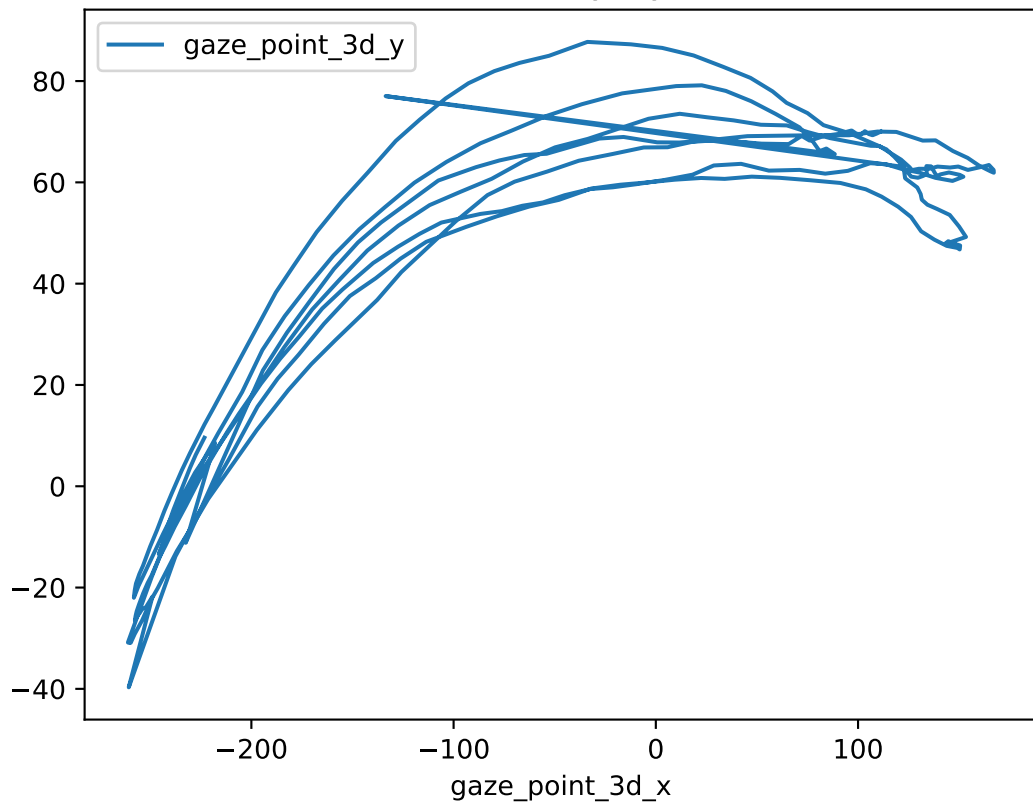


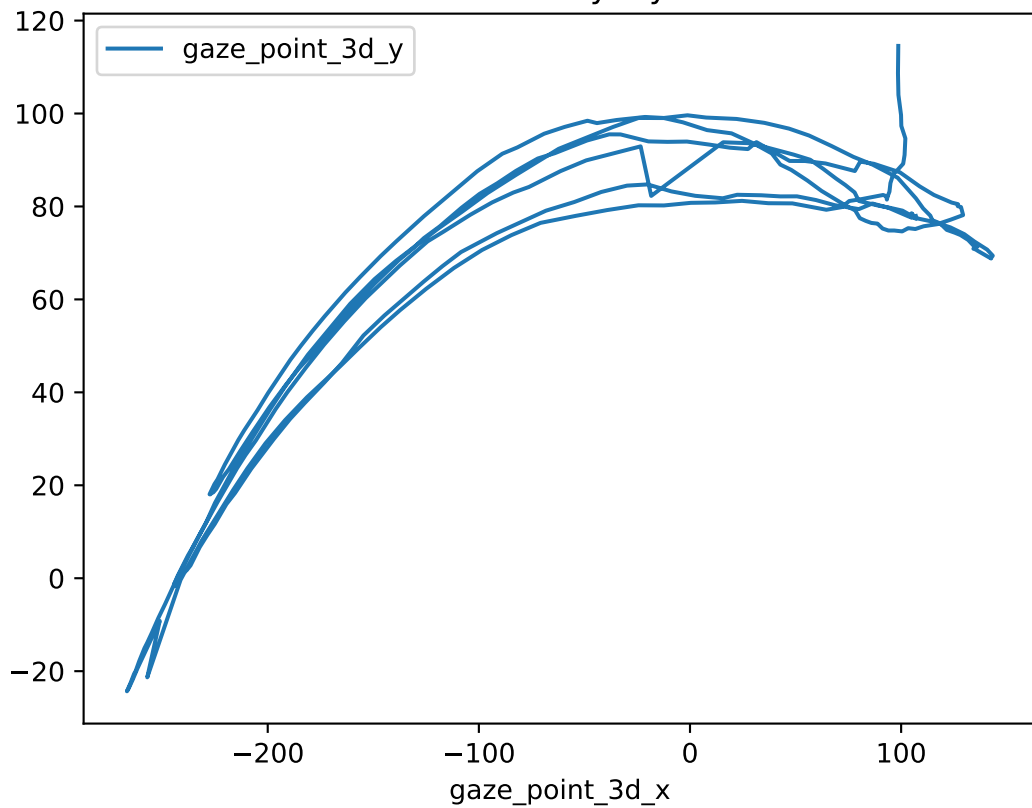


horizontally x-y 0



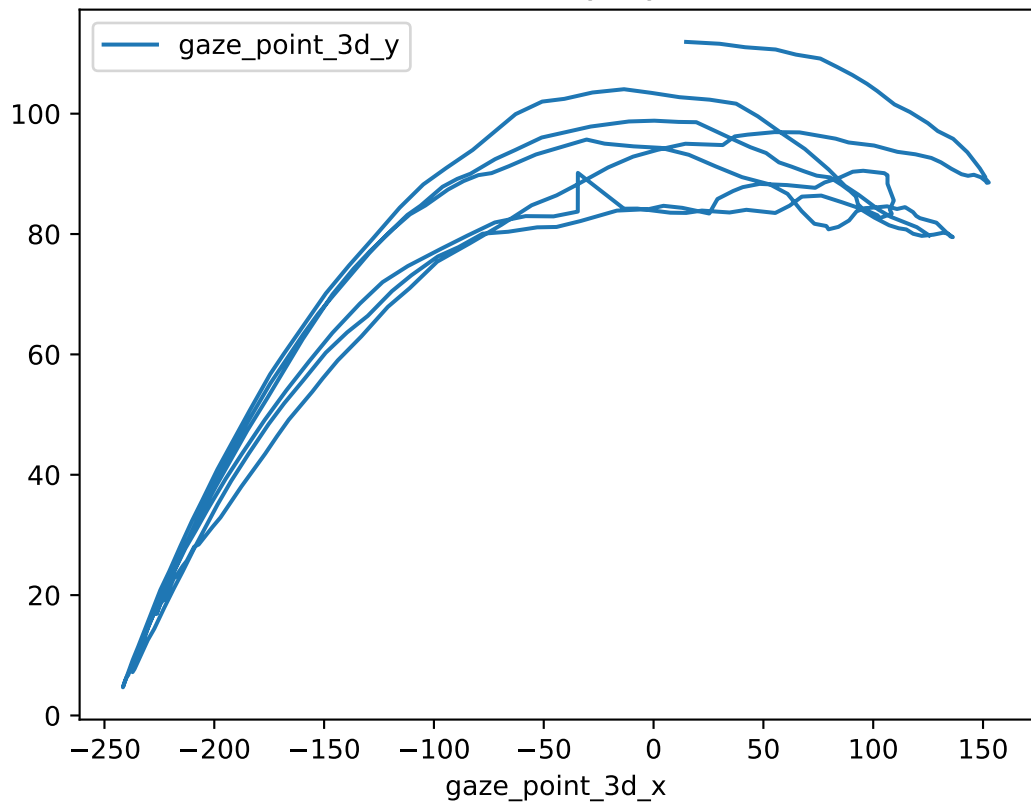


horizontally x-y 1





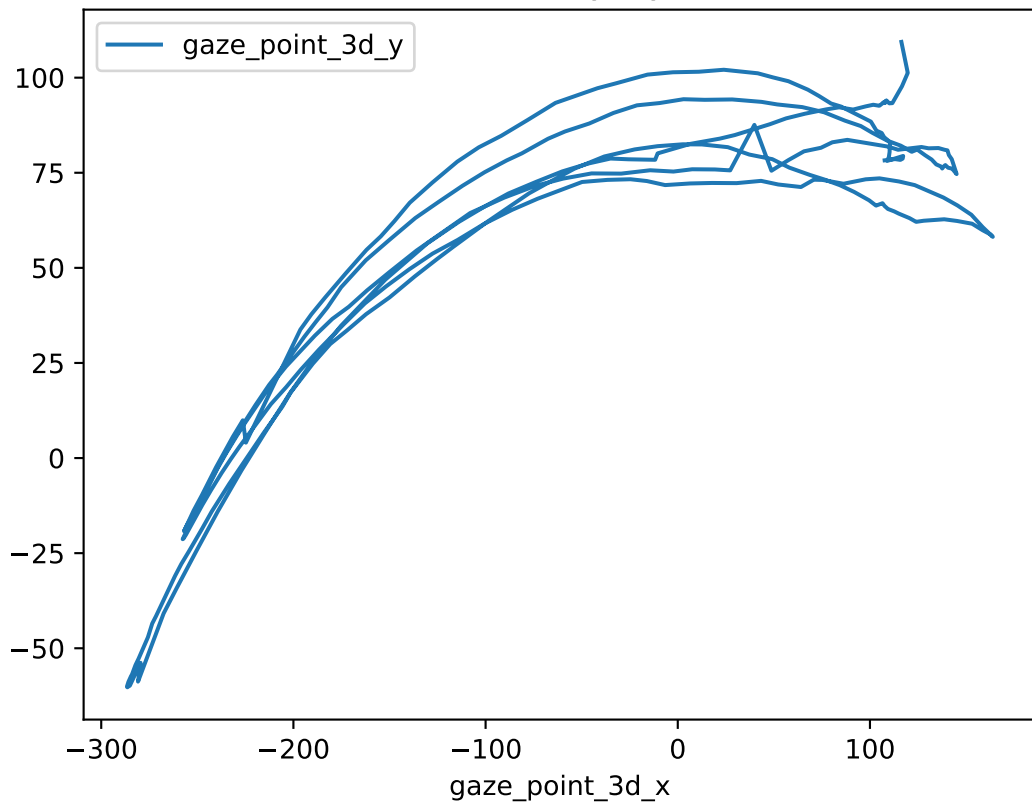
horizontally x-y 2





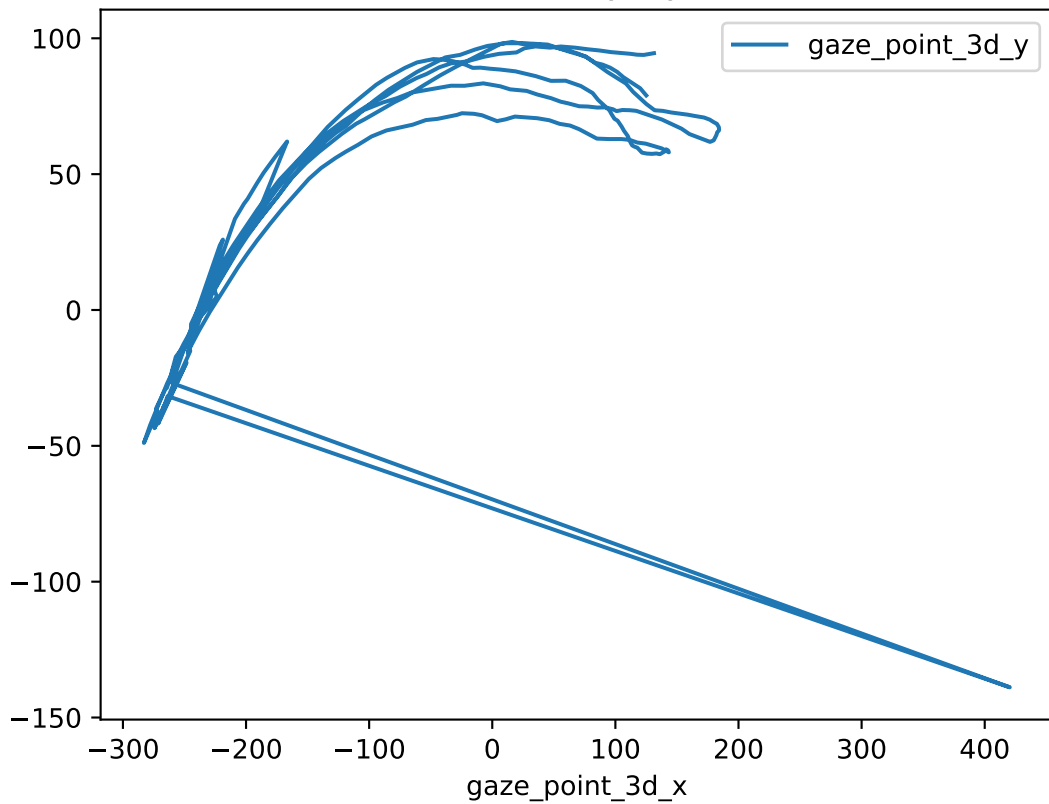


horizontally x-y 3



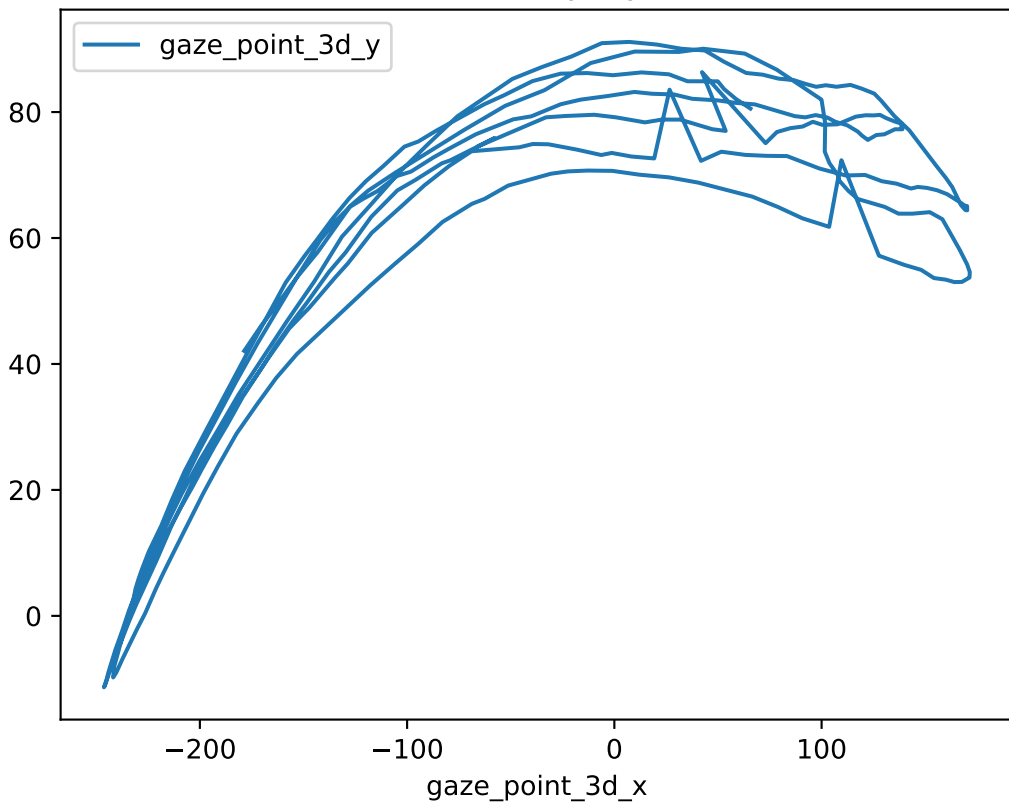


horizontally x-y 4



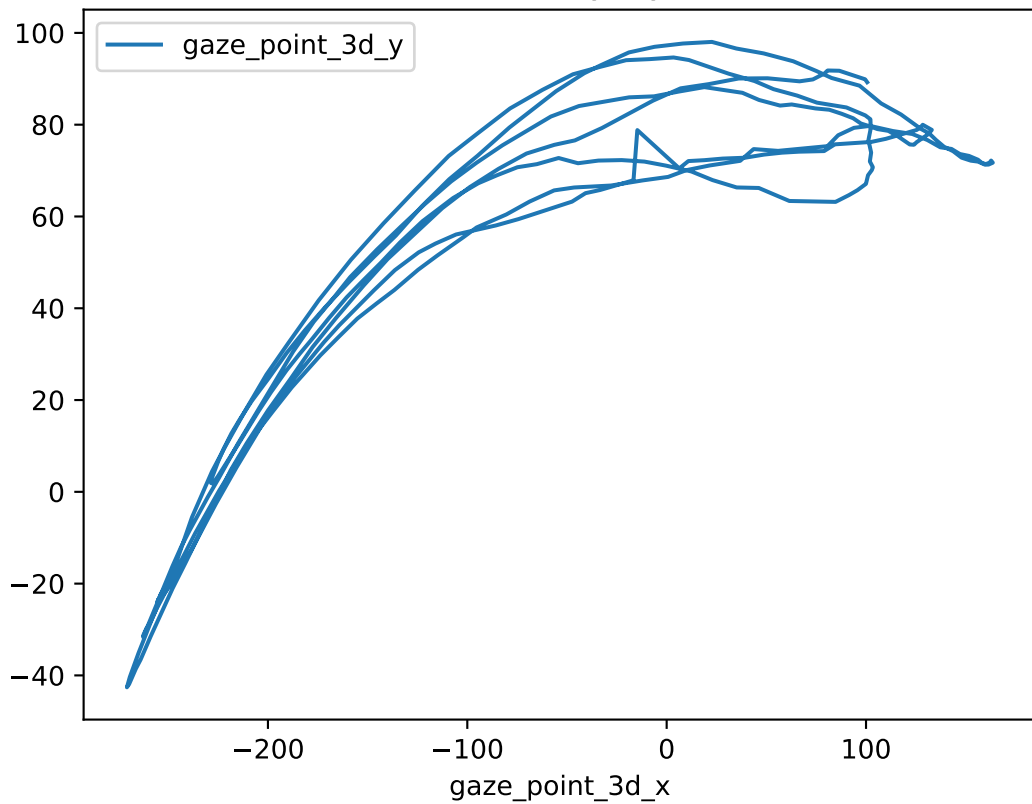


horizontally x-y 5





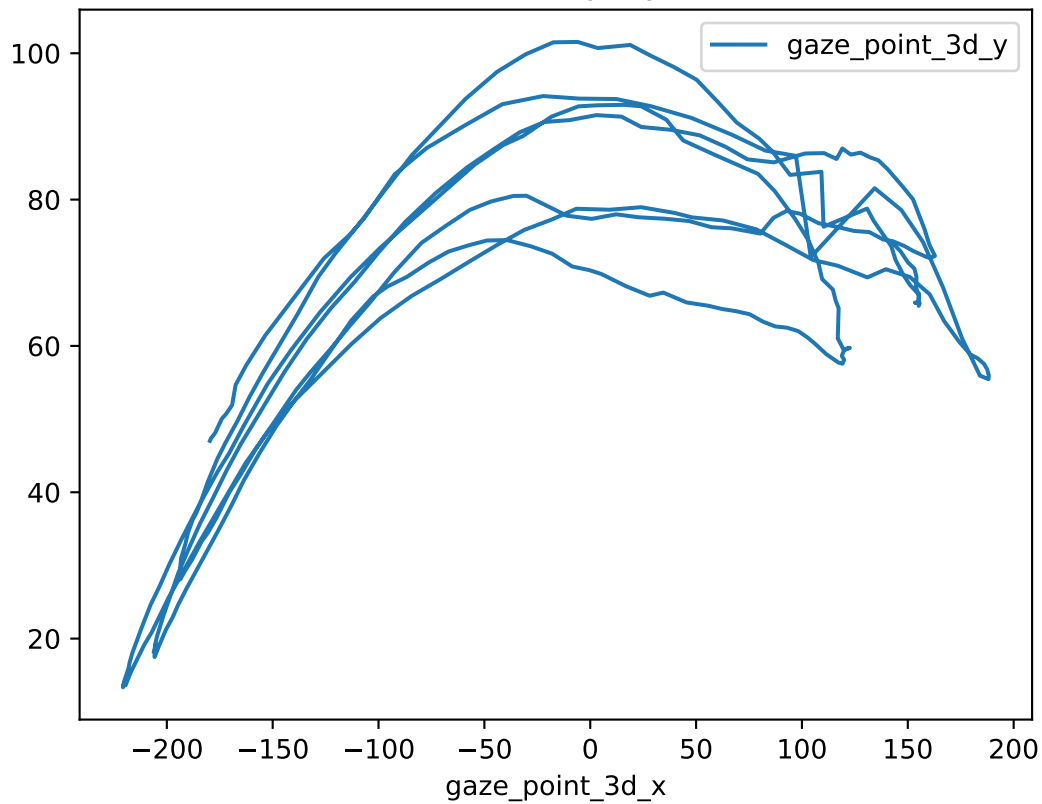
