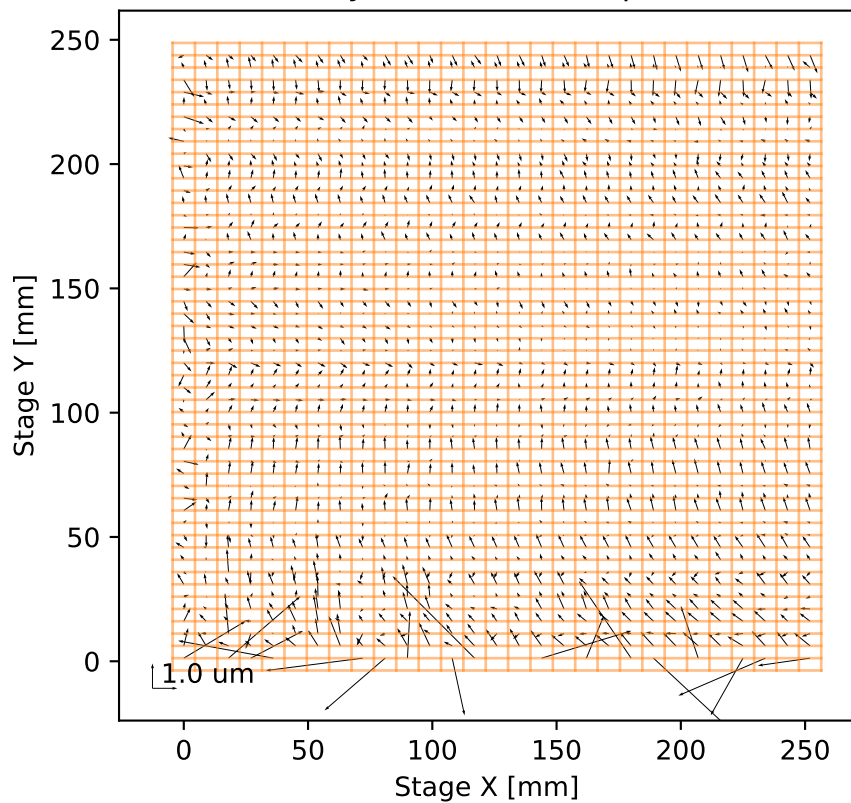
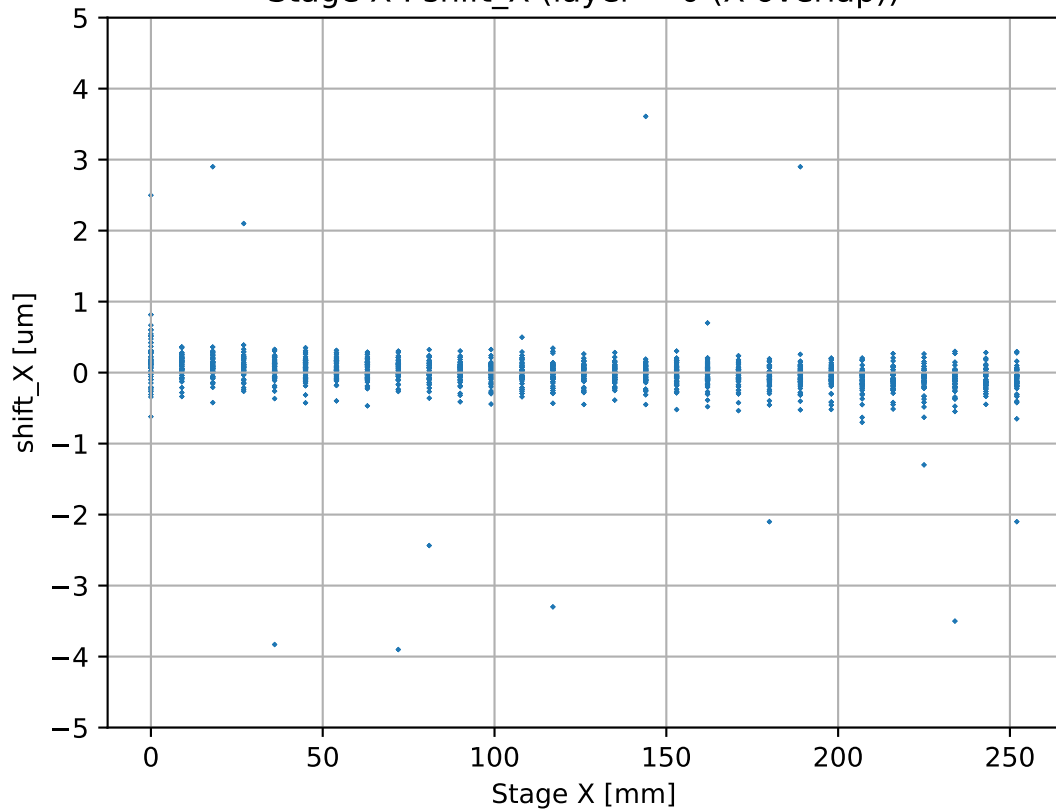


