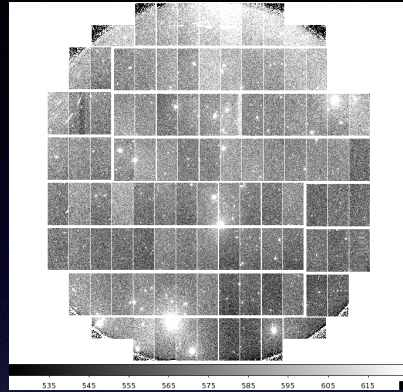
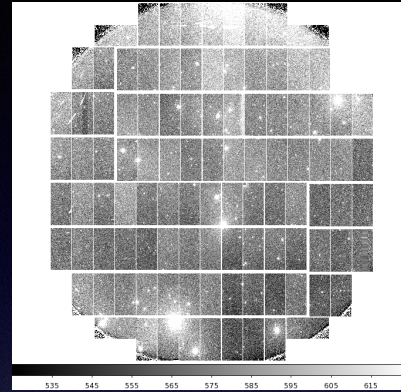


# making sky pattern

sky field 1

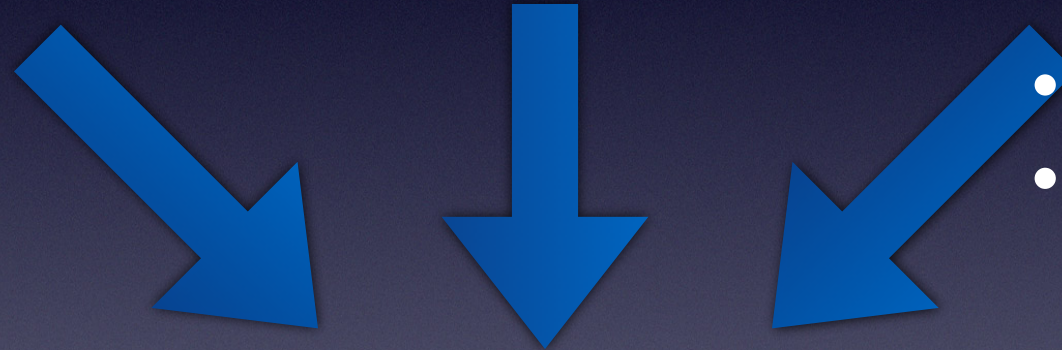
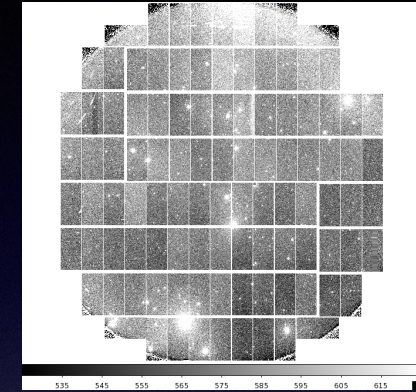


sky field 2

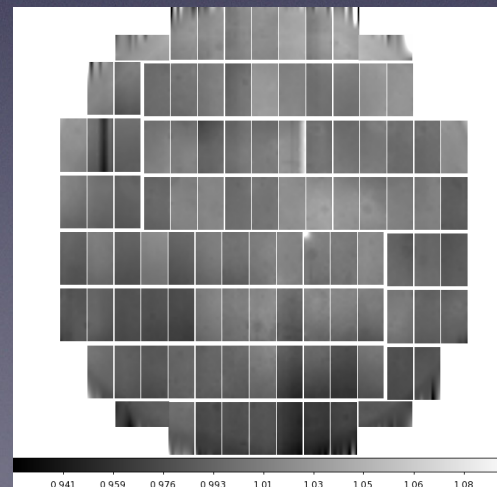


...

