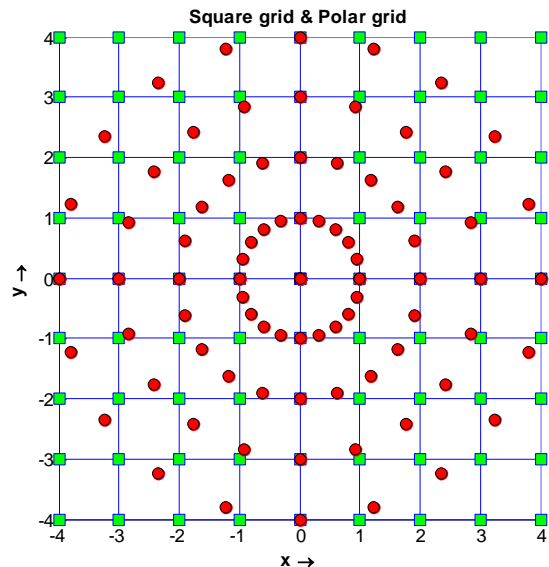
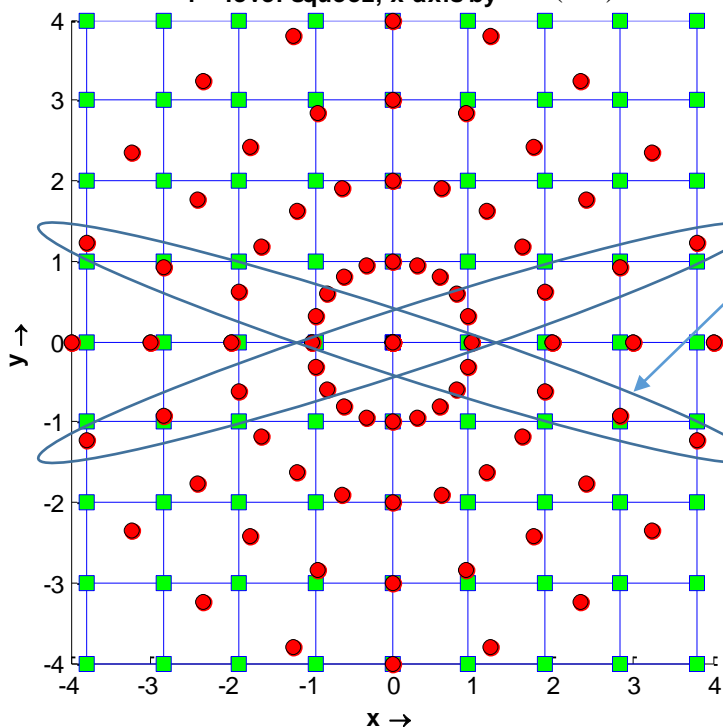


Scaling in  
X direction  
by  $\alpha = \cos(\Delta\theta)$



Scaling in  
Y direction  
by  $\alpha = \cos(\Delta\theta)$

1<sup>st</sup> level squeeze, x-axis by  $\cos(\Delta\theta)$



Radial points  
falling on  
transformed  
grid in x-axis

Radial points  
falling on  
transformed  
grid in y-axis

1<sup>st</sup> level squeeze, y-axis by  $\cos(\Delta\theta)$

