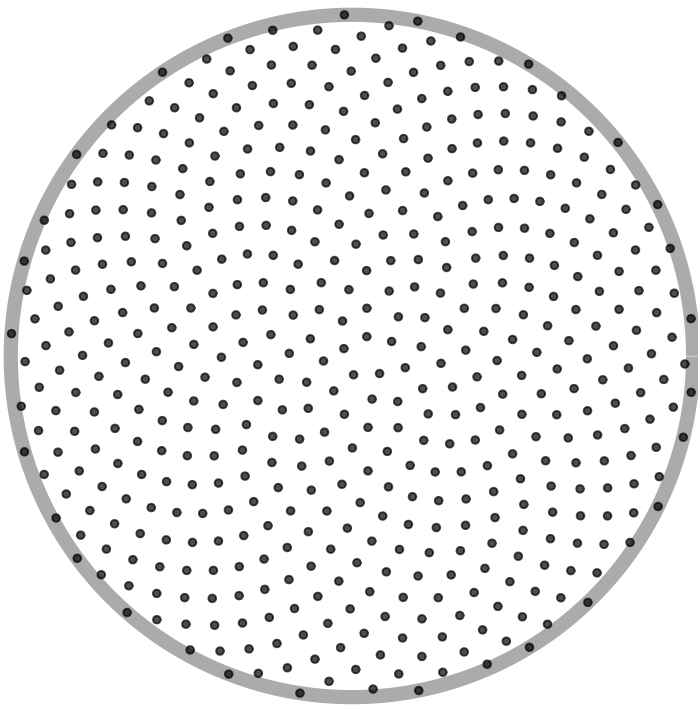


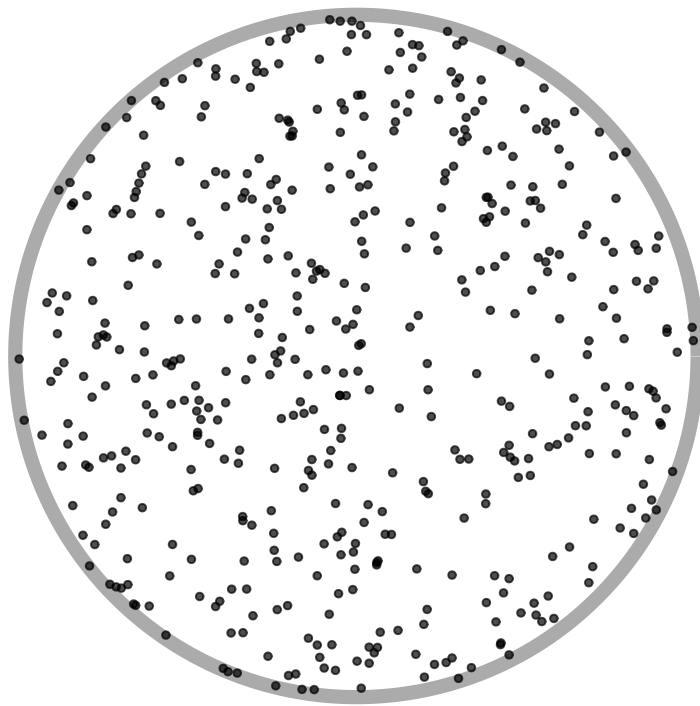
a)

**Uniform**



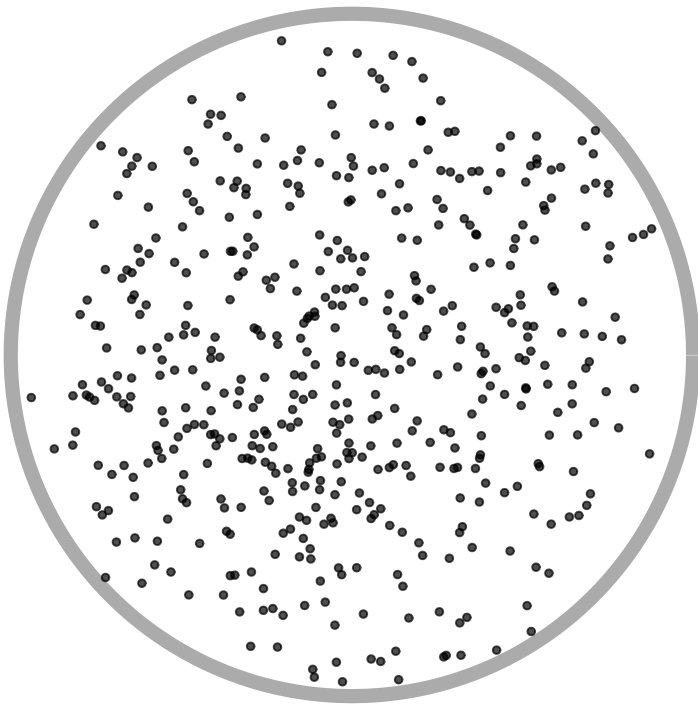
b)