horizontally x-y 6





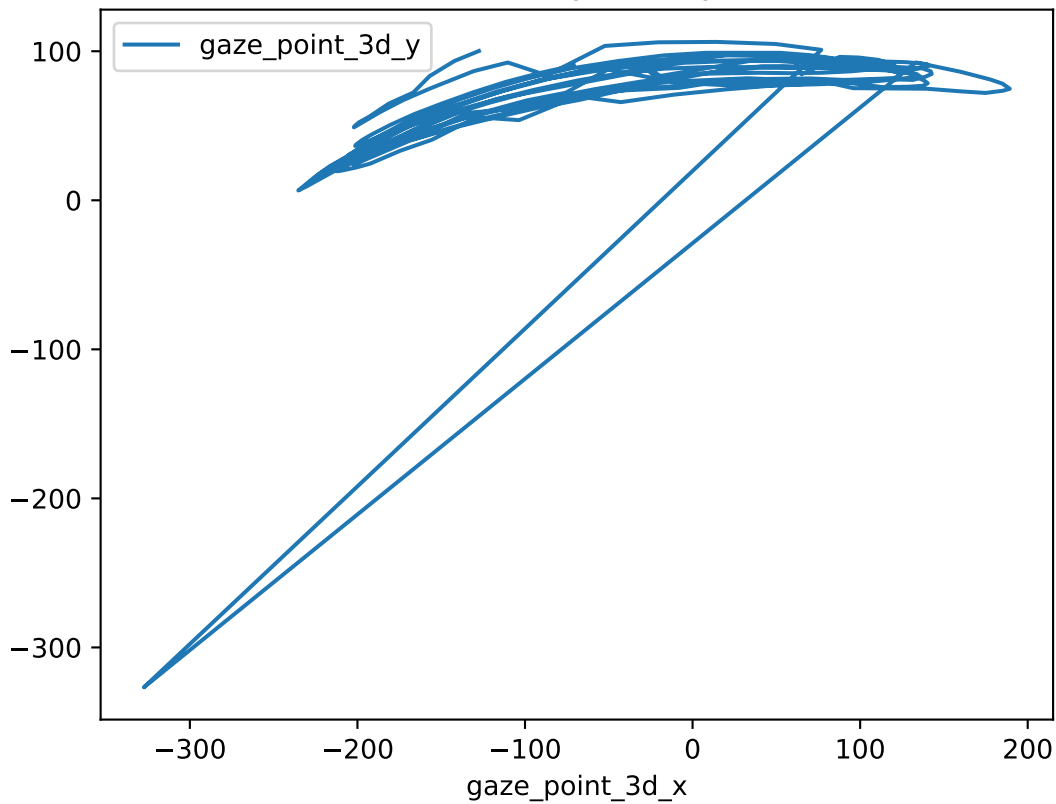


horizontally x-y 7



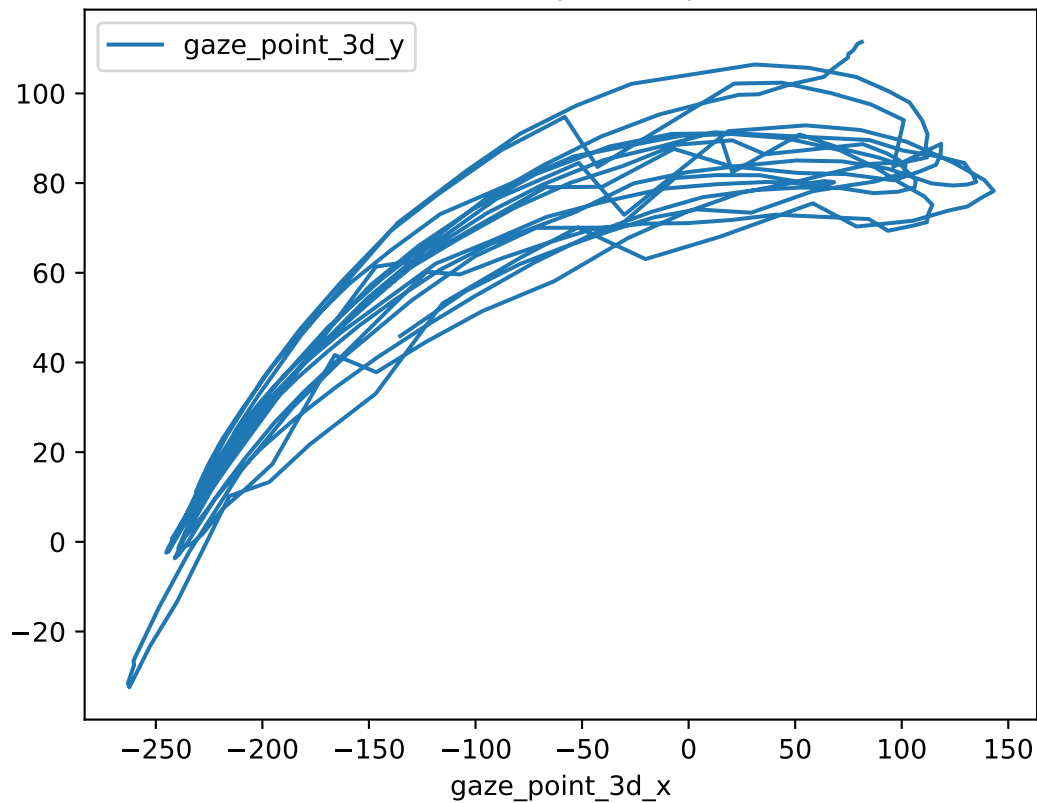


horizontally fast x-y 0



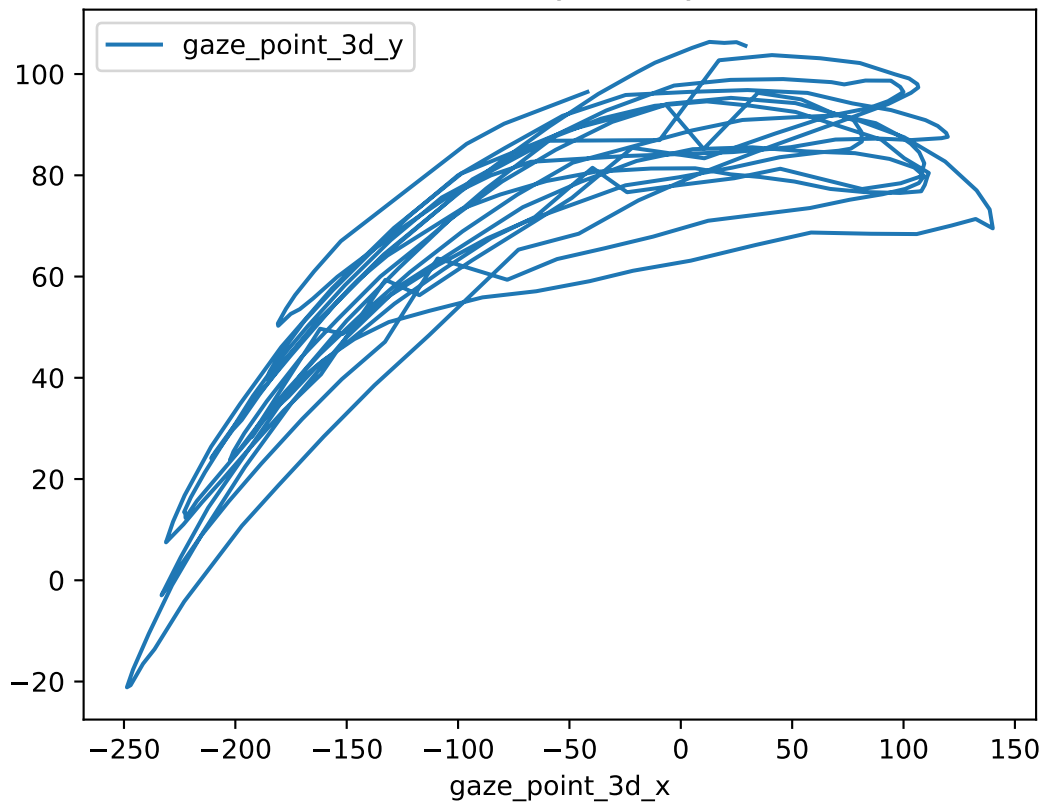


horizontally fast x-y 1





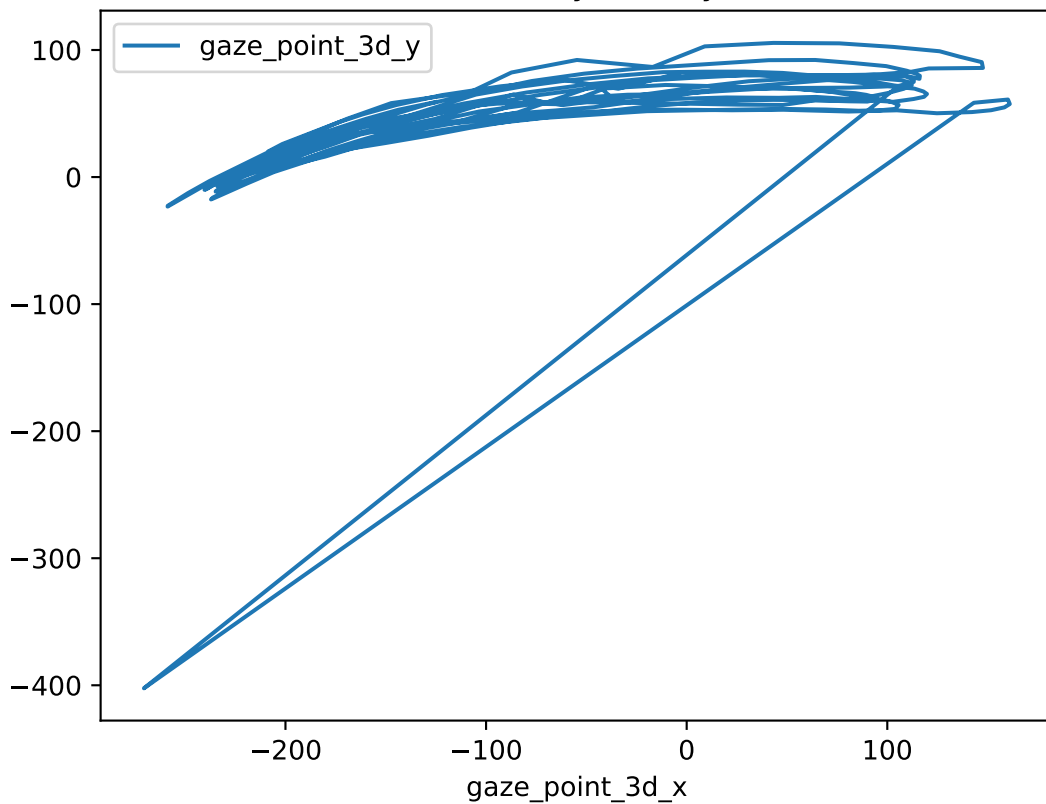
horizontally fast x-y 2





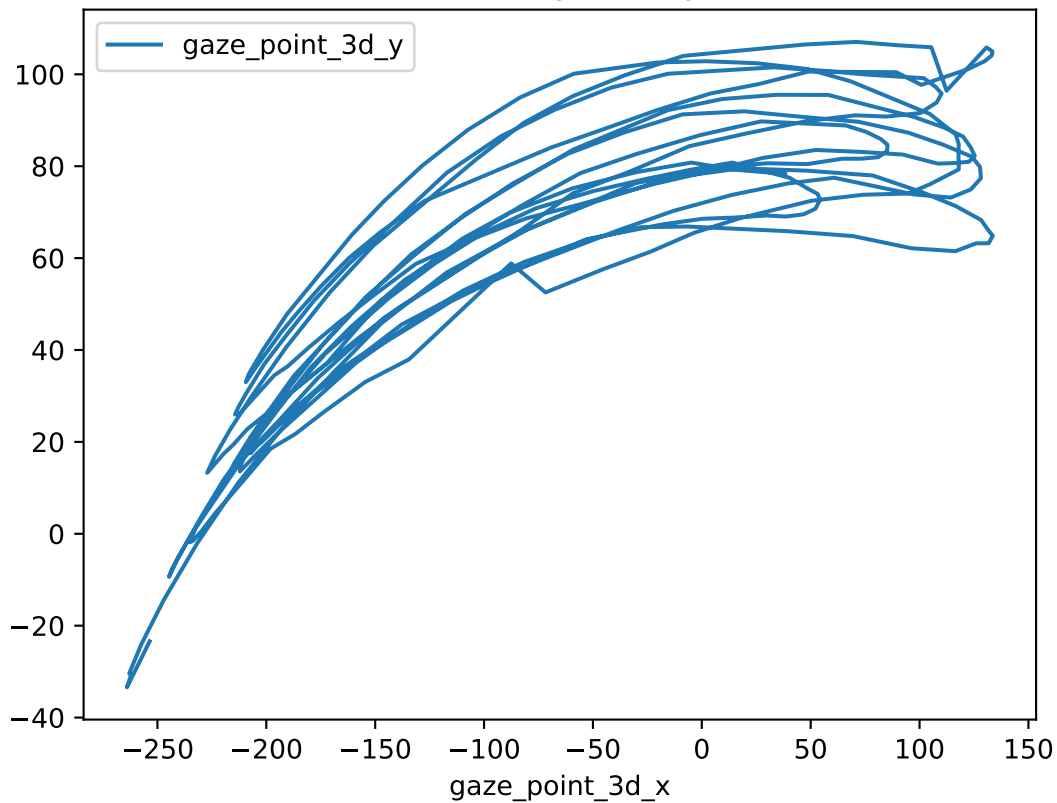


horizontally fast x-y 3



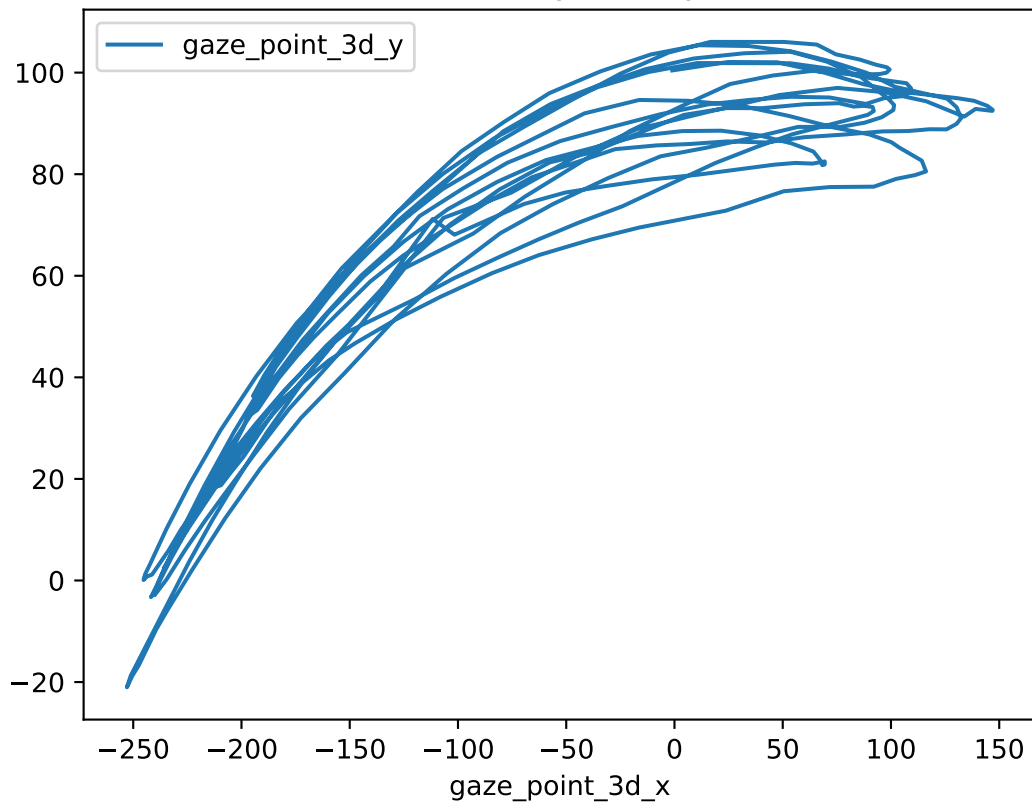


horizontally fast x-y 4



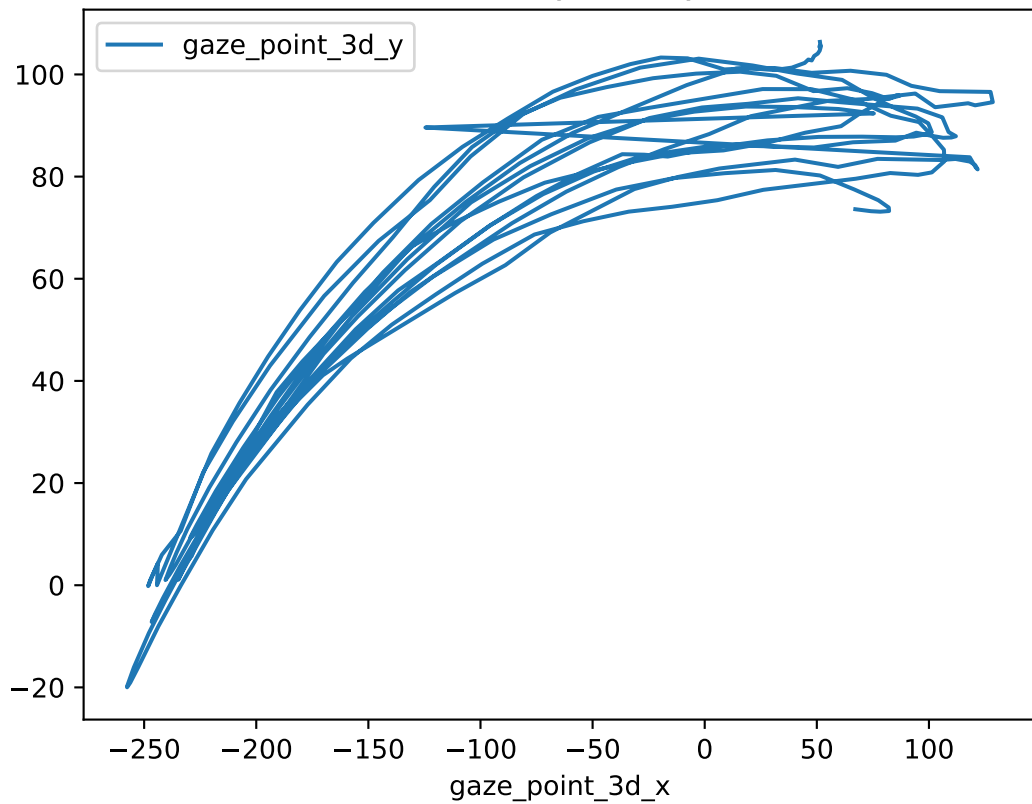


