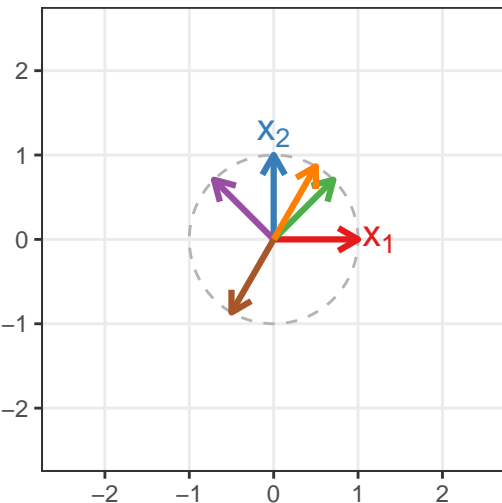
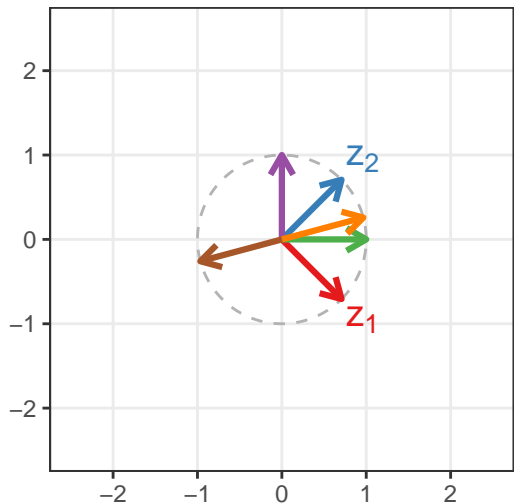
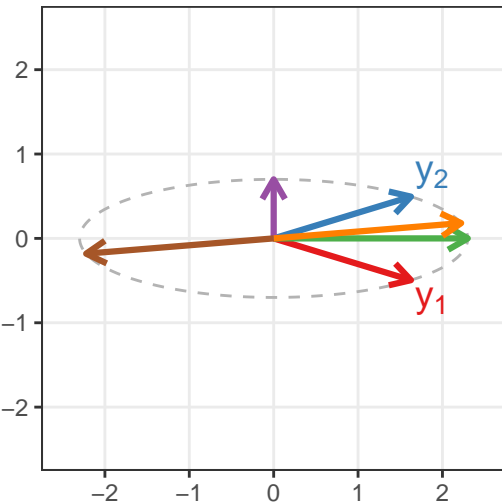


1. Start (x)**2. Rotate ($Q^T x$)****3. Stretch ($DQ^T x$)****4. Final ($QDQ^T x$)**