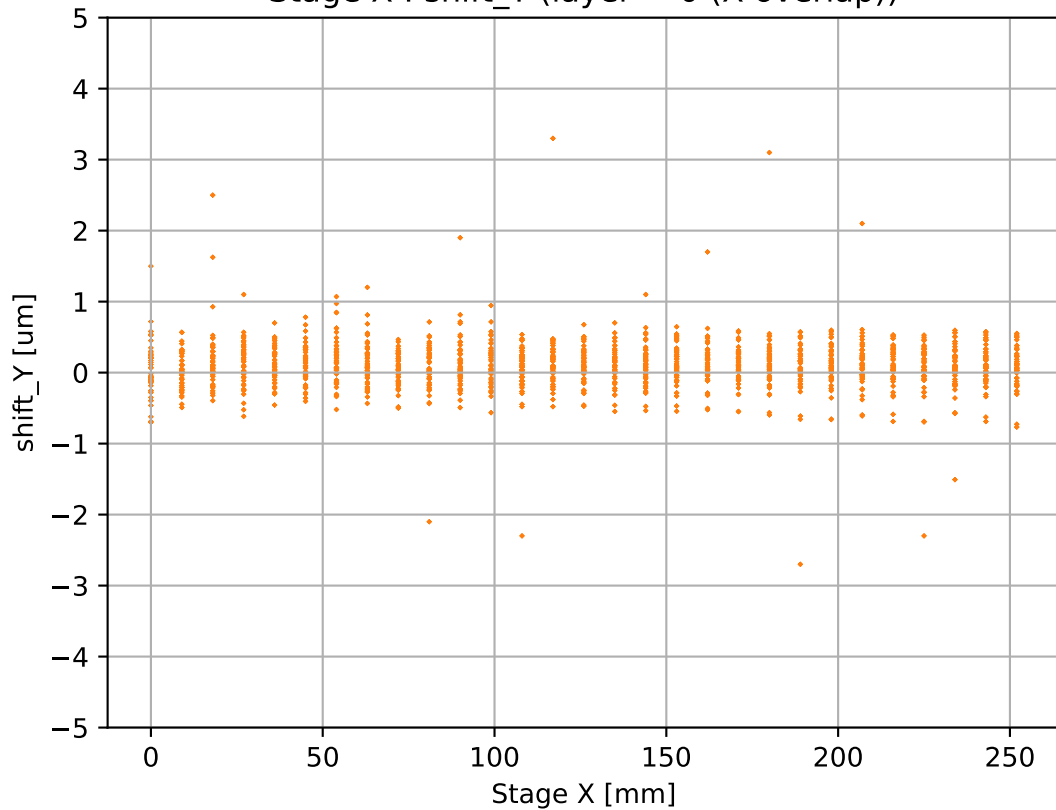
layer = 0 (X overlap)



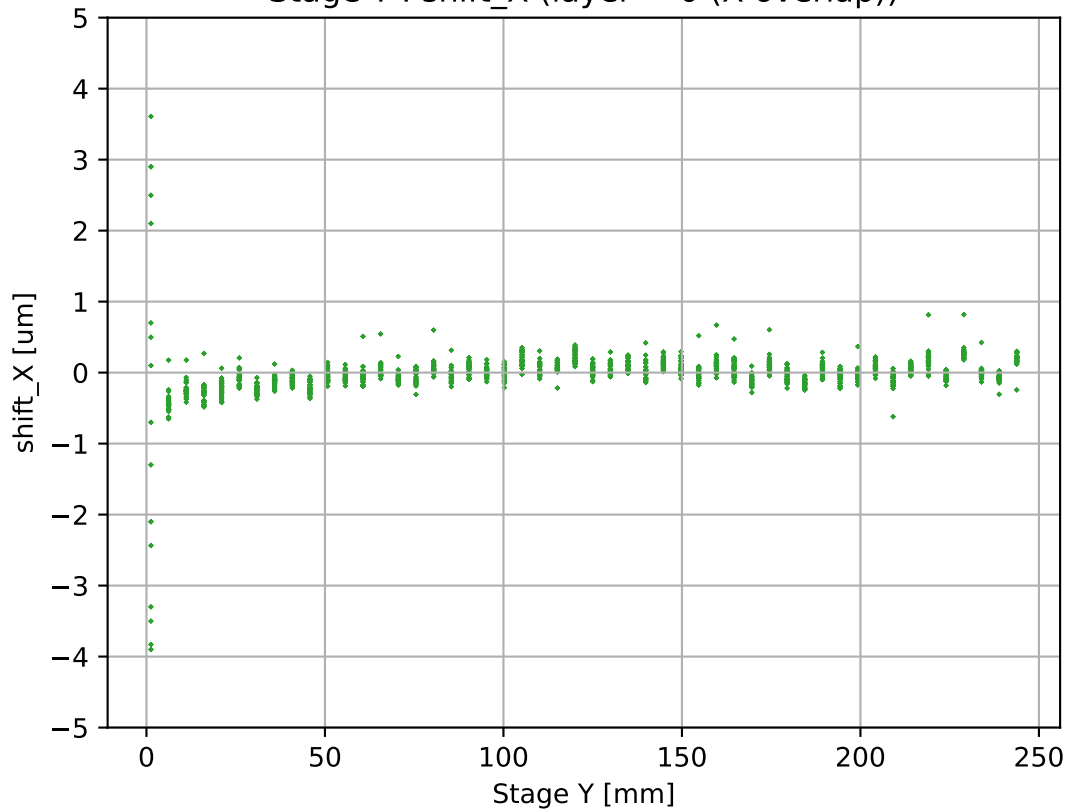
Stage X : shift\_X (layer = 0 (X overlap))



Stage X : shift\_Y (layer = 0 (X overlap))



Stage Y : shift\_X (layer = 0 (X overlap))



Stage Y : shift\_Y (layer = 0 (X overlap))