horizontally fast x-y 5





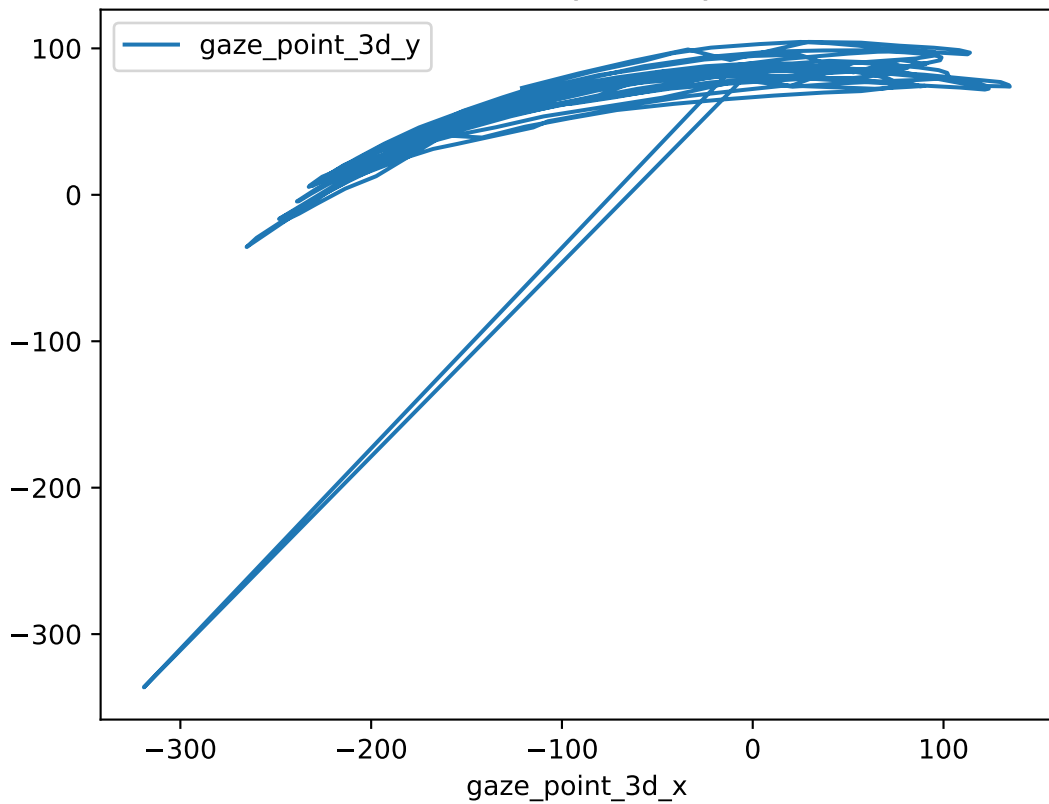
horizontally fast x-y 6





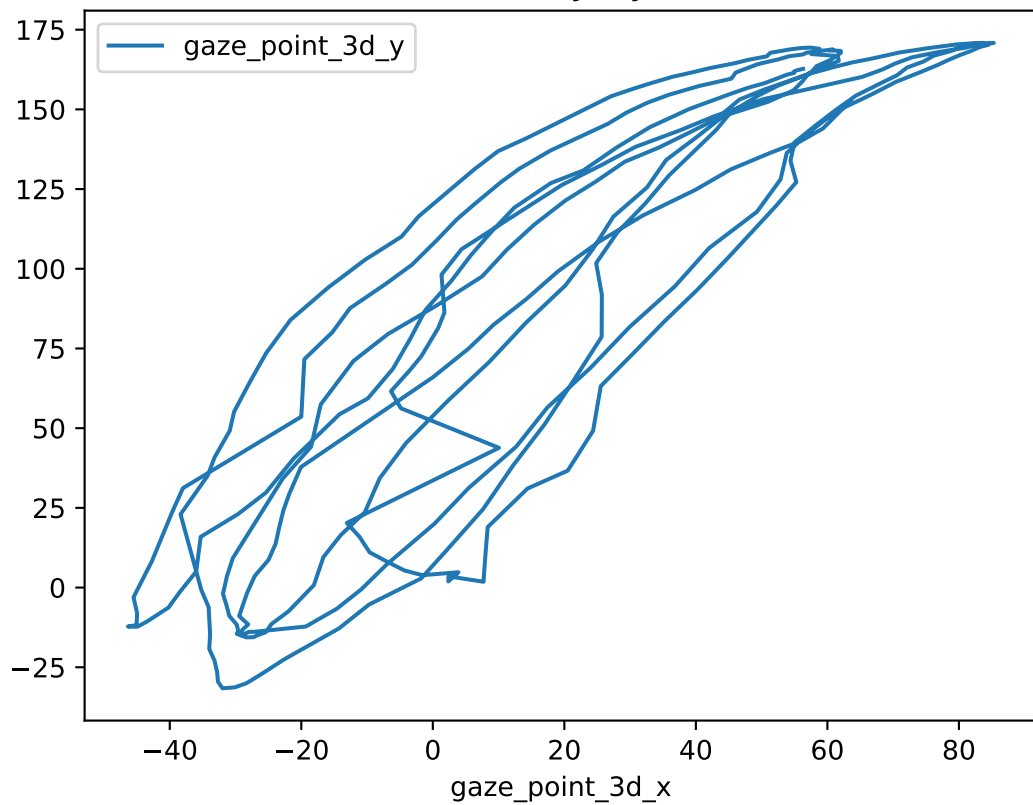


horizontally fast x-y 7



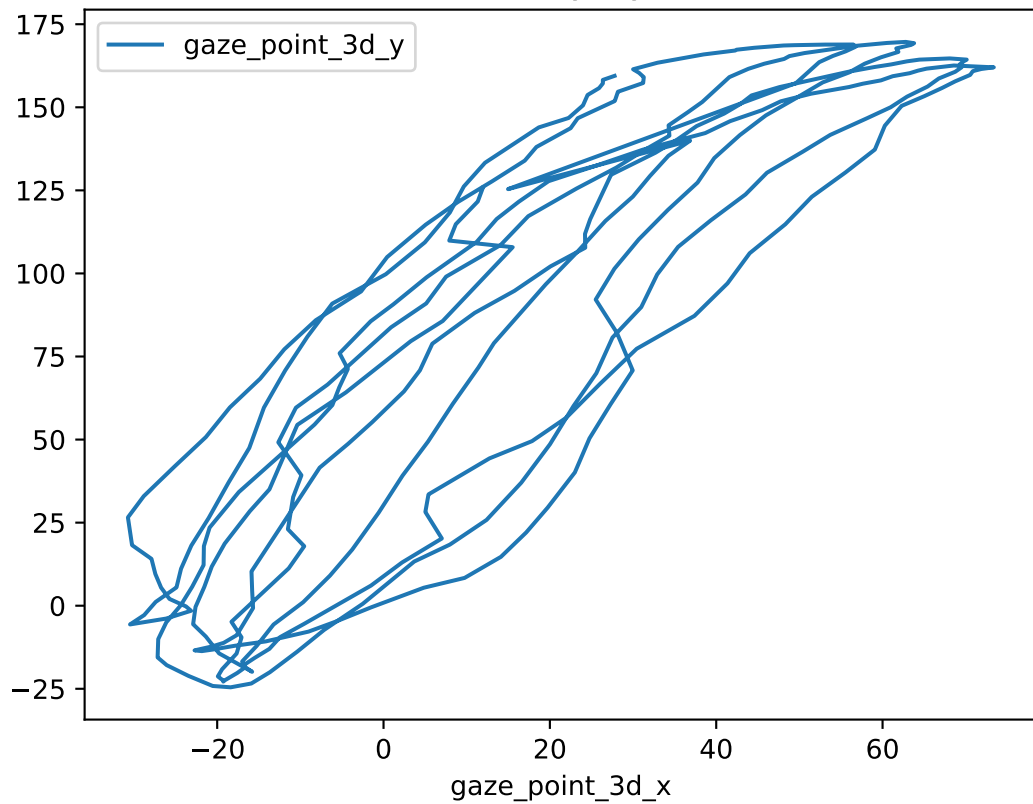


vertically x-y 0



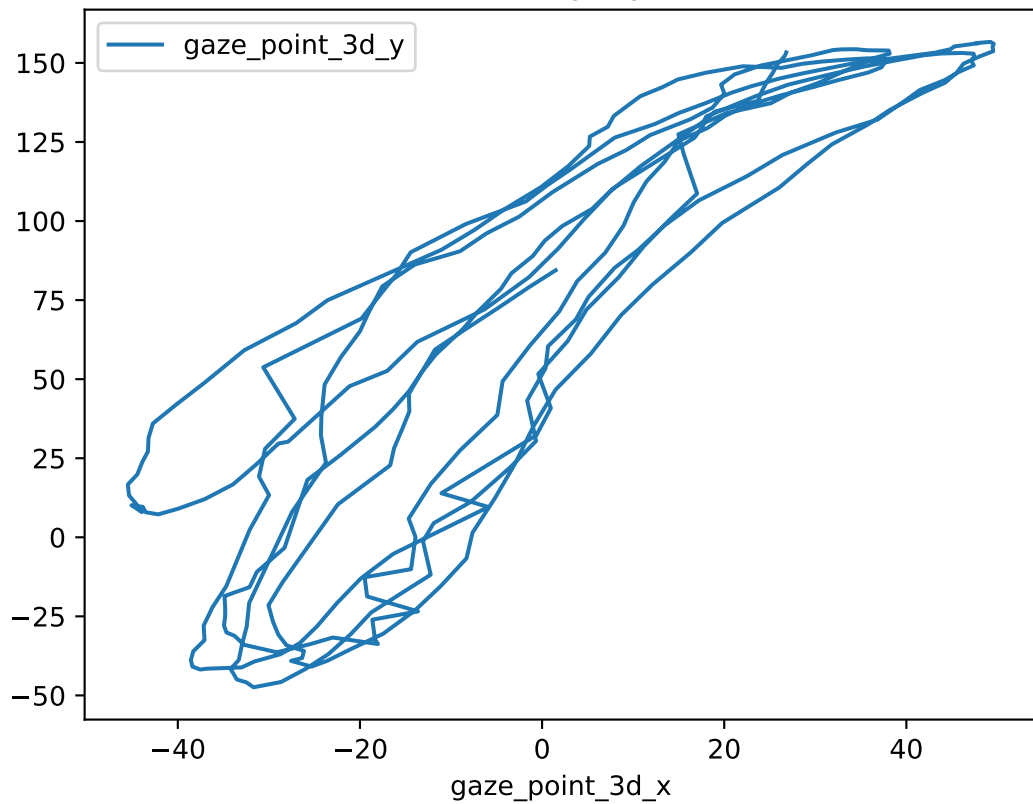


vertically x-y 1





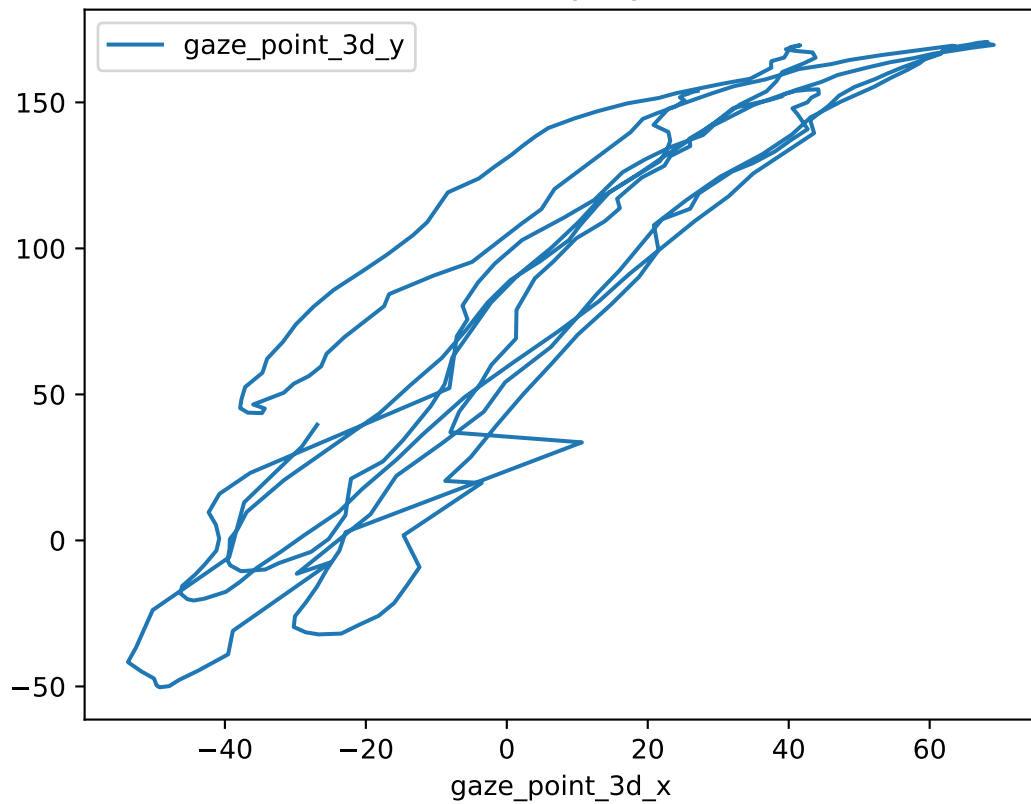
vertically x-y 2





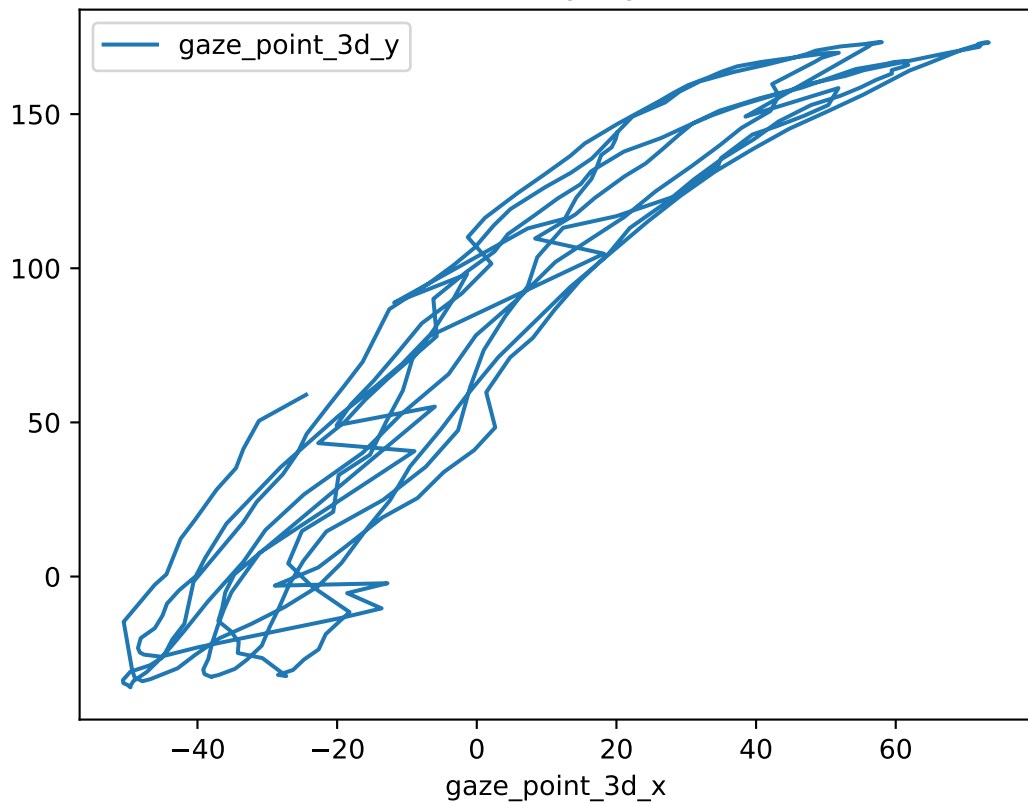


vertically x-y 3



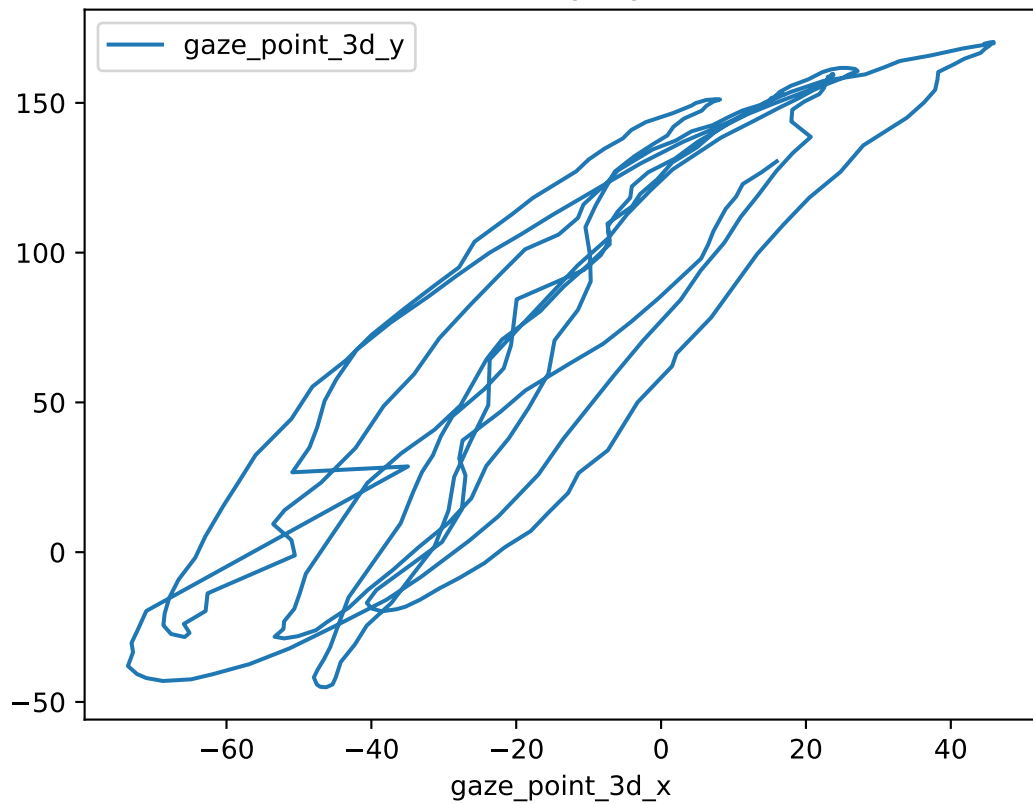


vertically x-y 4



