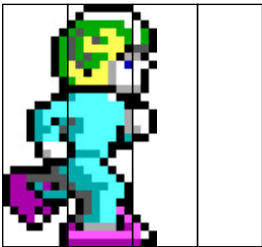
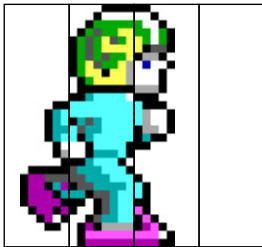


byte → 0 1 2 3



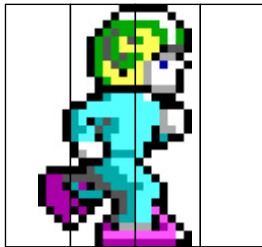
shift 0  
(0 pixels)

0 1 2 3



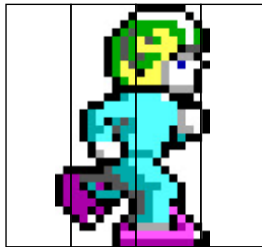
shift 1  
(2 pixels)

0 1 2 3



shift 2  
(4 pixels)

0 1 2 3



shift 3  
(6 pixels)