sky field N



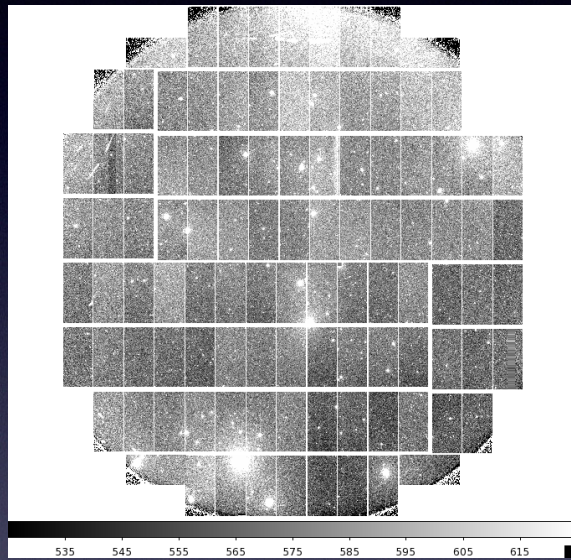
- normalize
- mask objects



- median stack
- smoothing

sky pattern

# sky pattern subtraction

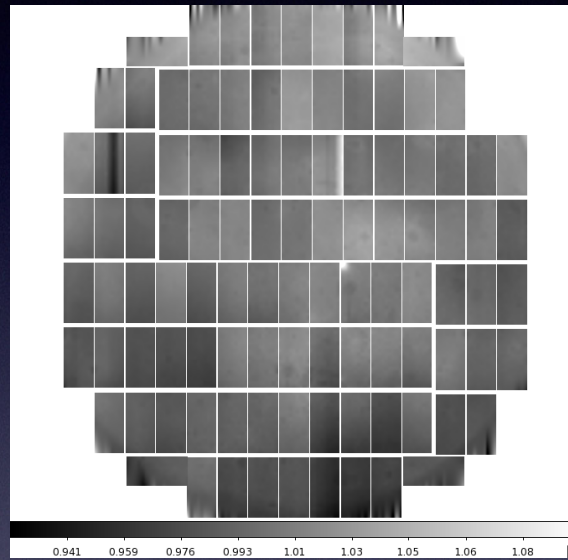


postISR

$- a \times$

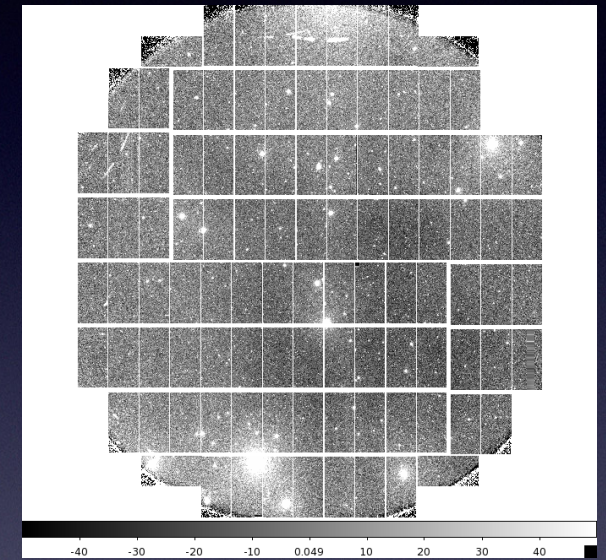


median of postISR



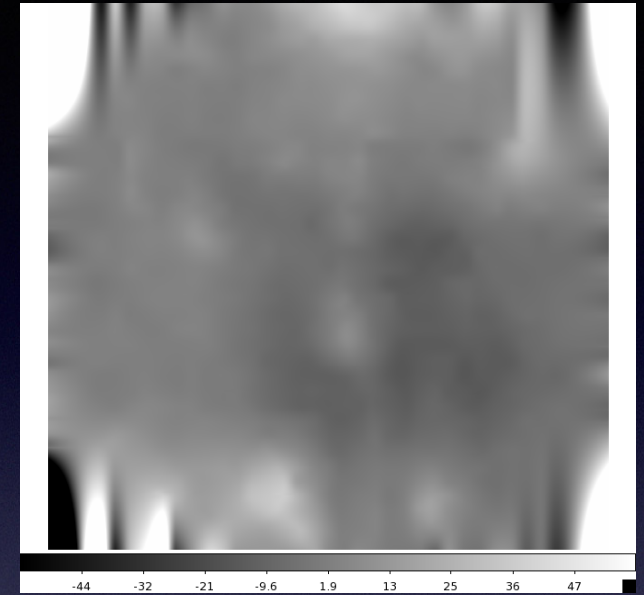
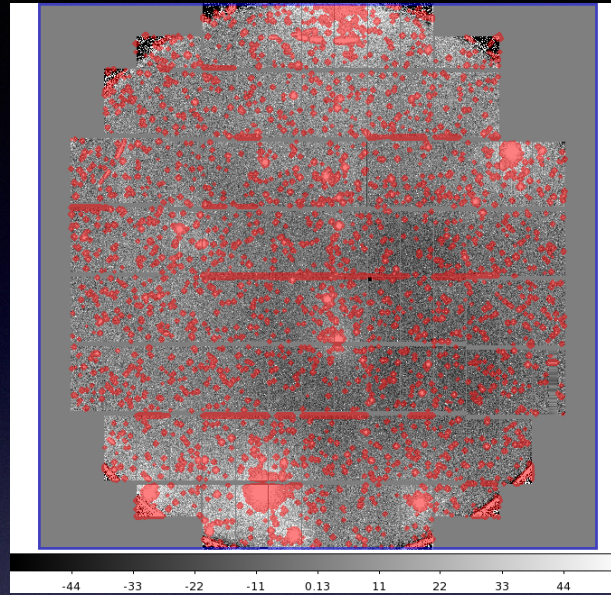
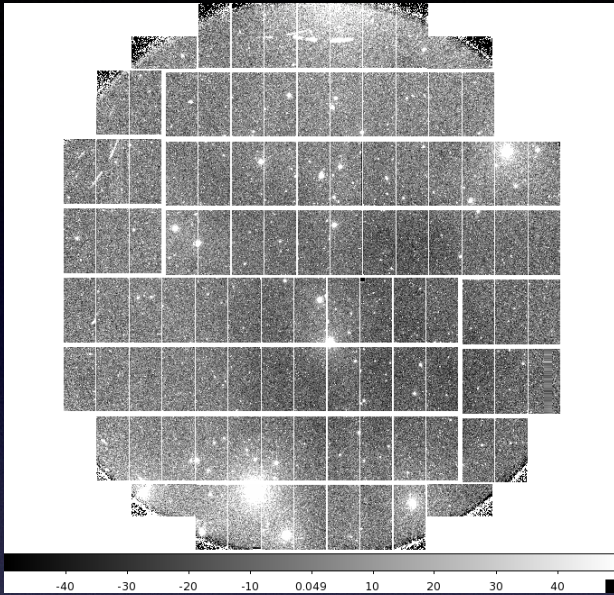
sky pattern  
(normalized)