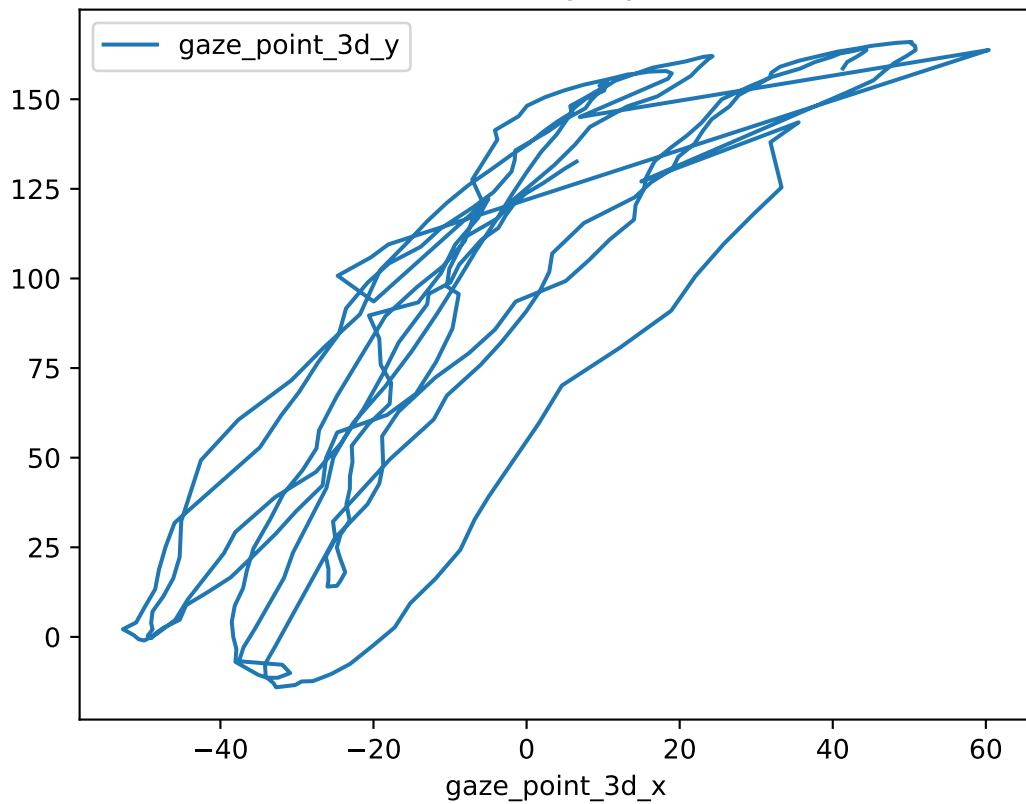


vertically x-y 5





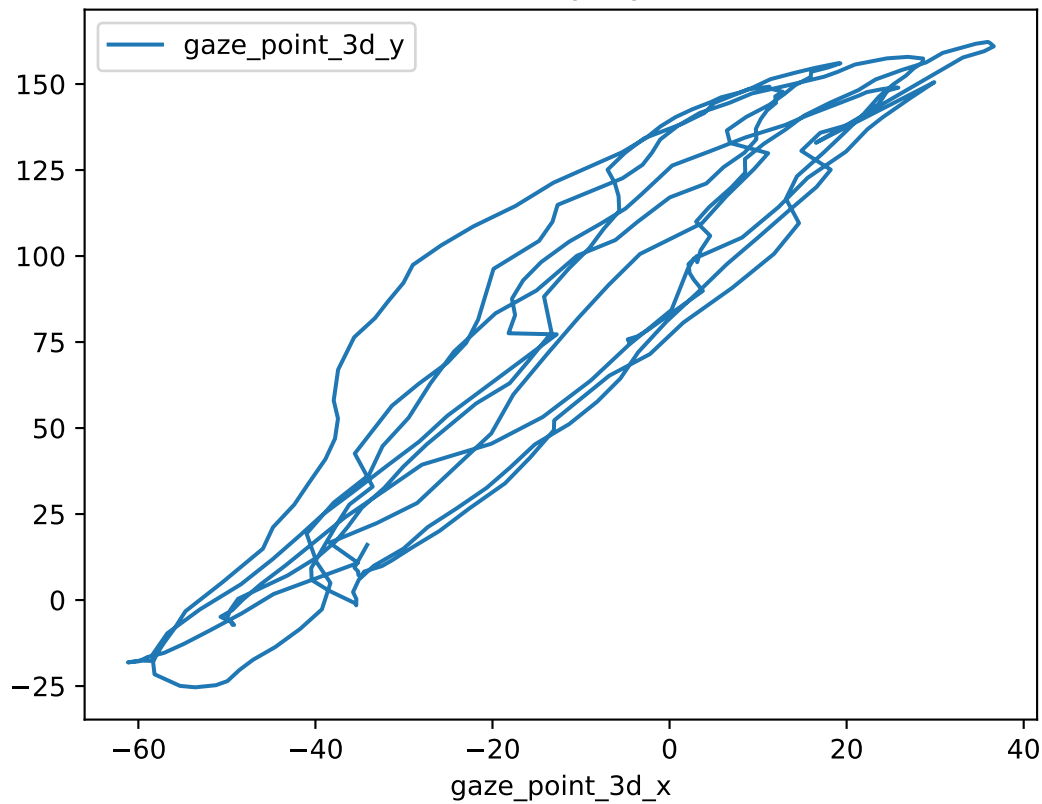
vertically x-y 6





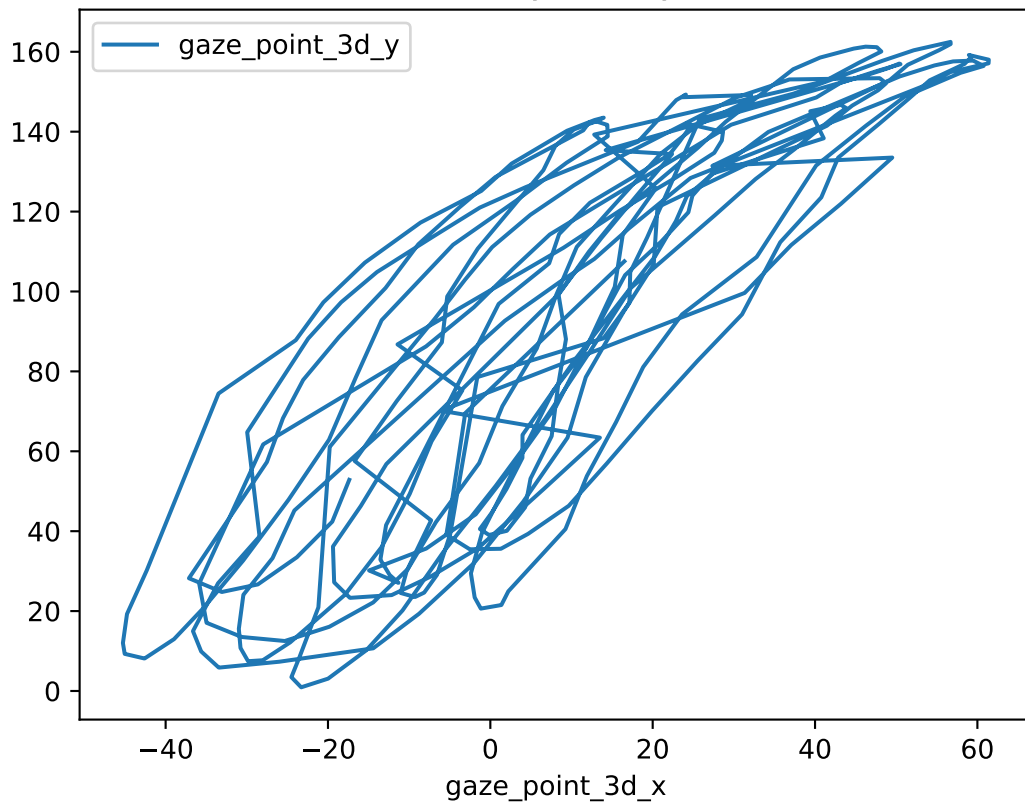


vertically x-y 7



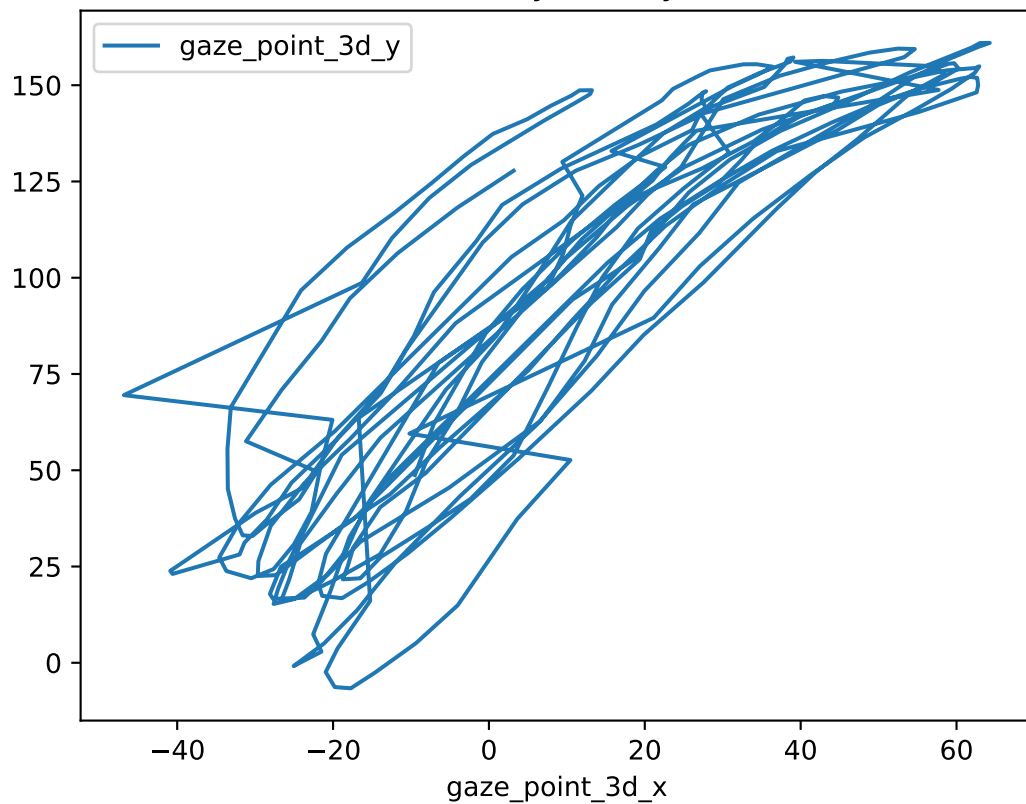


vertically fast x-y 0



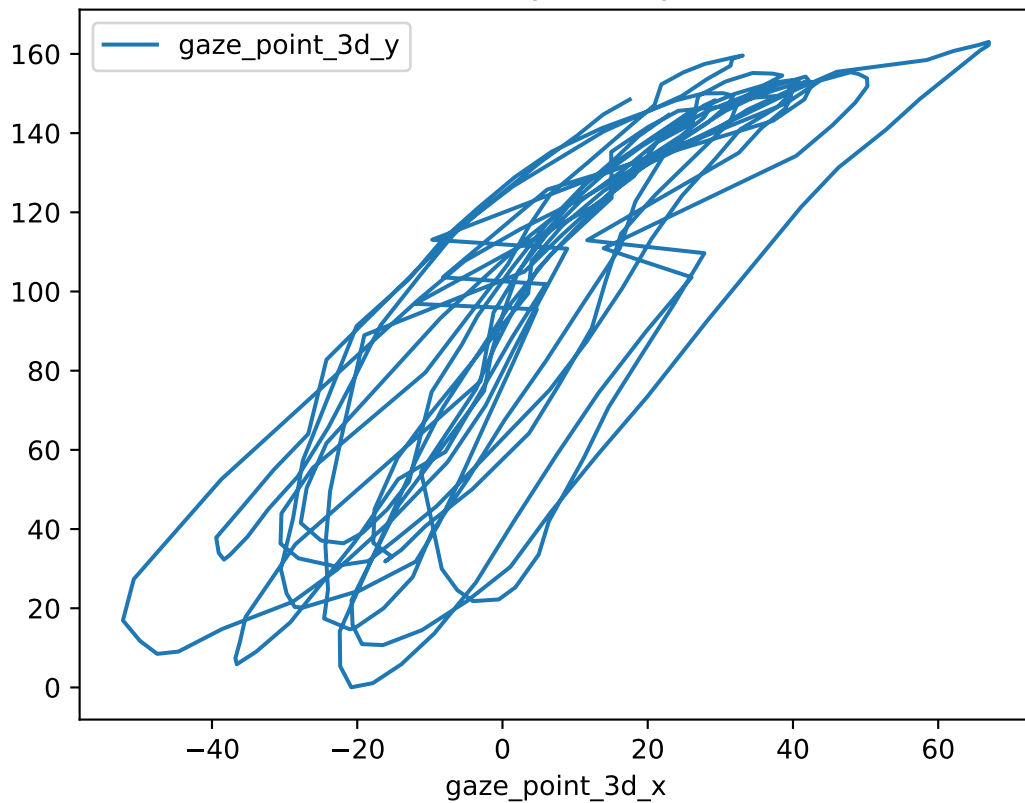


vertically fast x-y 1





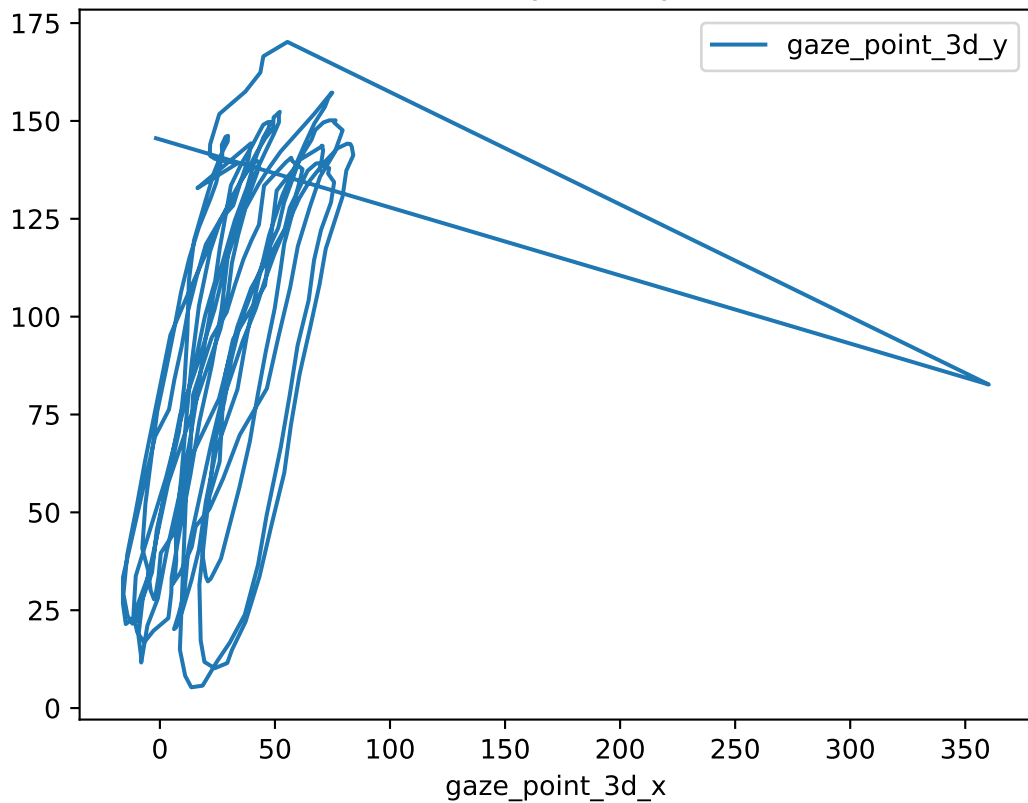
vertically fast x-y 2





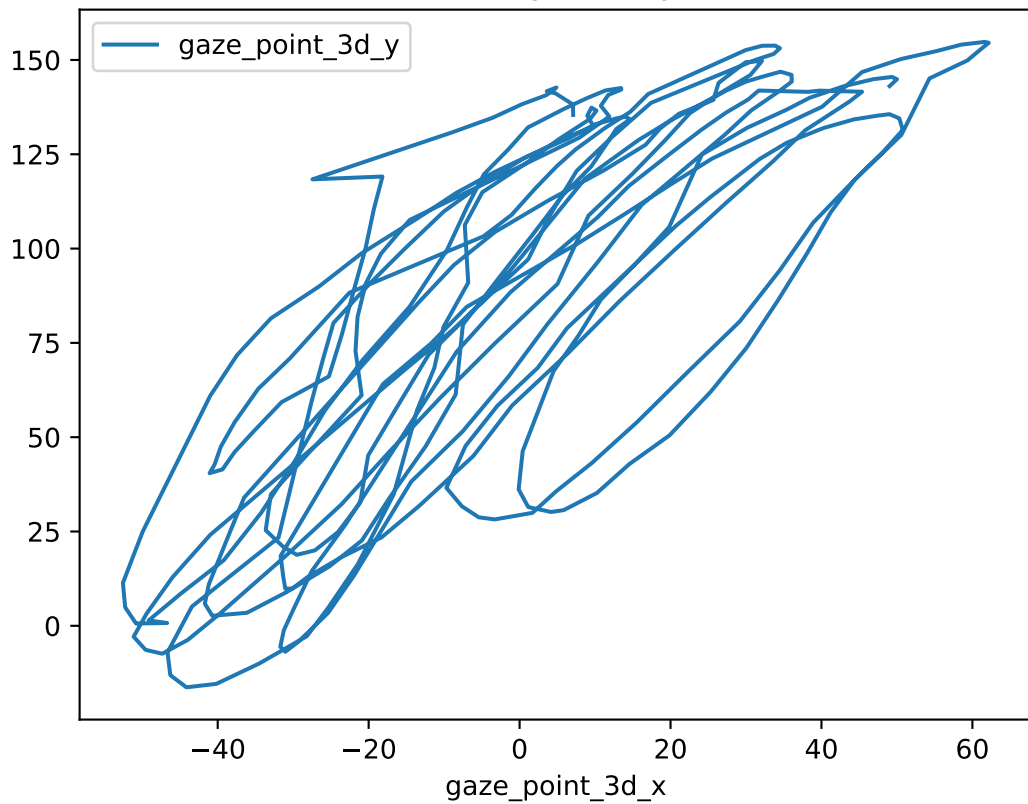


vertically fast x-y 3



