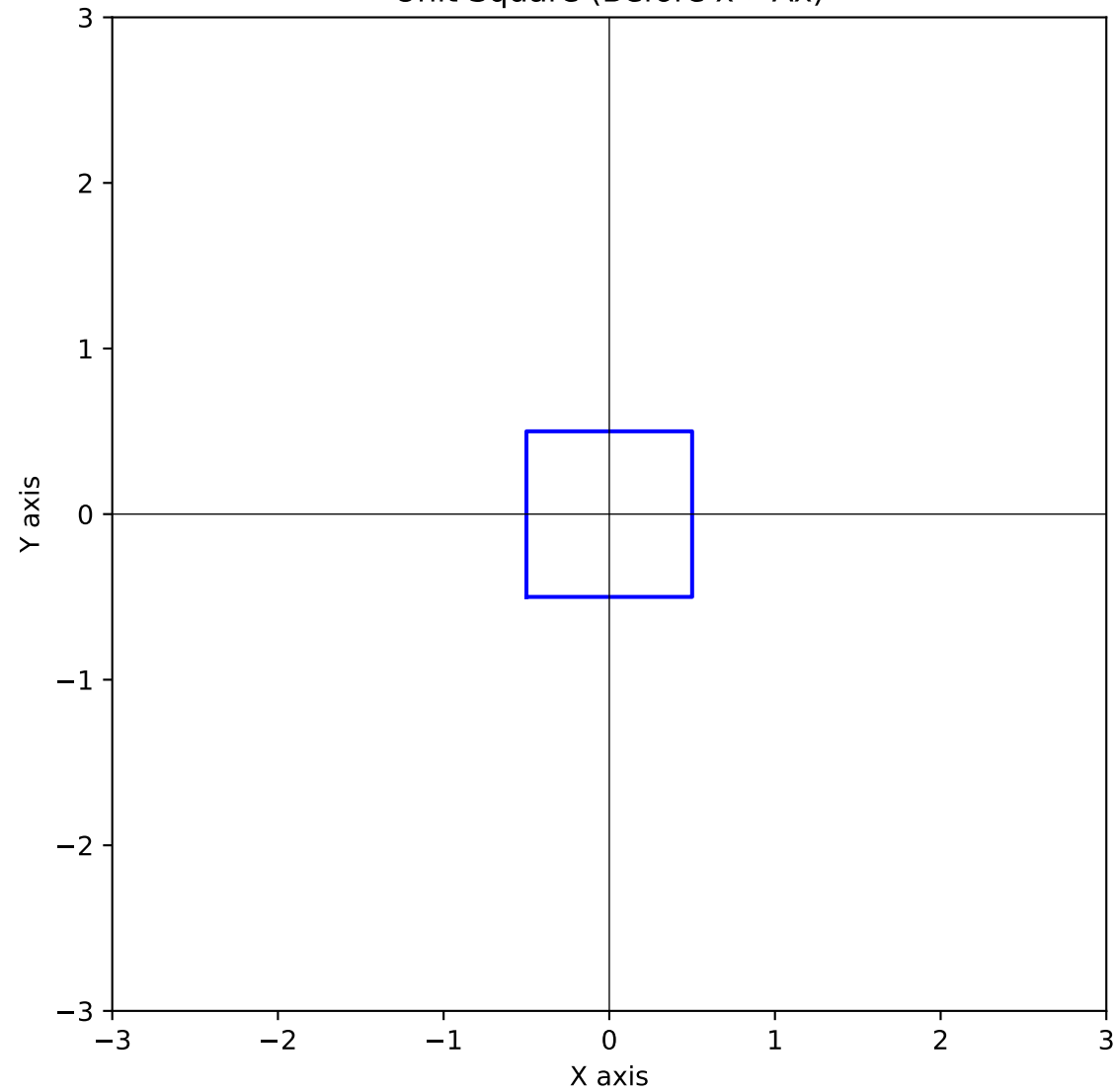


Unit Square (Before $x \rightarrow Ax$)



Rectangle (after $x \rightarrow Ax$)