**Random**



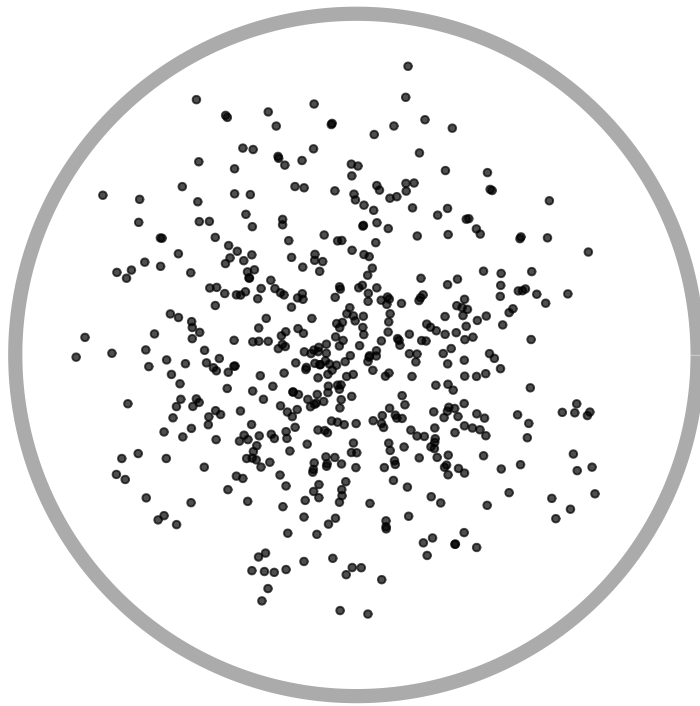
c)

**Inner > Outer**



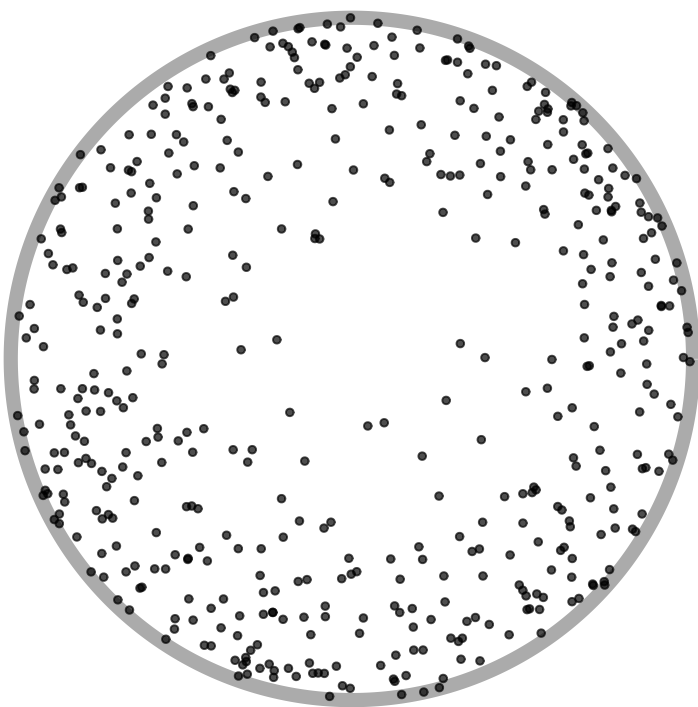
d)

