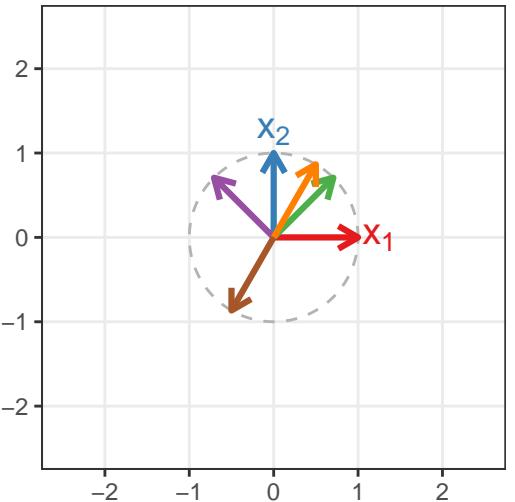
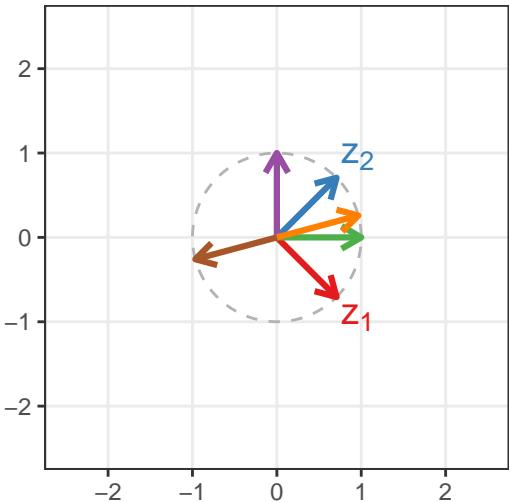


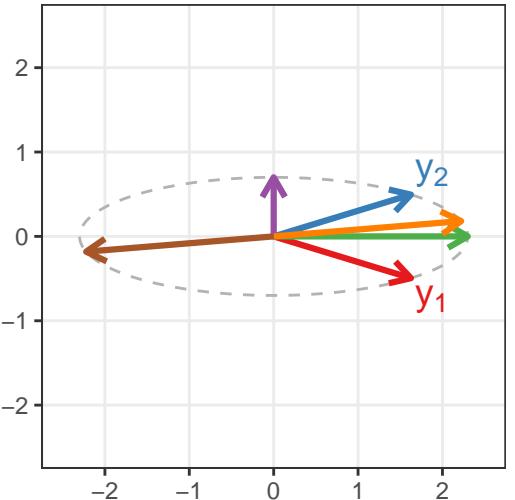
1. Start (x)



2. Rotate ($Q'x$)



3. Stretch ($DQ'x$)



4. Final ($QDQ'x$)

