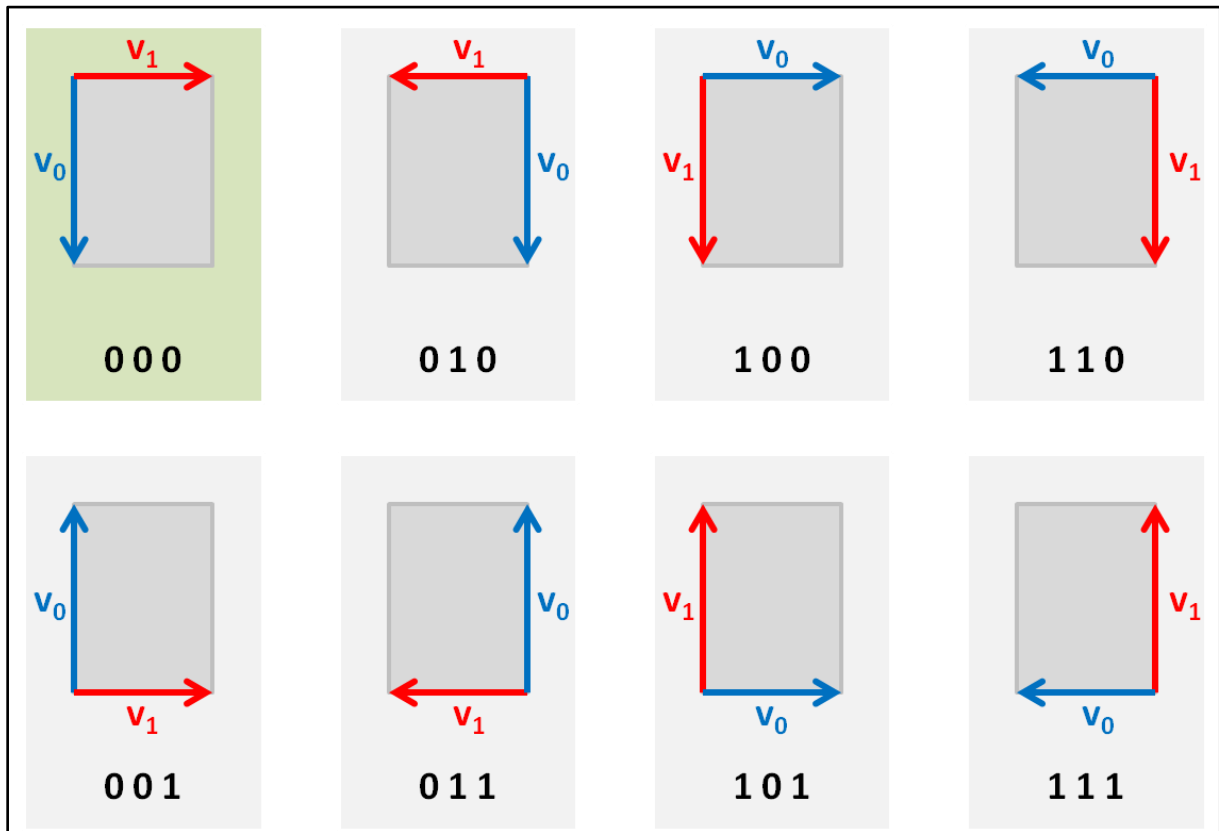


Basis vector transformations



3-bit code:

How to transform the basis vector set to match the reference?