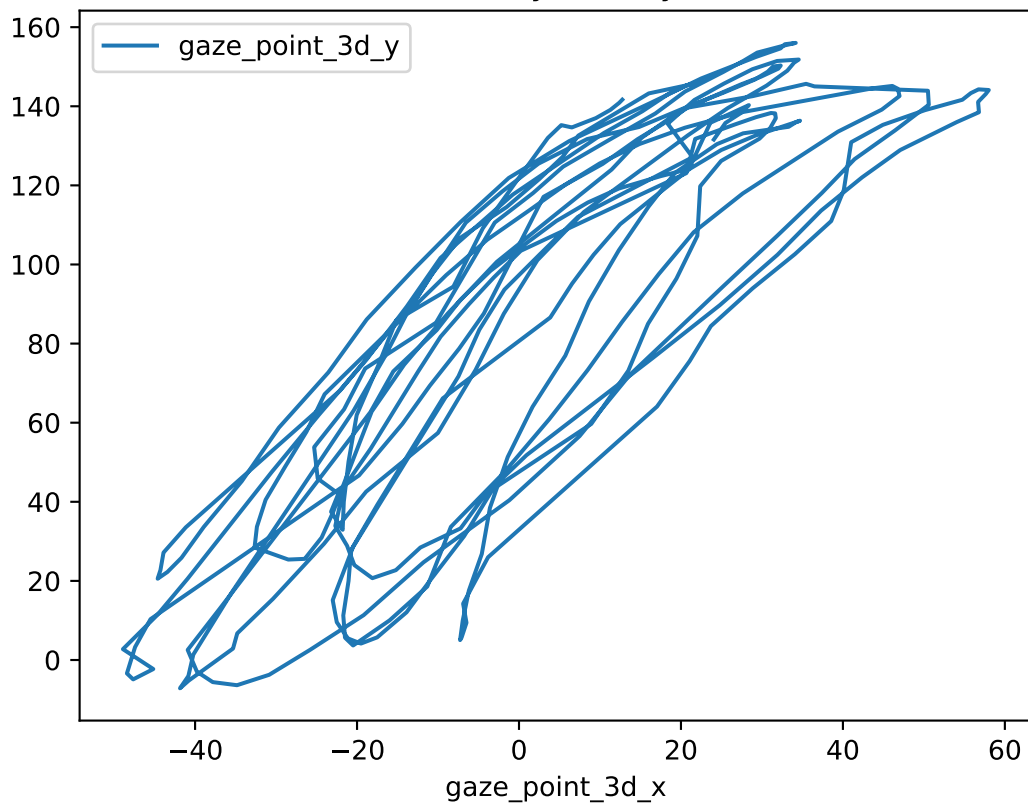


vertically fast x-y 4



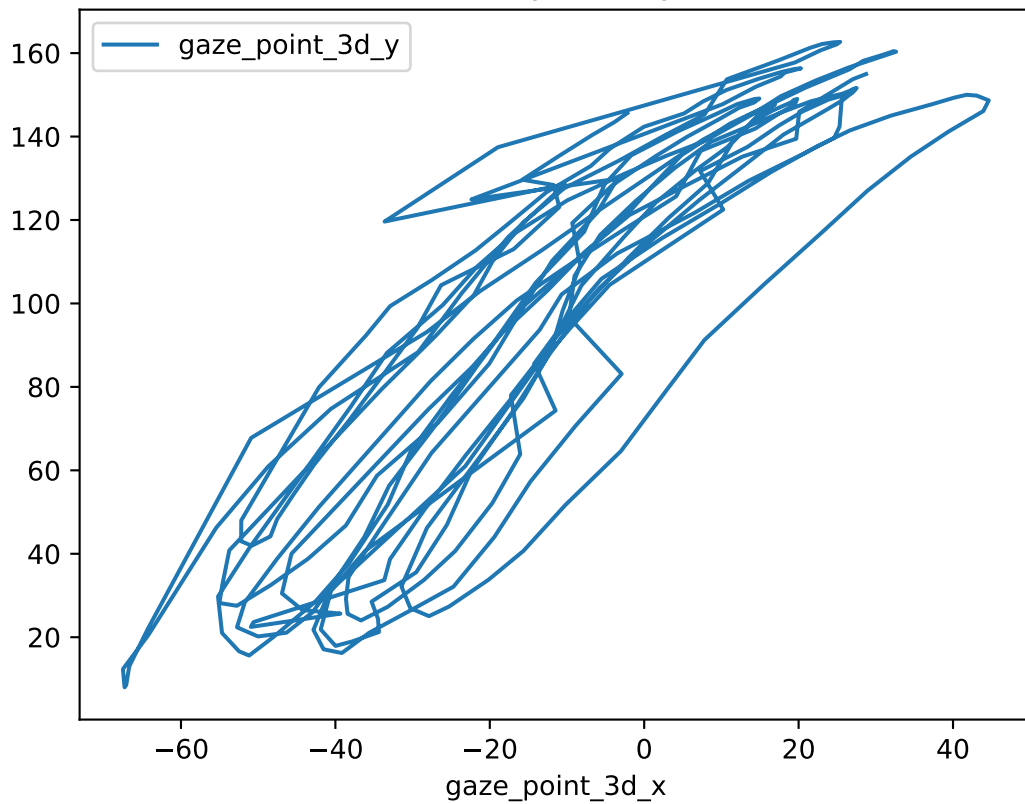


vertically fast x-y 5





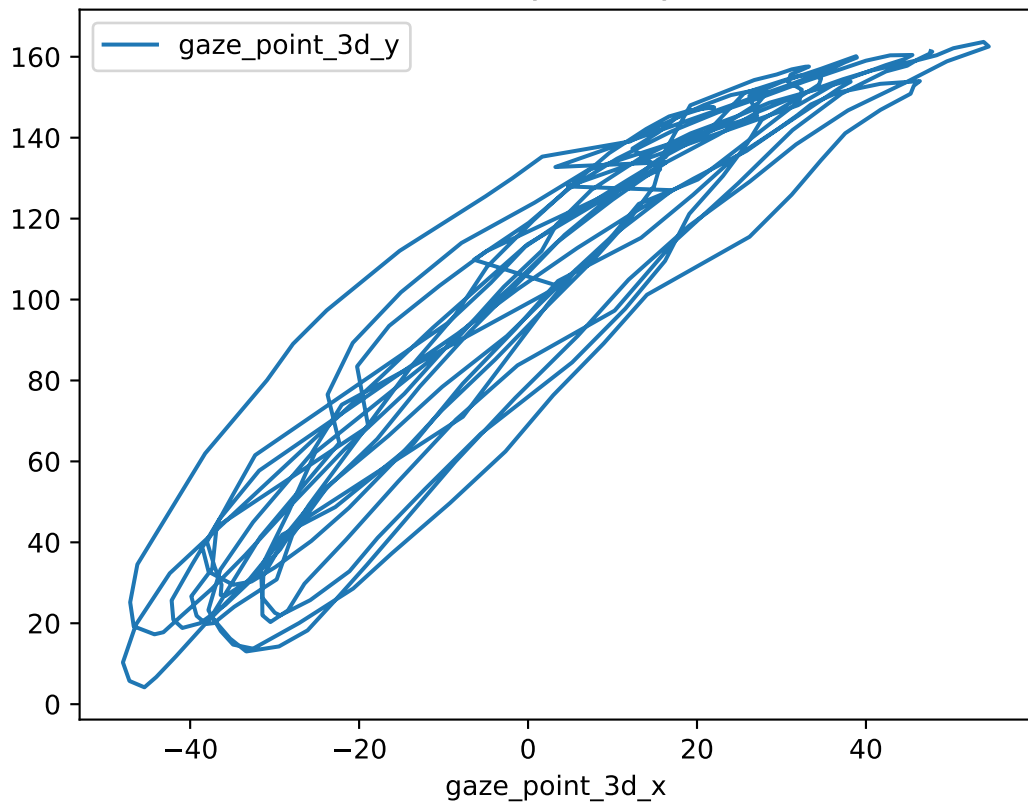
vertically fast x-y 6





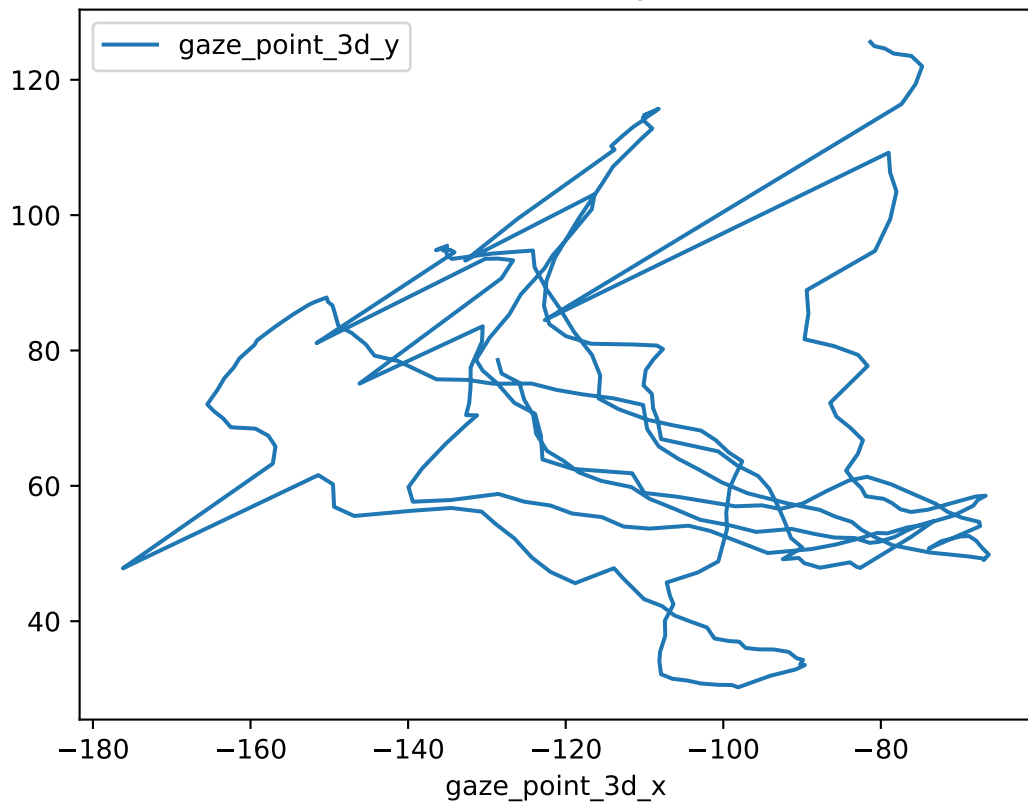


vertically fast x-y 7



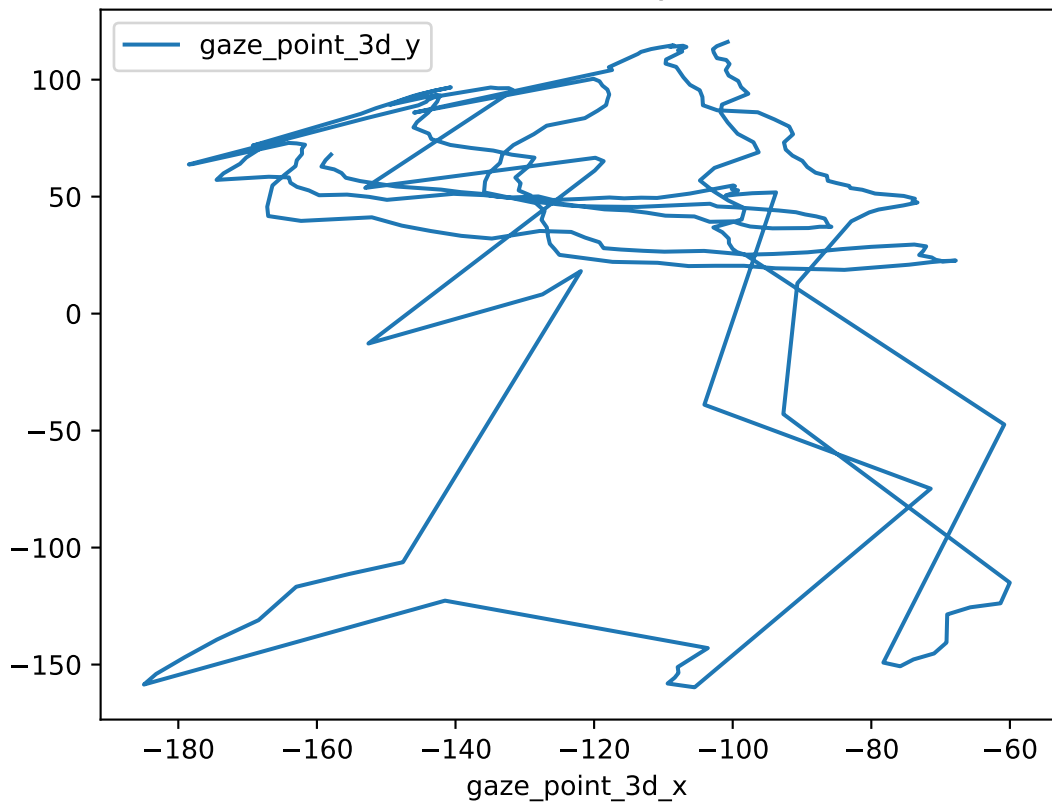


near to far x-y 0



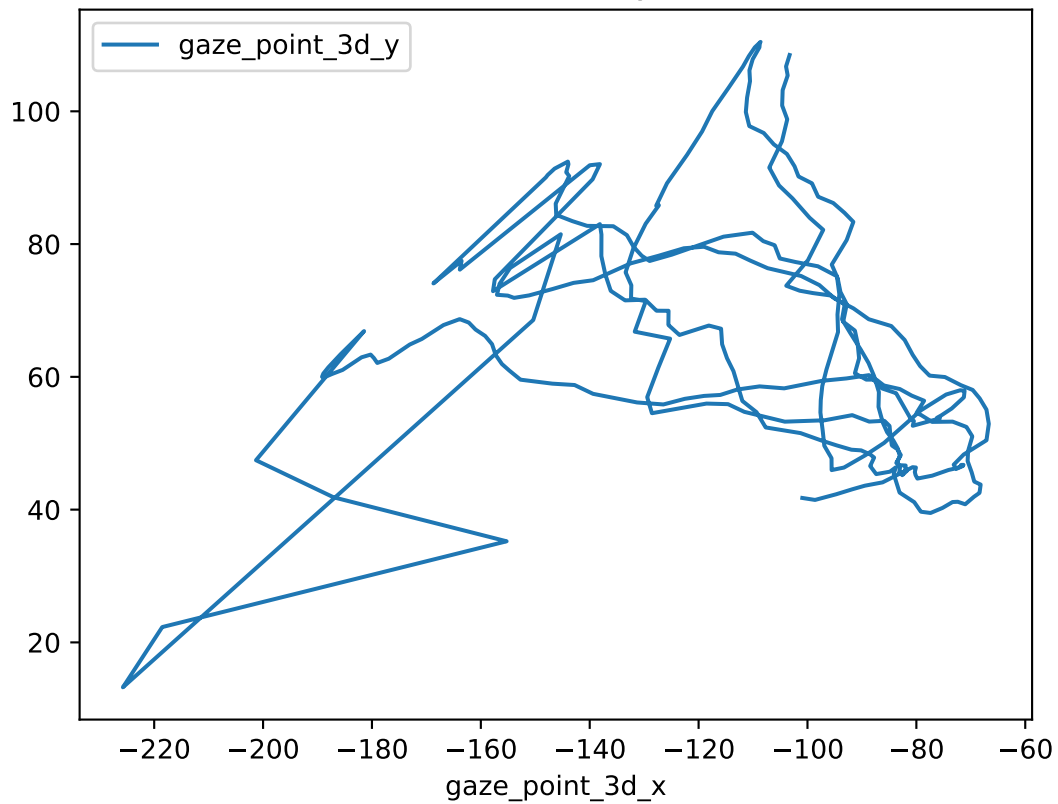


near to far x-y 1





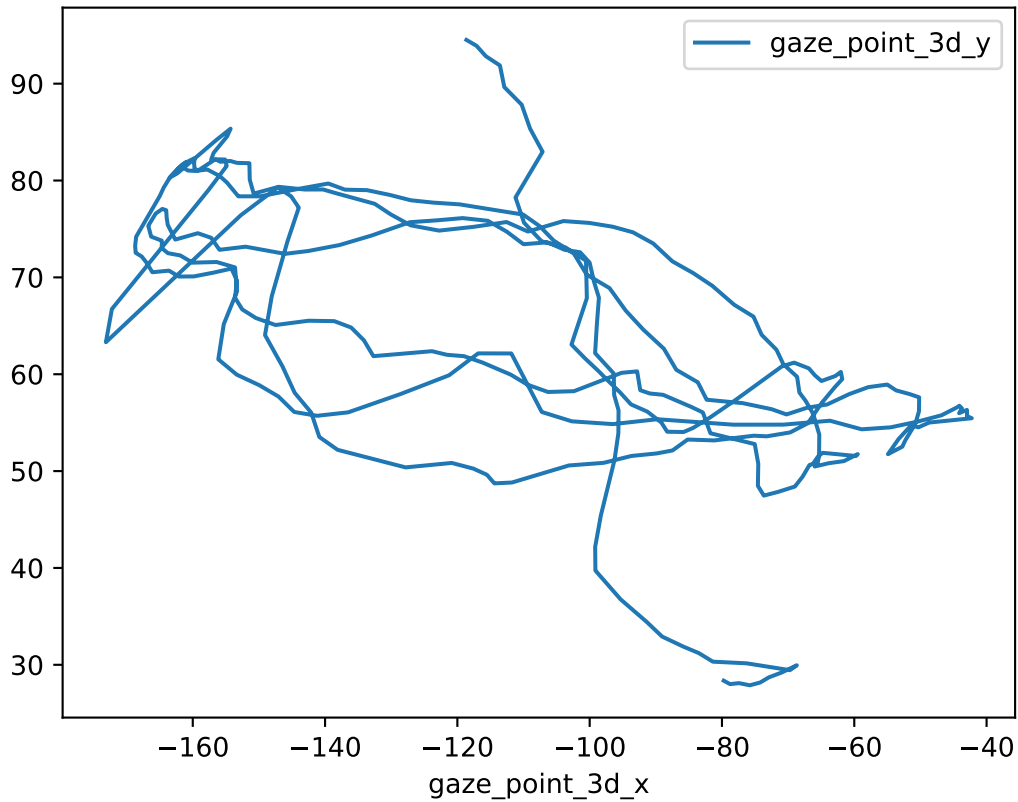
near to far x-y 2





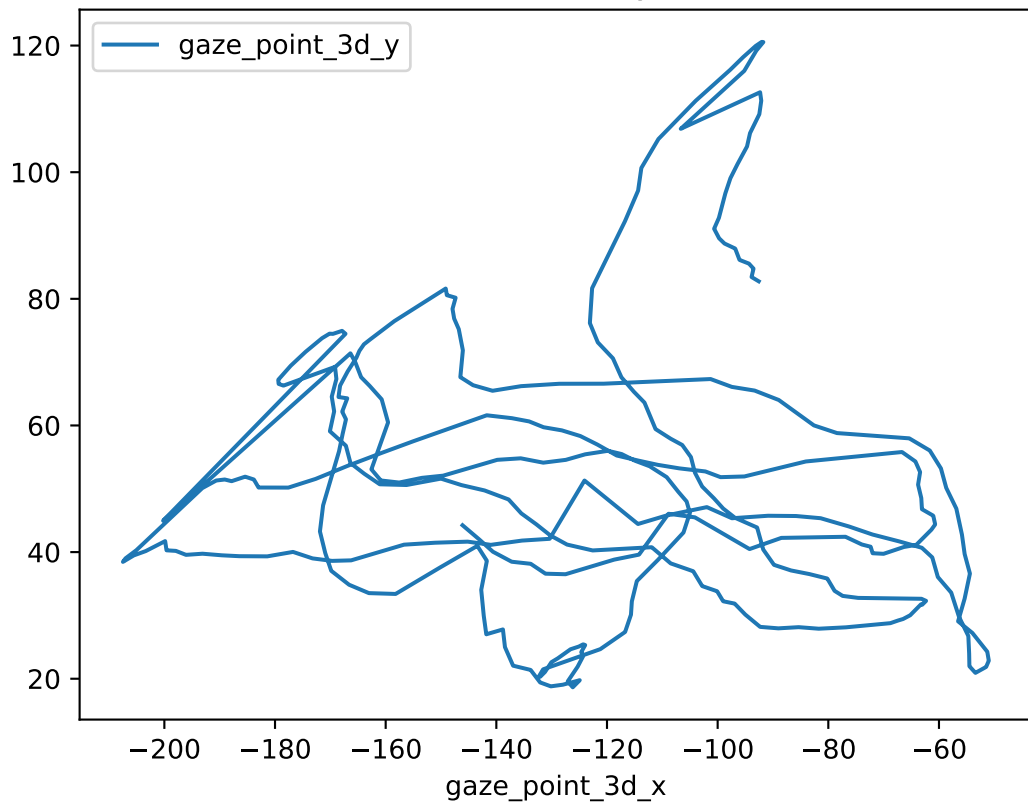


