





1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

State Matrix

Shift Rows

1	2	3	4
8	6	7	5
11	12	9	10
16	15	14	13

→ No Change

→ Rotate over 1 byte

→ Rotate over 2 bytes

→ Rotate over 3 bytes