

Frame  $n$ Frame  $n + 1$ Frame  $n + 2$ 

Thread 1

Sim 1

Sim 4

Ren 1

Sim 1

Sim 4

Ren 1

Sim 1

Sim 4

Ren 1

Thread 2

Sim 2

Ren 2

Sim 2

Ren 2

Sim 2

Ren 2

Thread 3

Sim 3

Ren 3

Sim 3

Ren 3

Sim 3

Ren 3