near to far x-y 3



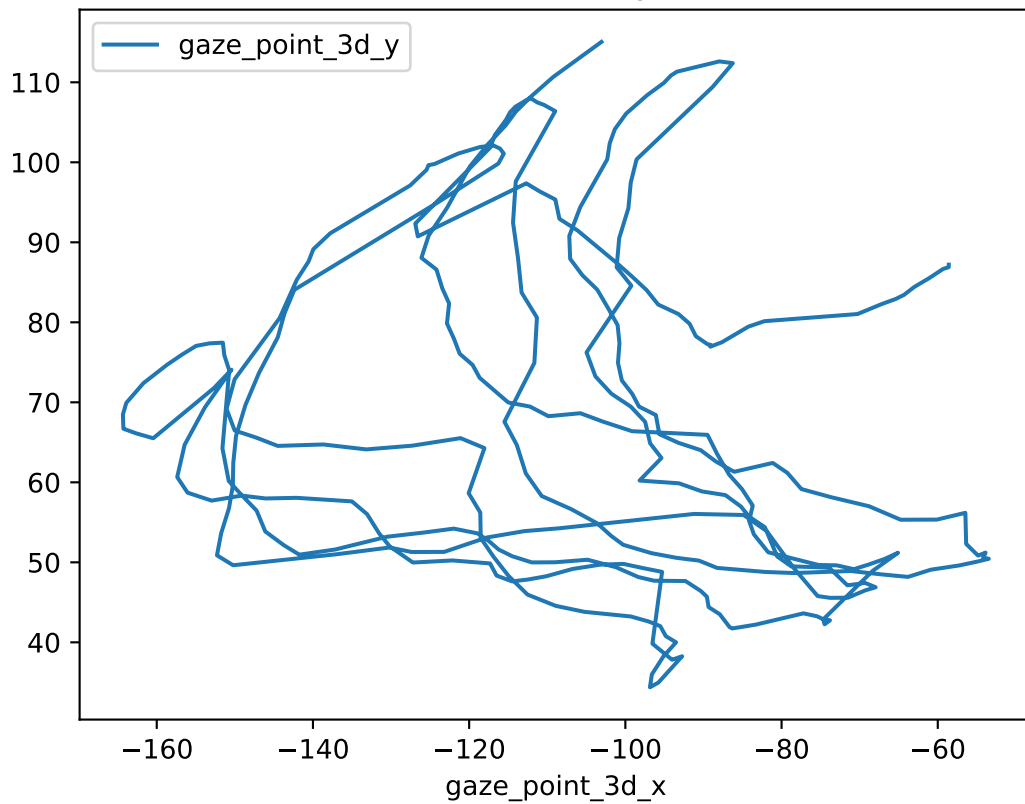


near to far x-y 4



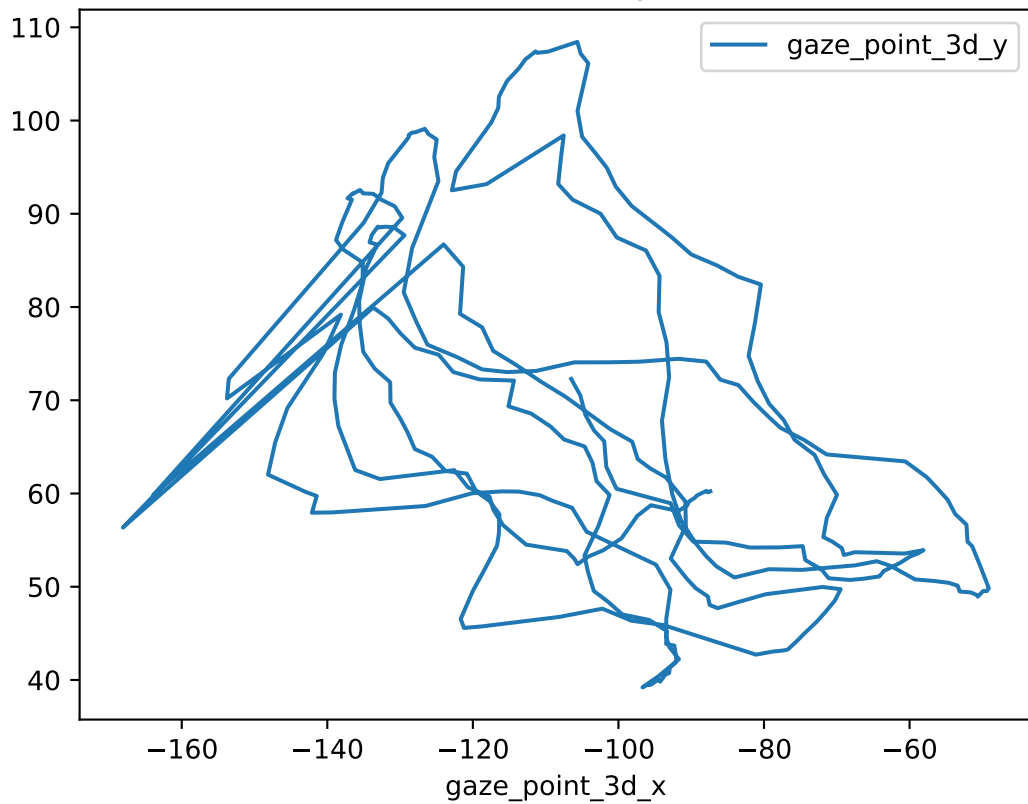


near to far x-y 5





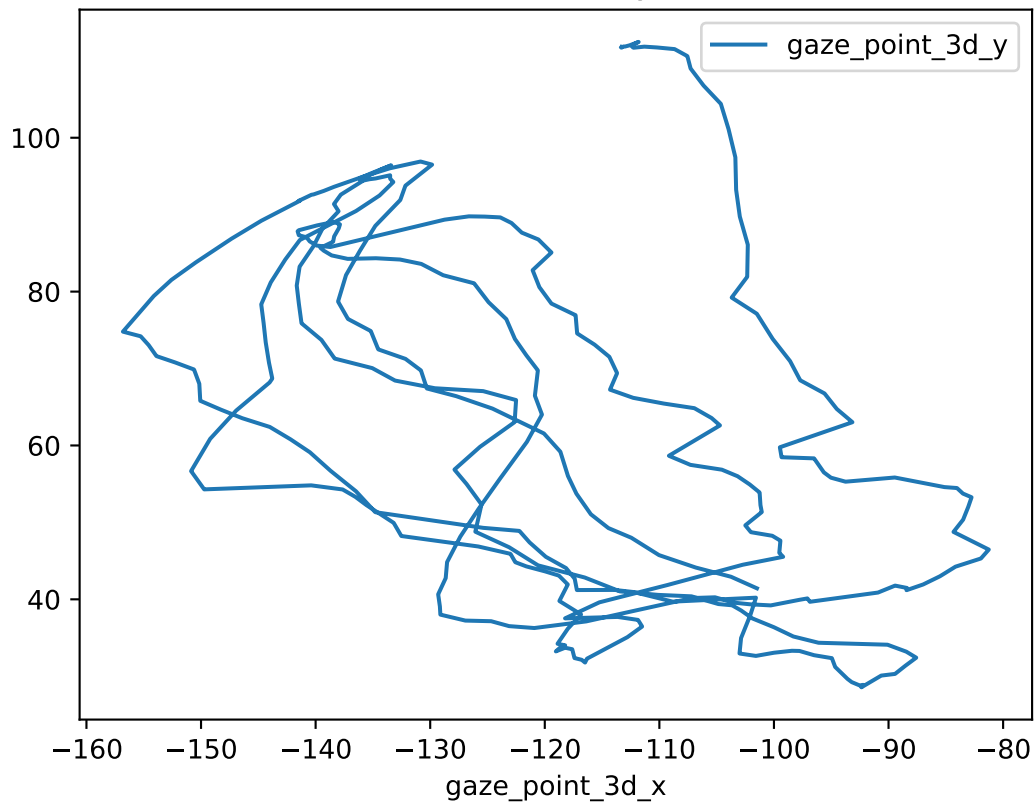
near to far x-y 6





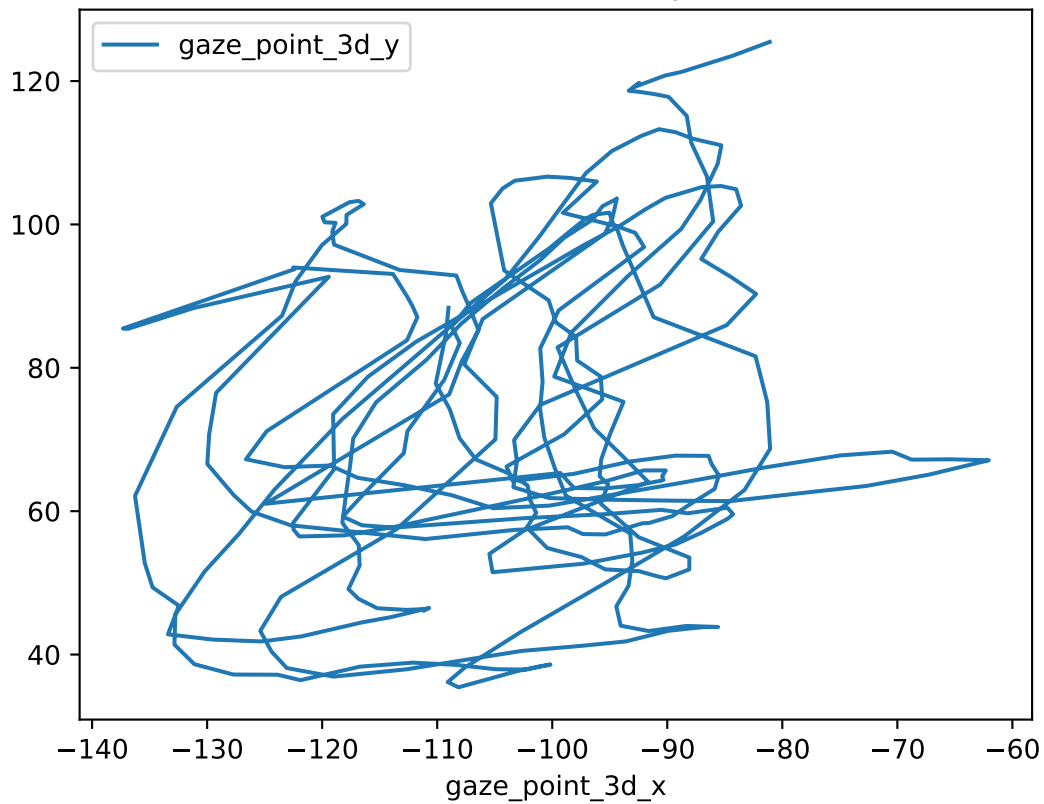


near to far x-y 7



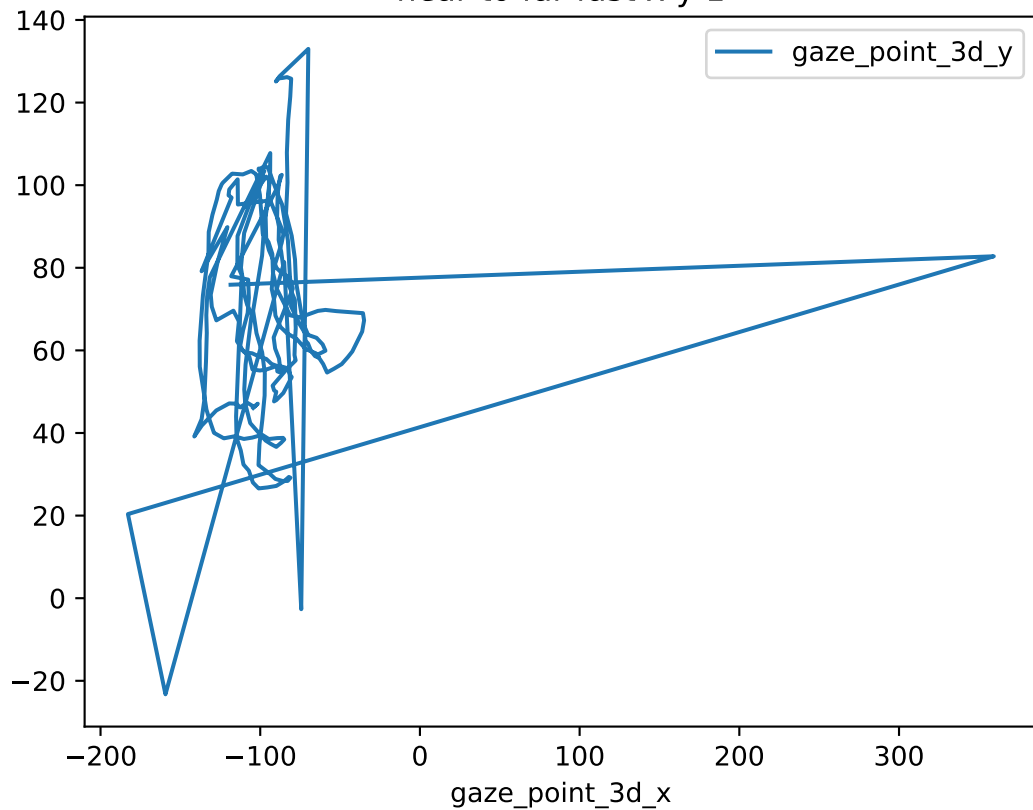


near to far fast x-y 0



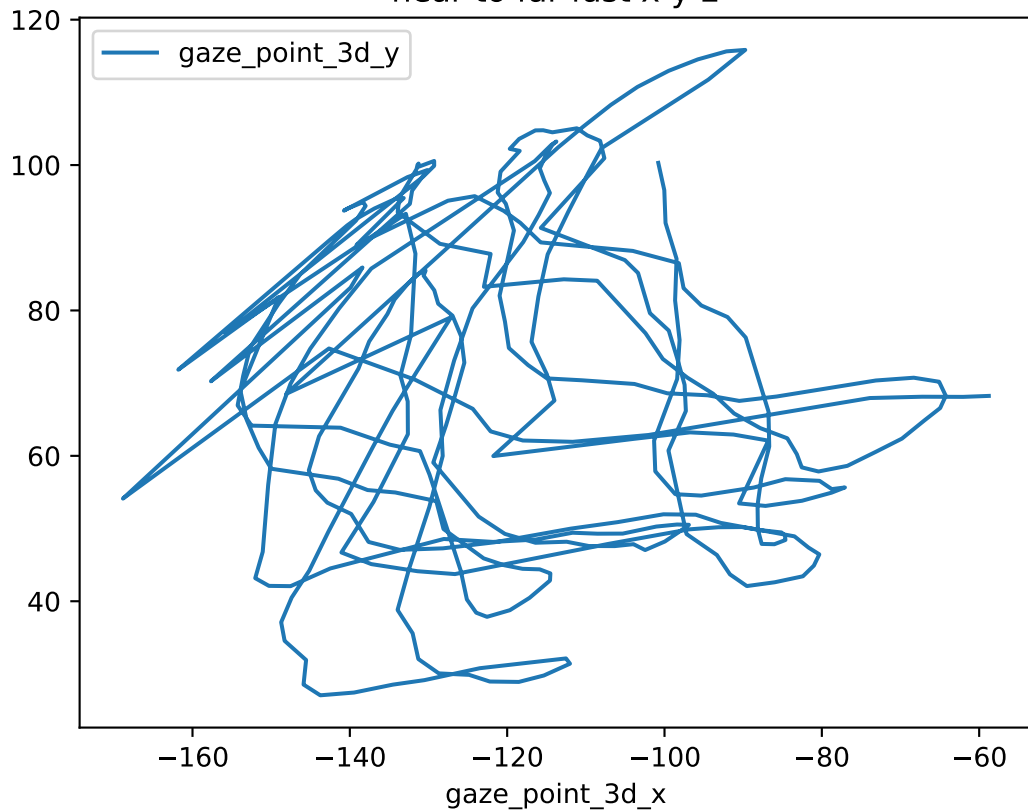


near to far fast x-y 1





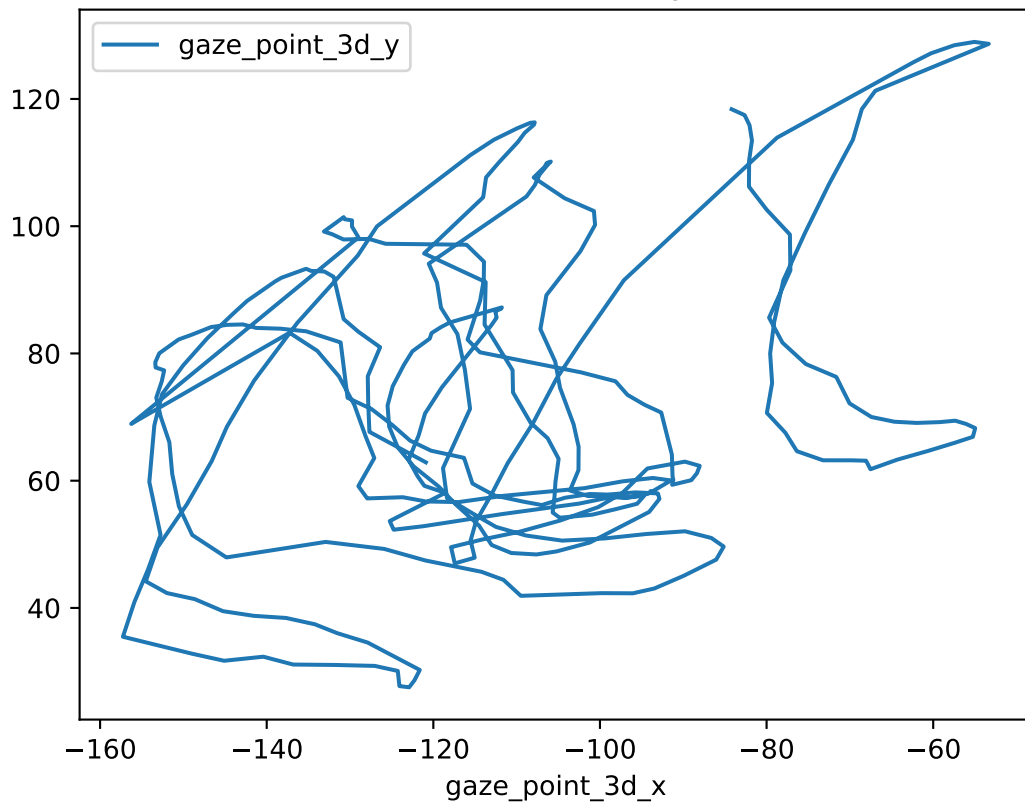
near to far fast x-y 2





