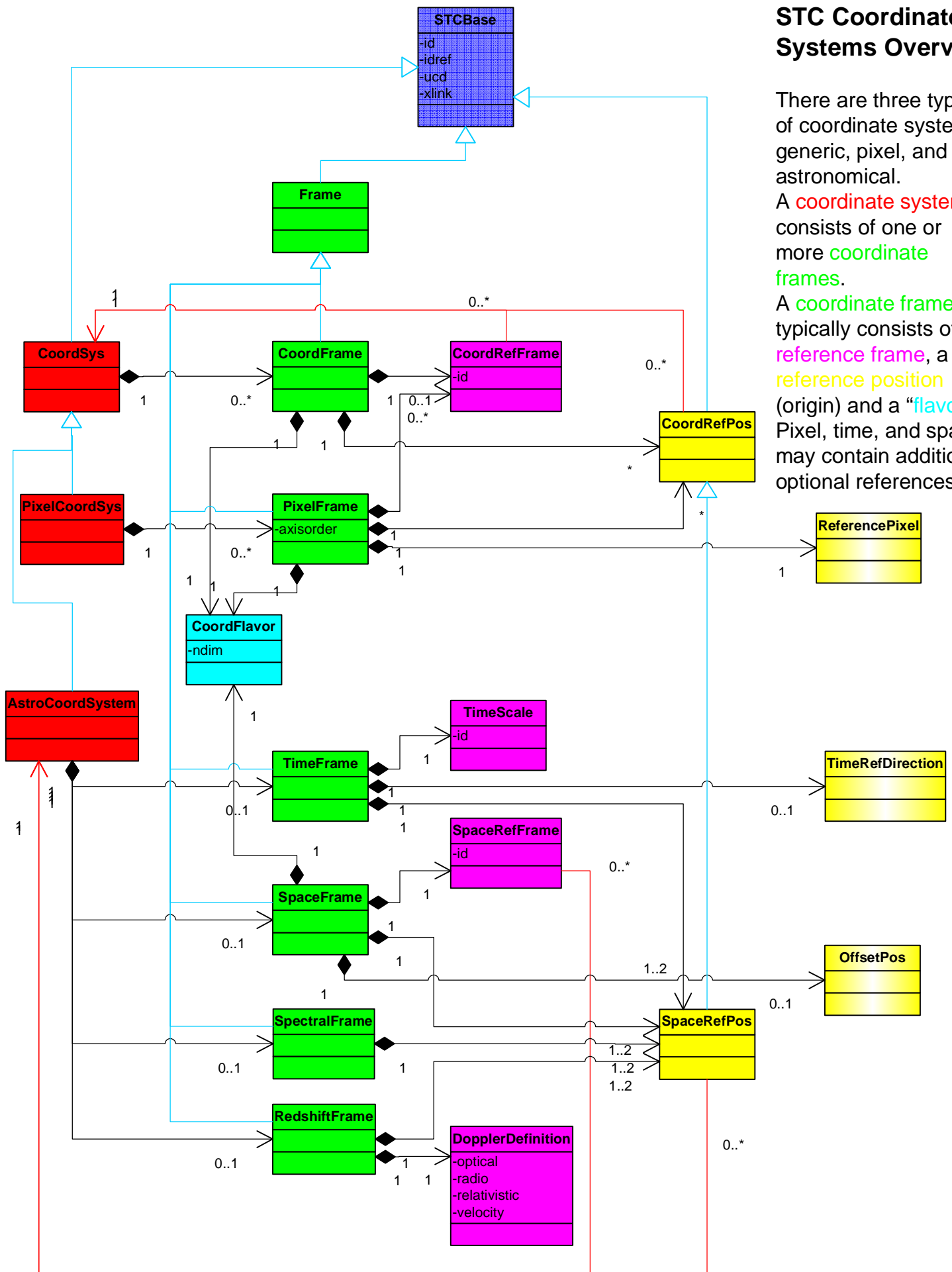


STC Coordinate Systems Overview

There are three types of coordinate systems: generic, pixel, and astronomical.

A **coordinate system** consists of one or more **coordinate frames**.