**Inner > Outer (skewed)**



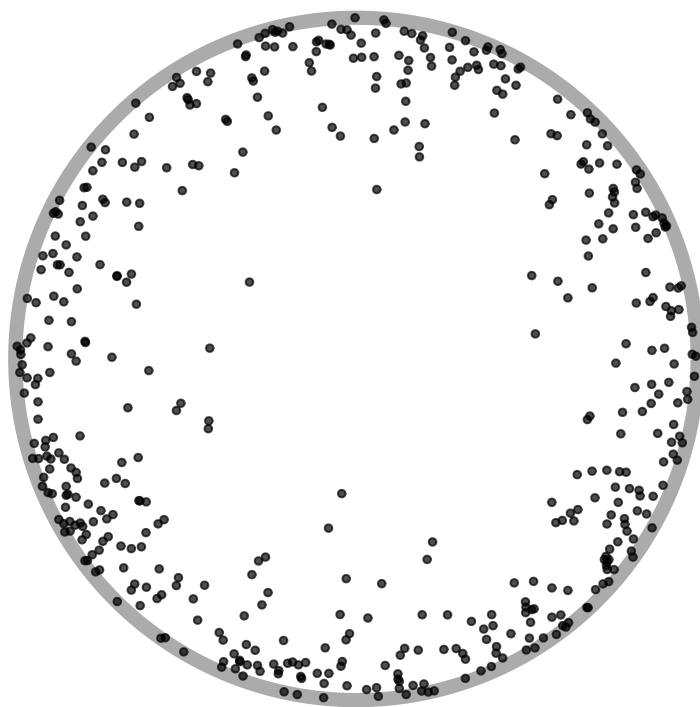
e)

**Outer > Inner**



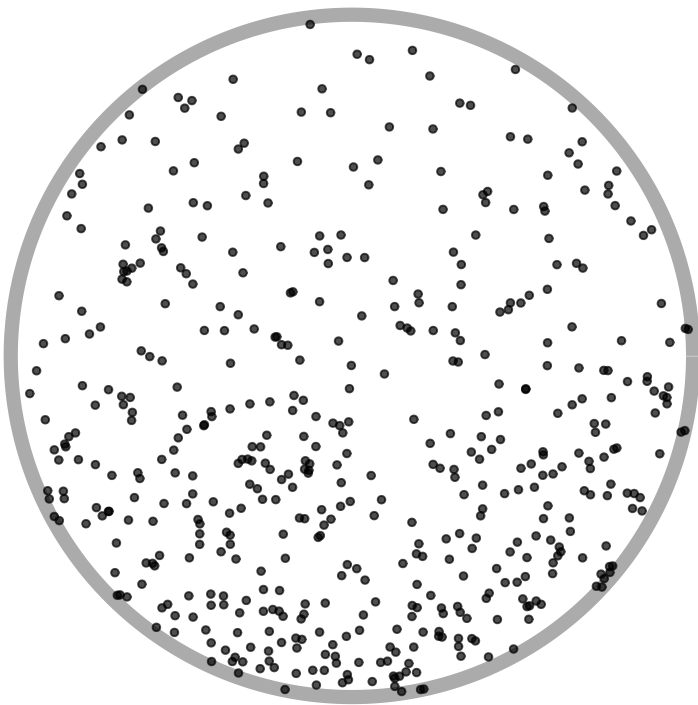
f)

**Outer > Inner (skewed)**



g)

**Bottom > Top**



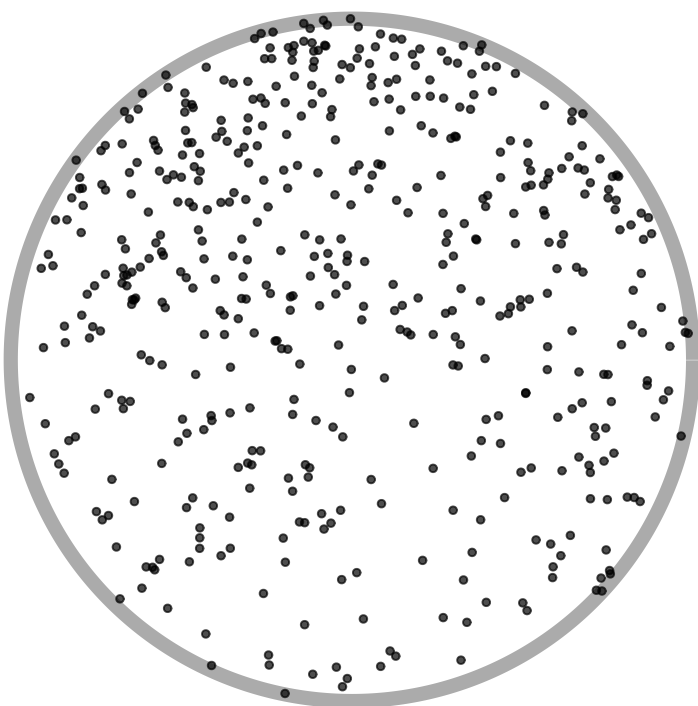
h)

**Bottom > Top (skewed)**



i)

**Top > Bottom**



j)

**Top > Bottom (skewed)**