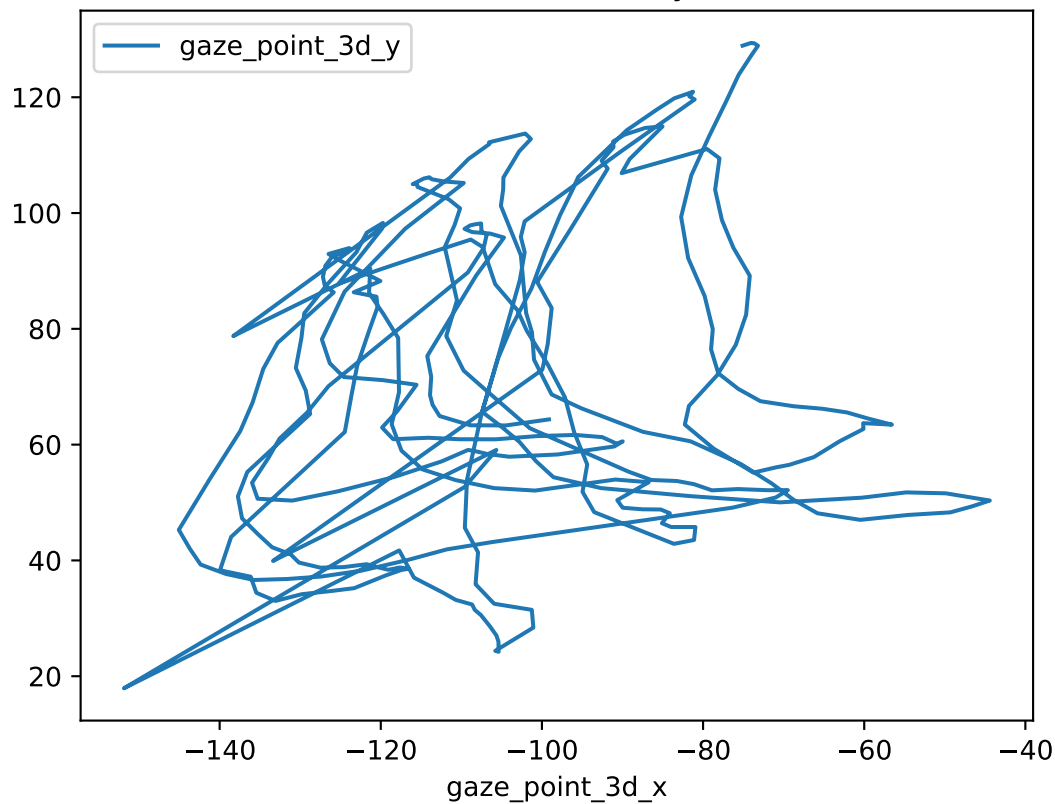


near to far fast x-y 3



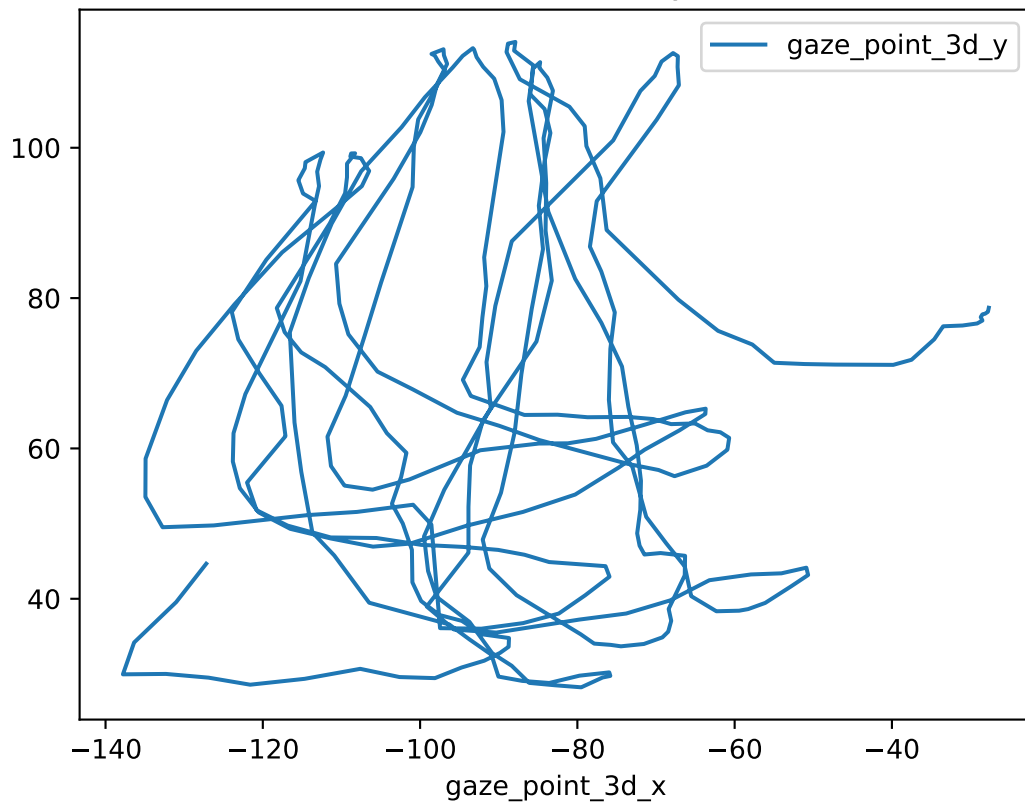


near to far fast x-y 4



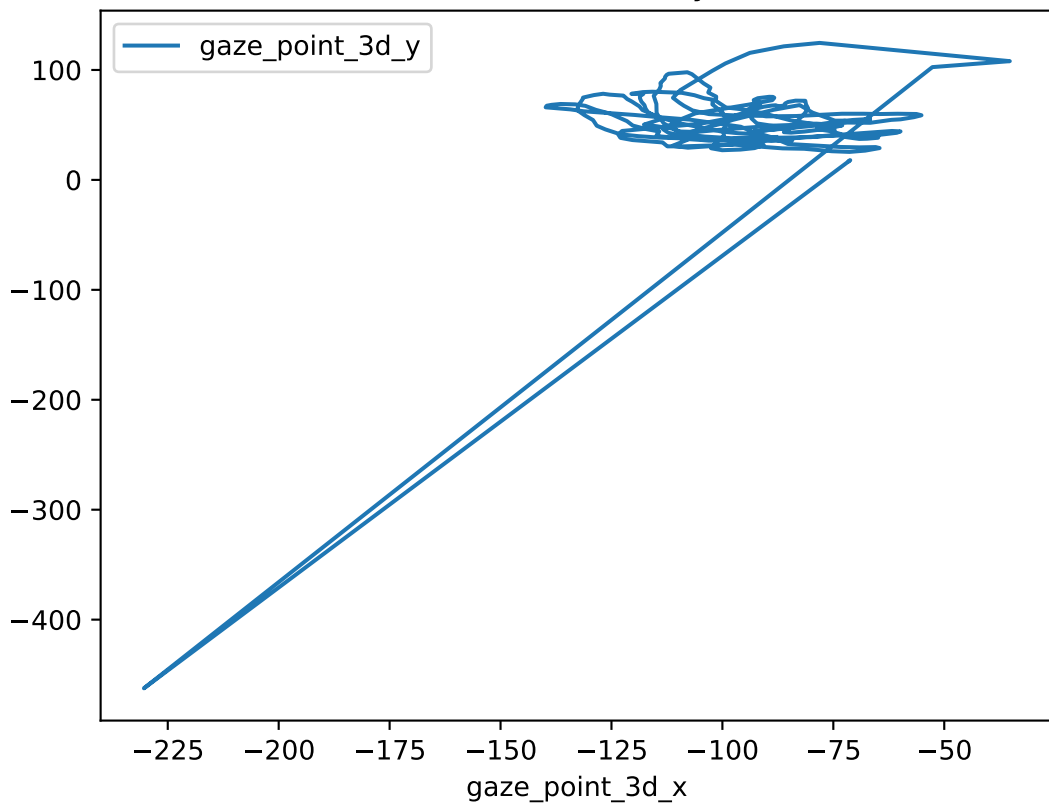


near to far fast x-y 5





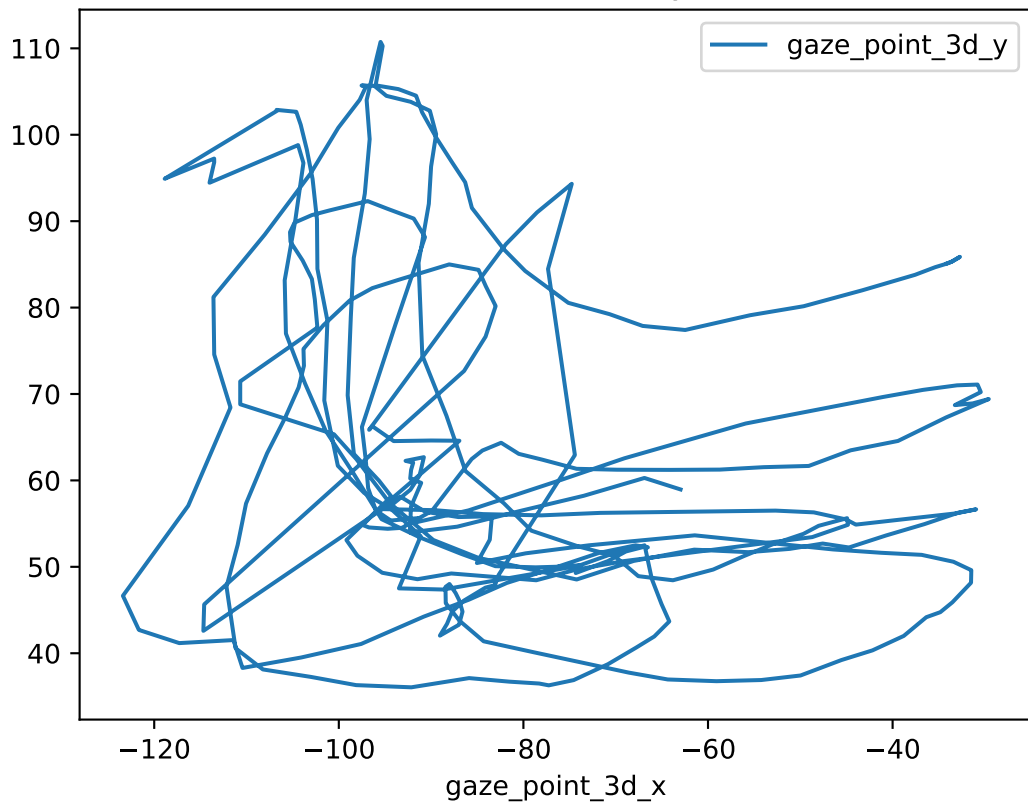
near to far fast x-y 6





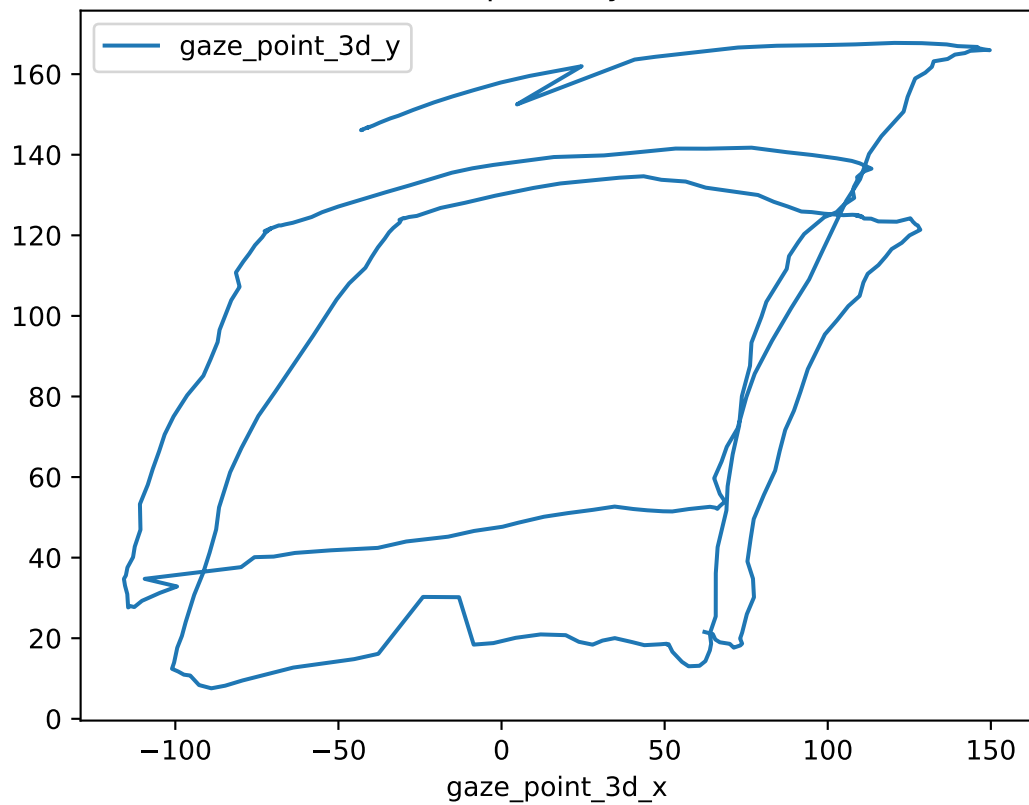


near to far fast x-y 7



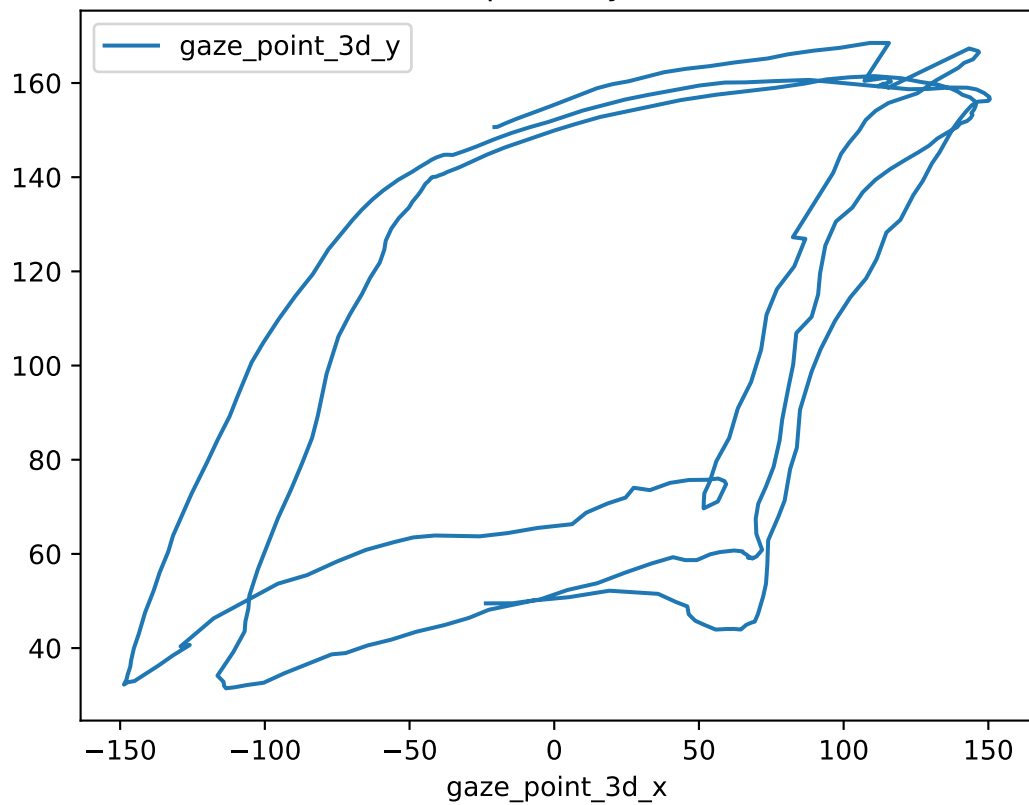


square x-y 0



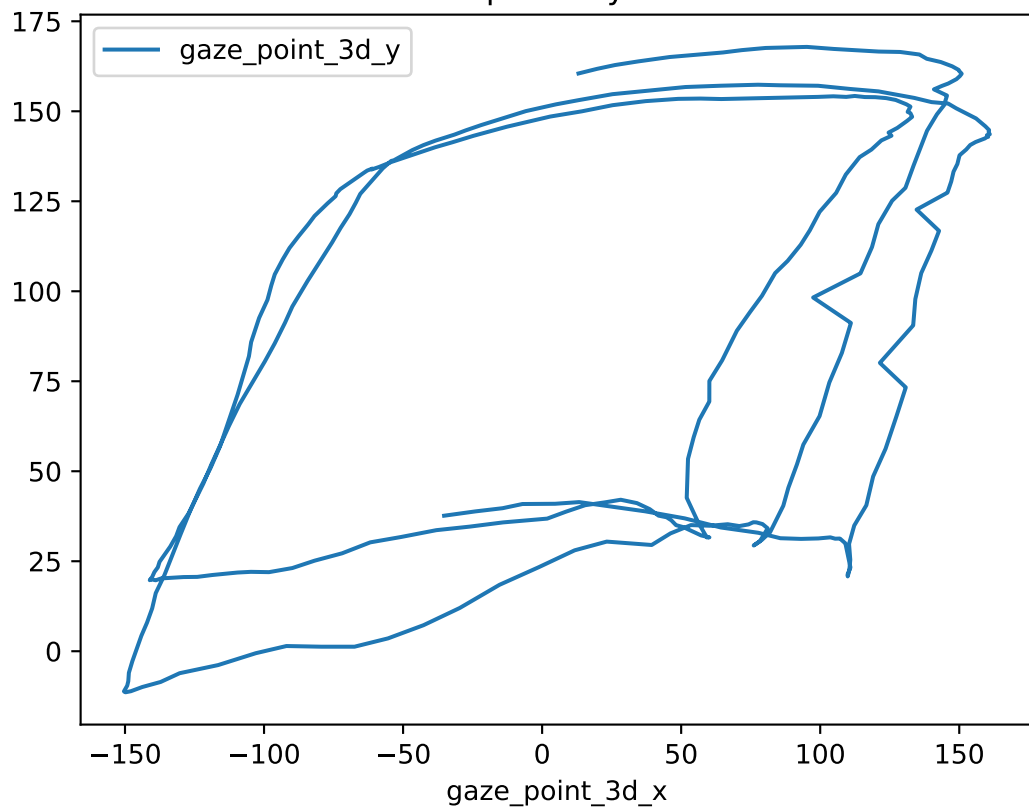


square x-y 1





