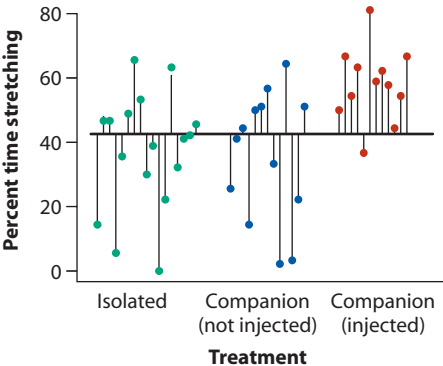


STRETCHING = CONSTANT



STRETCHING = CONSTANT + COMPANION