=



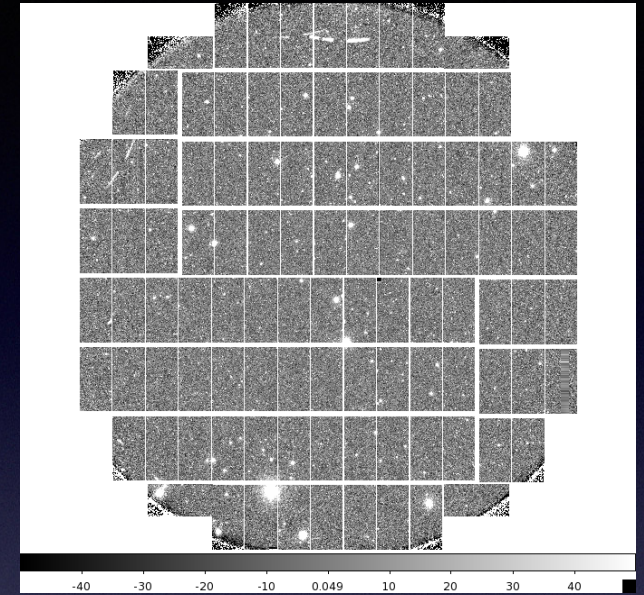
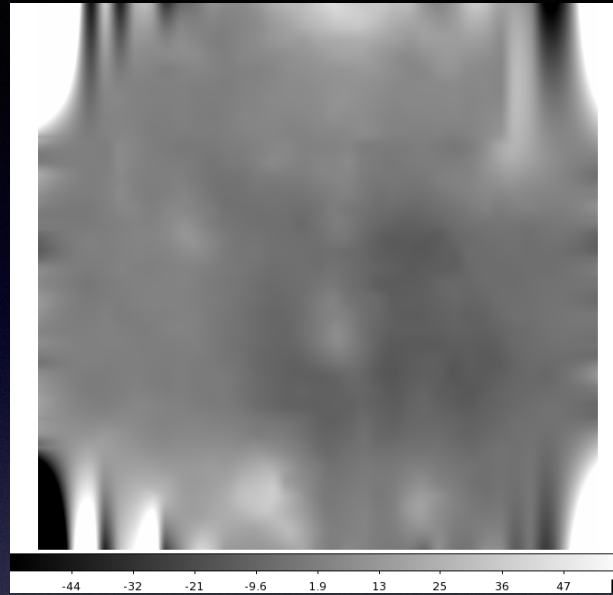
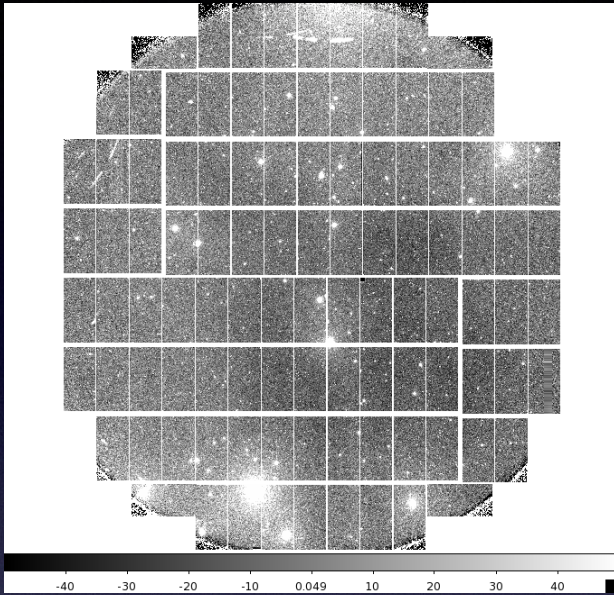
post sky pattern sub

# global sky subtraction



```
1 a = mosaickedPostSkyPatternSub
2
3 bg1 = polynomialBackground(a, order=3)
4
5 objectMasks = detectObjects(a - bg1) # mask very very large Objects
6
7 bg2 = AkimaSplineBackground(a, mask=objectMasks)
8                                     # with very large binSize
9 result = a - bg2
10
```

# global sky subtraction



```
1 a = mosaickedPostSkyPatternSub
2
3 bg1 = polynomialBackground(a, order=3)
4
5 objectMasks = detectObjects(a - bg1) # mask very very large Objects
6
7 bg2 = AkimaSplineBackground(a, mask=objectMasks)
8
9 result = a - bg2
10
```