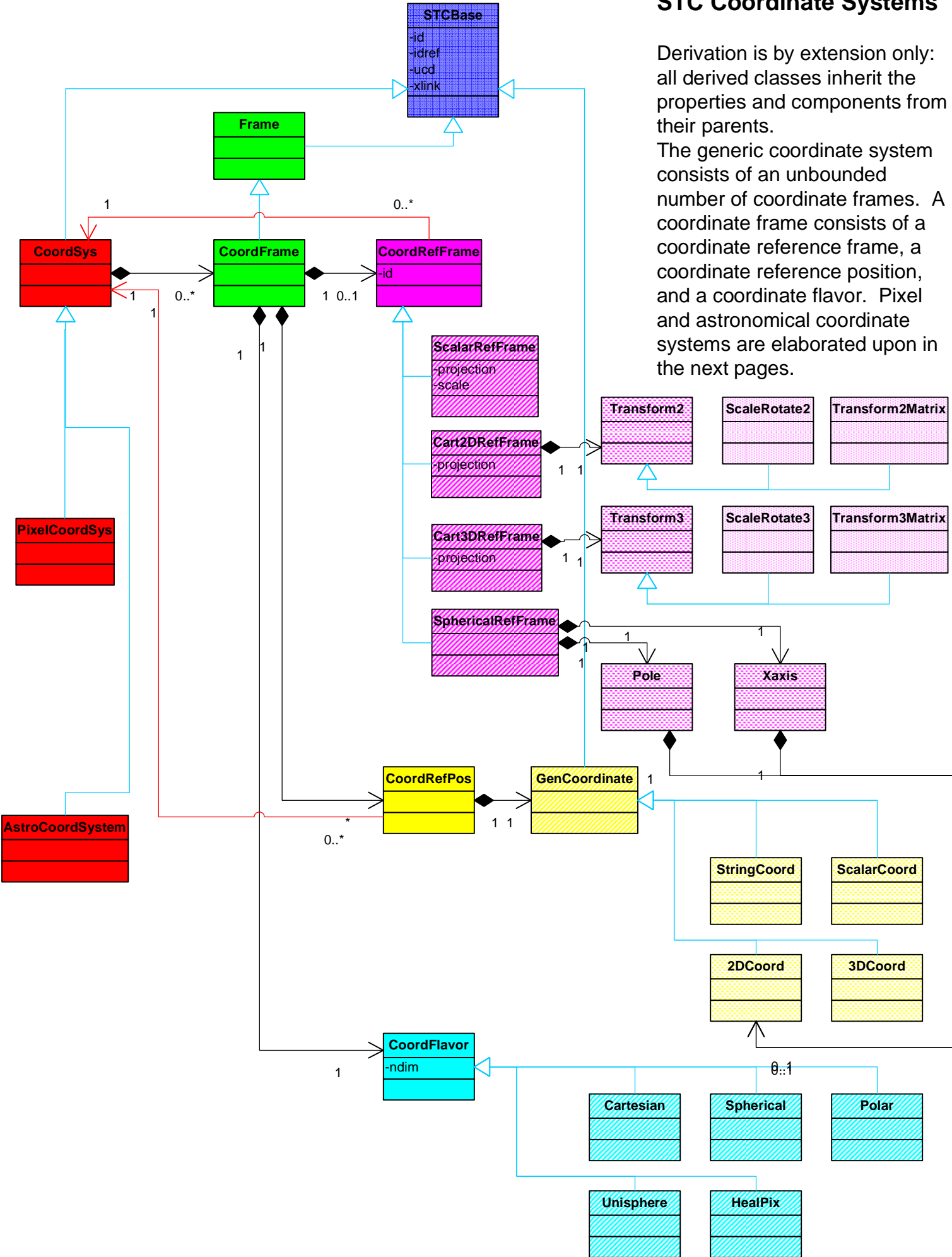
A **coordinate frame** typically consists of a **reference frame**, a **reference position** (origin) and a “**flavor**”. Pixel, time, and space may contain additional optional references.



