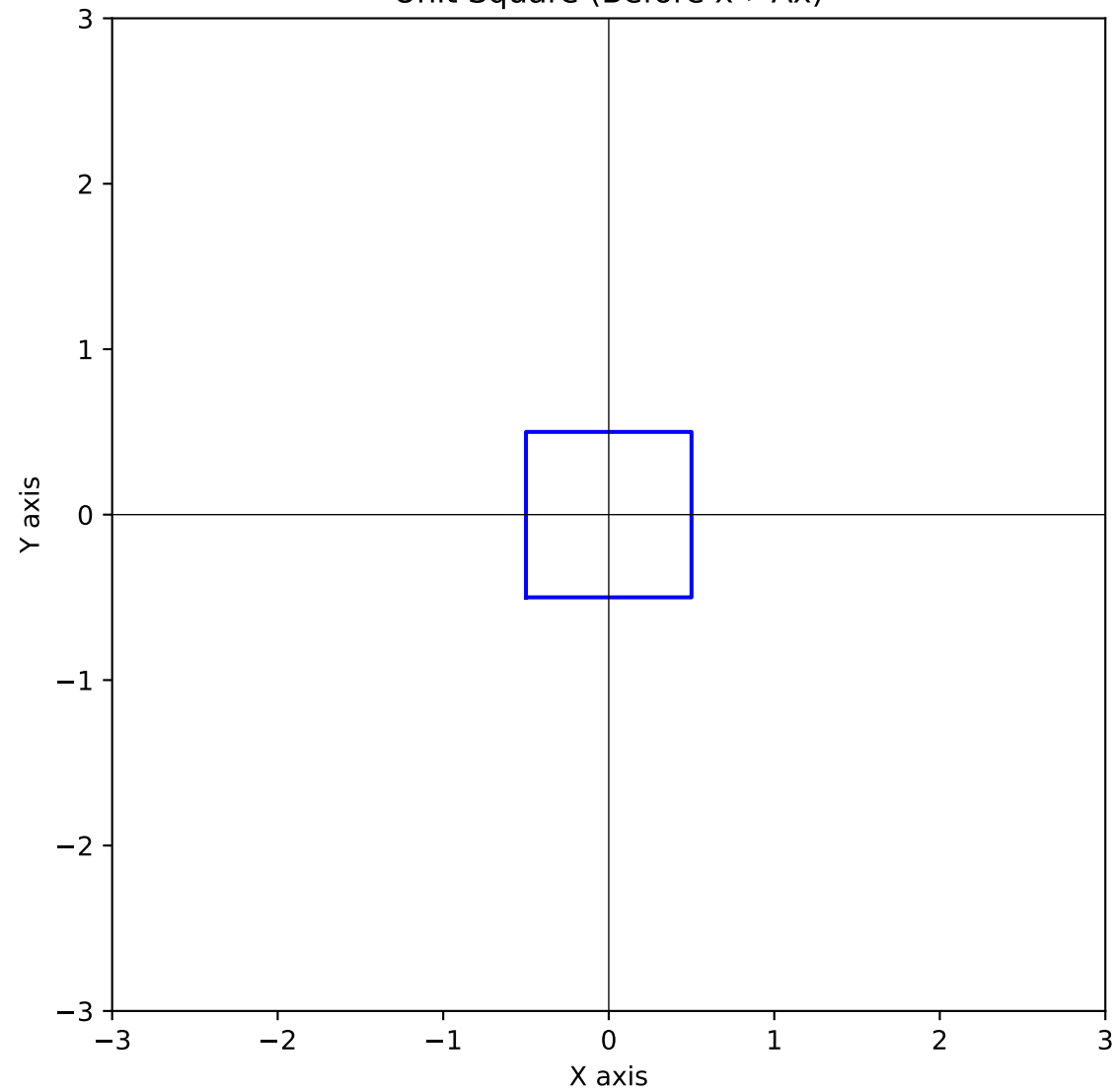


Unit Square (Before  $x \rightarrow Ax$ )



Rectangle (after  $x \rightarrow Ax$ )