STC Coordinate Systems

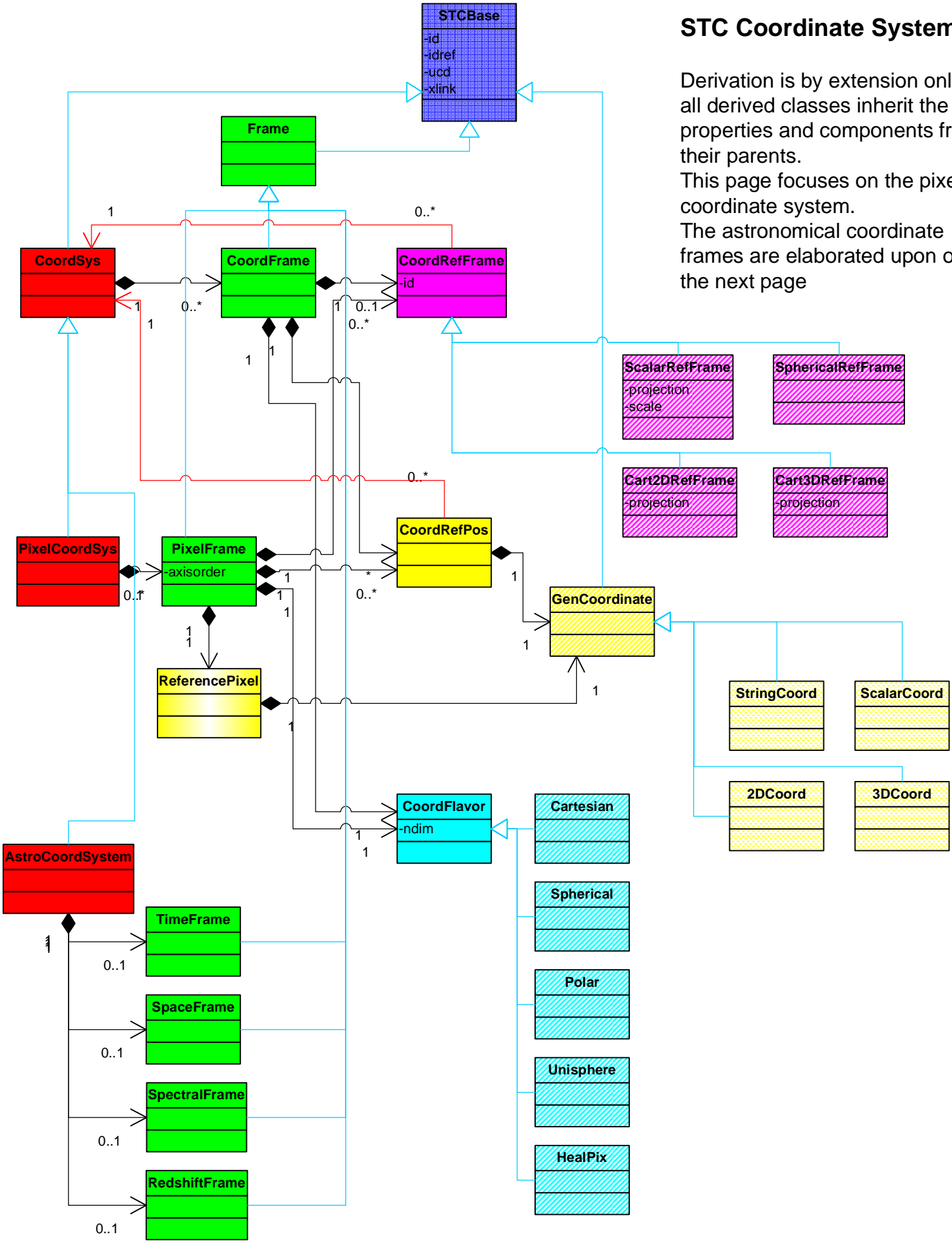
Derivation is by extension only: all derived classes inherit the properties and components from their parents.

The generic coordinate system consists of an unbounded number of coordinate frames. A coordinate frame consists of a coordinate reference frame, a coordinate reference position, and a coordinate flavor. Pixel and astronomical coordinate systems are elaborated upon in the next pages.



STC Coordinate Systems

Derivation is by extension only: all derived classes inherit the properties and components from their parents. This page focuses on the pixel coordinate system. The astronomical coordinate frames are elaborated upon on the next page



STC Astronomical Coordinate Systems

Derivation is by extension only:
 all derived classes inherit the properties and components from their parents.
 This diagram expands on the specific astronomical coordinate frames.