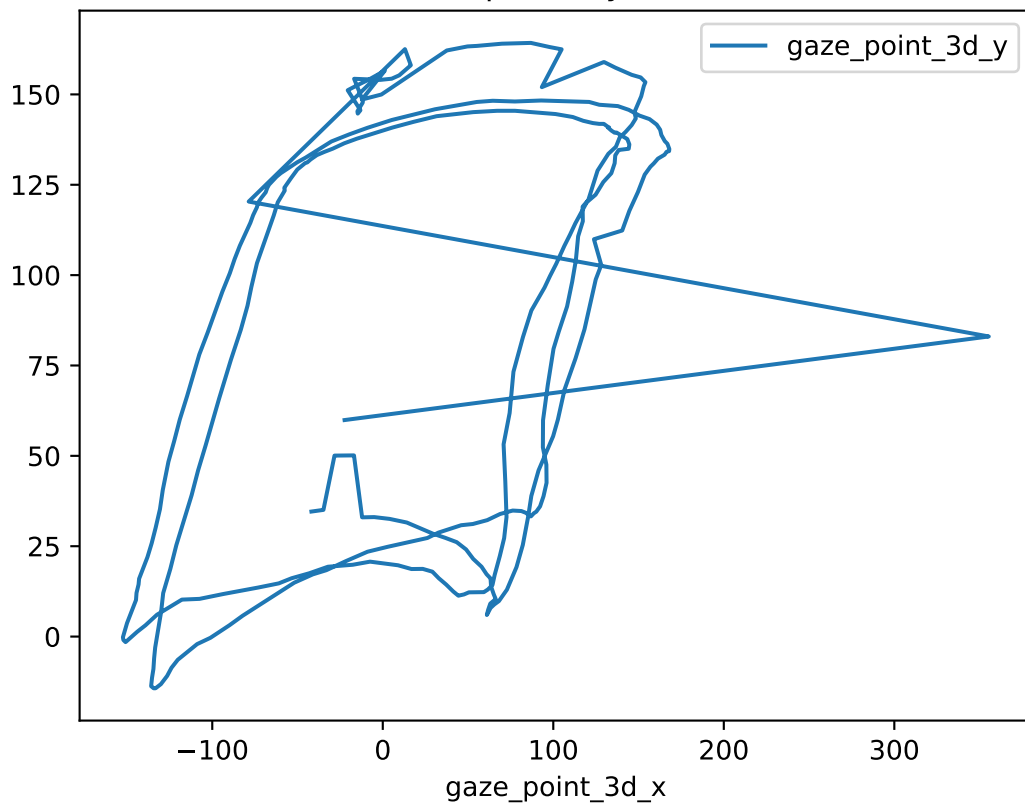
square x-y 2





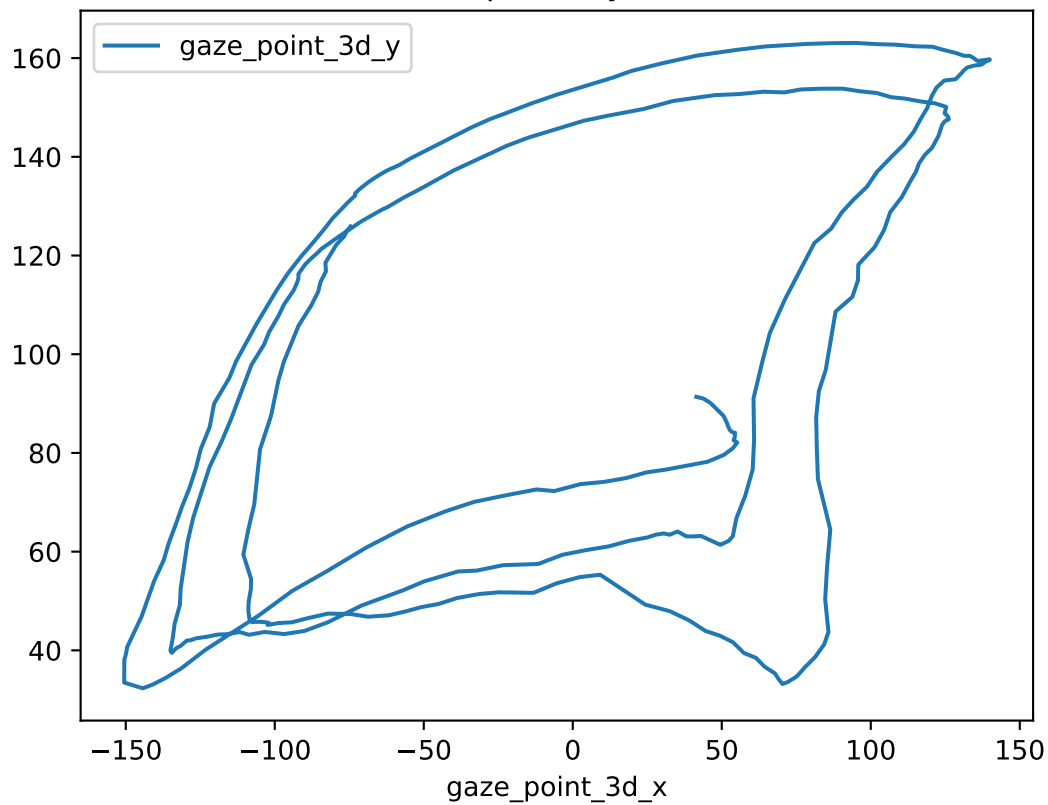


square x-y 3



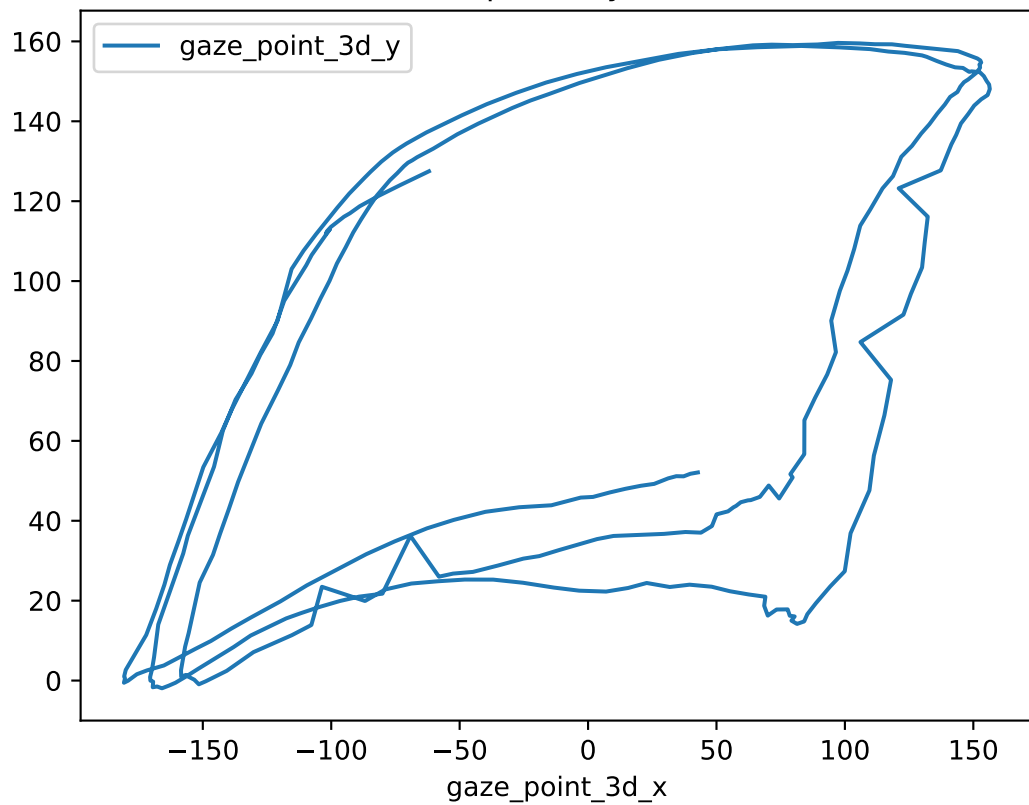


square x-y 4



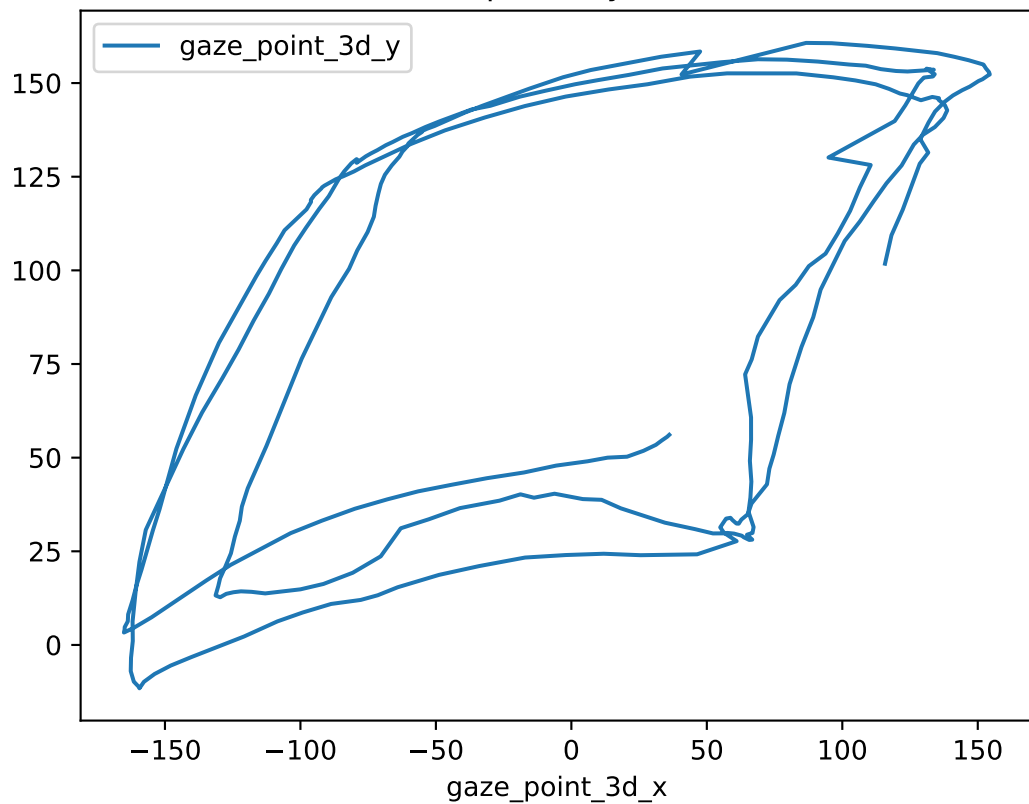


square x-y 5





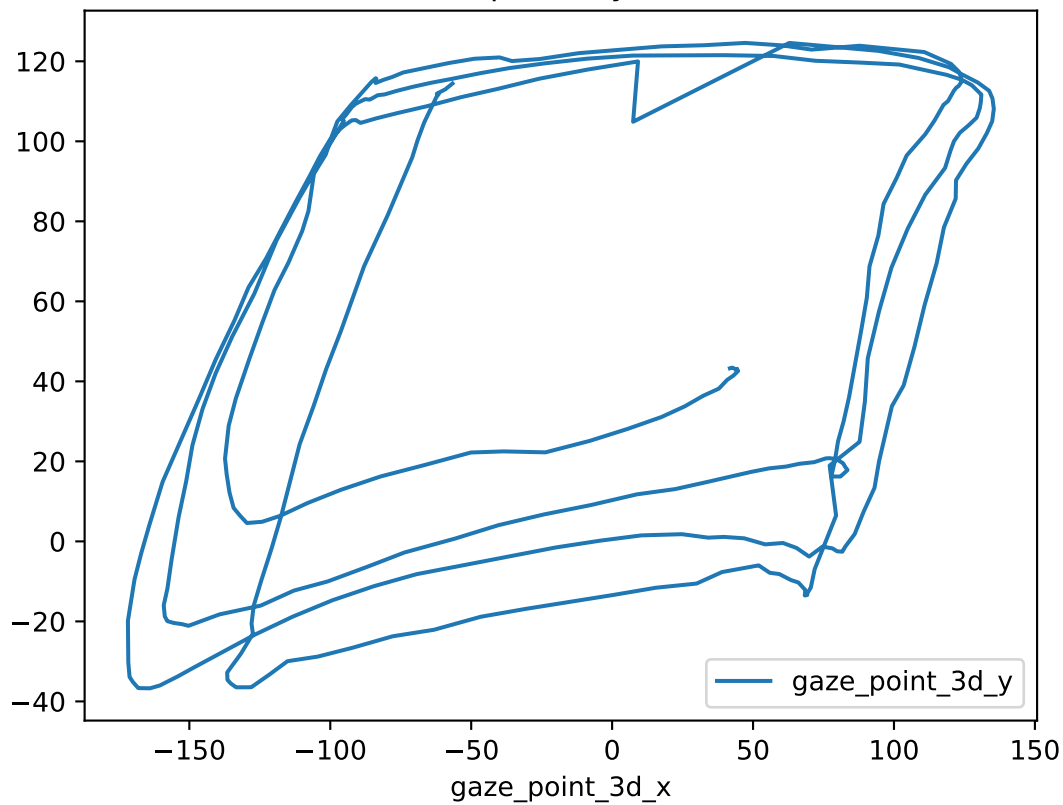
square x-y 6





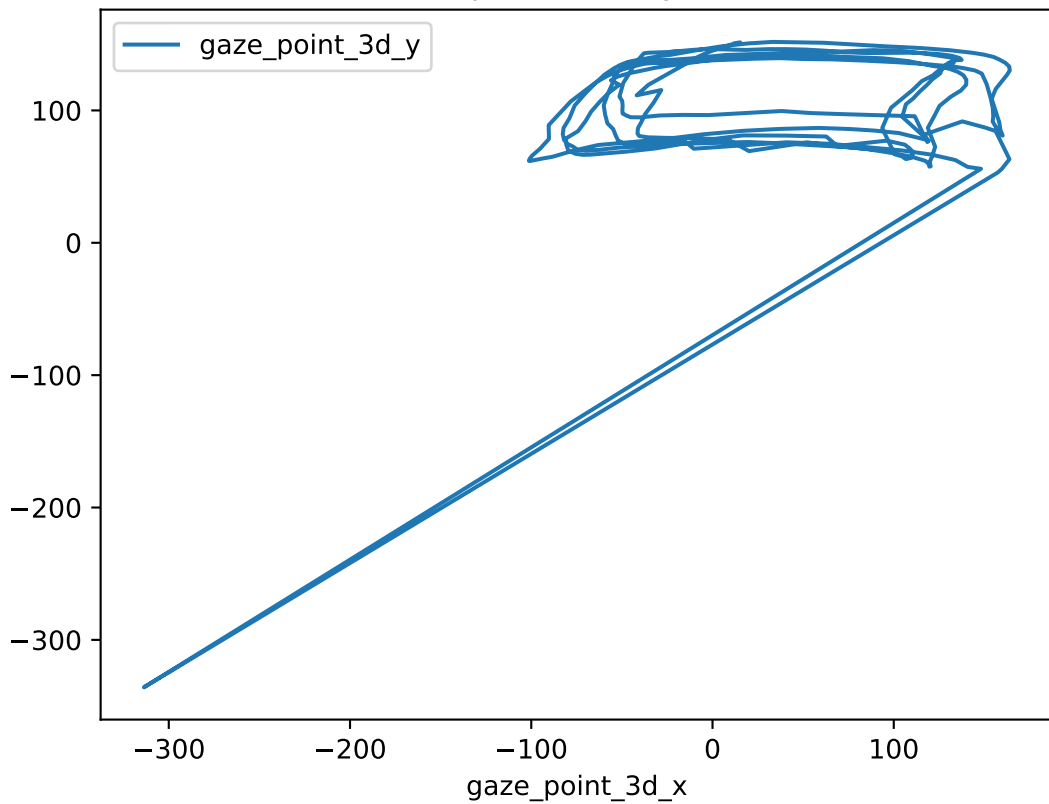


square x-y 7



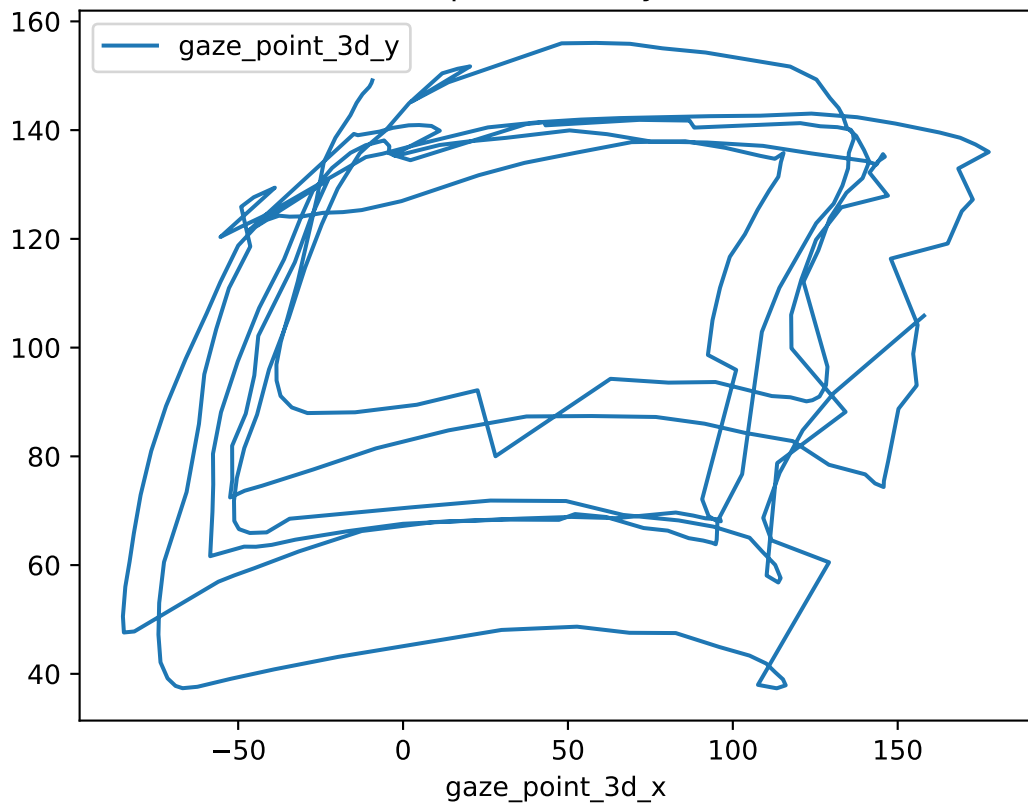


square fast x-y 0



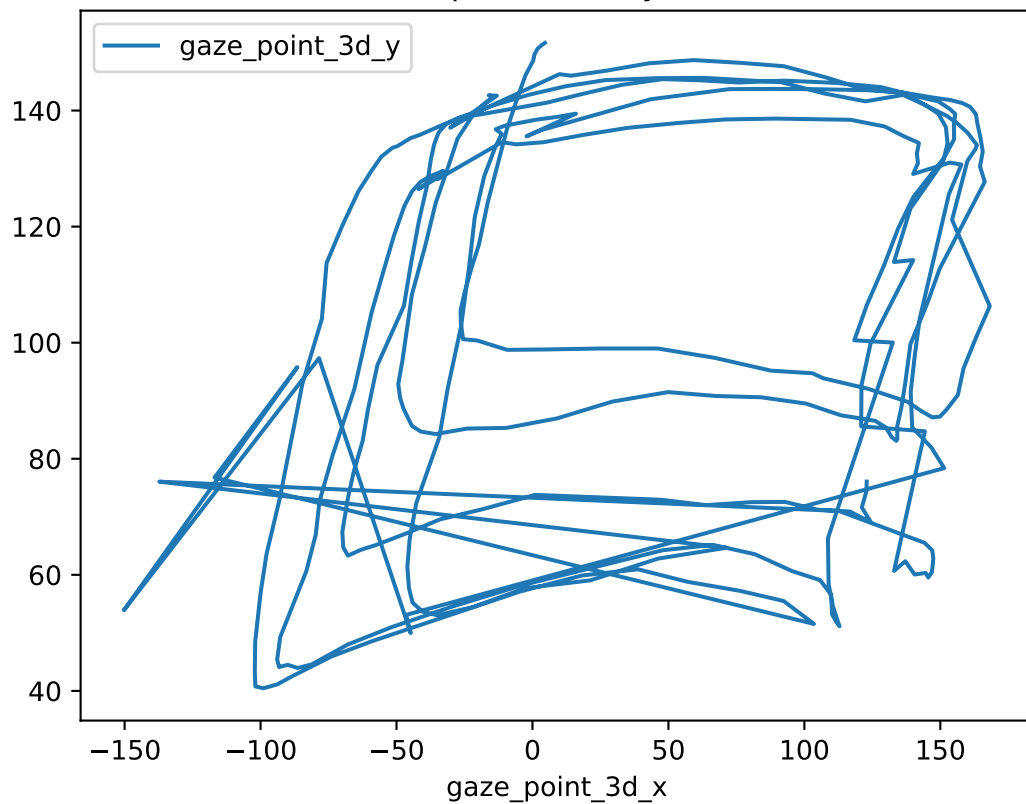


square fast x-y 1





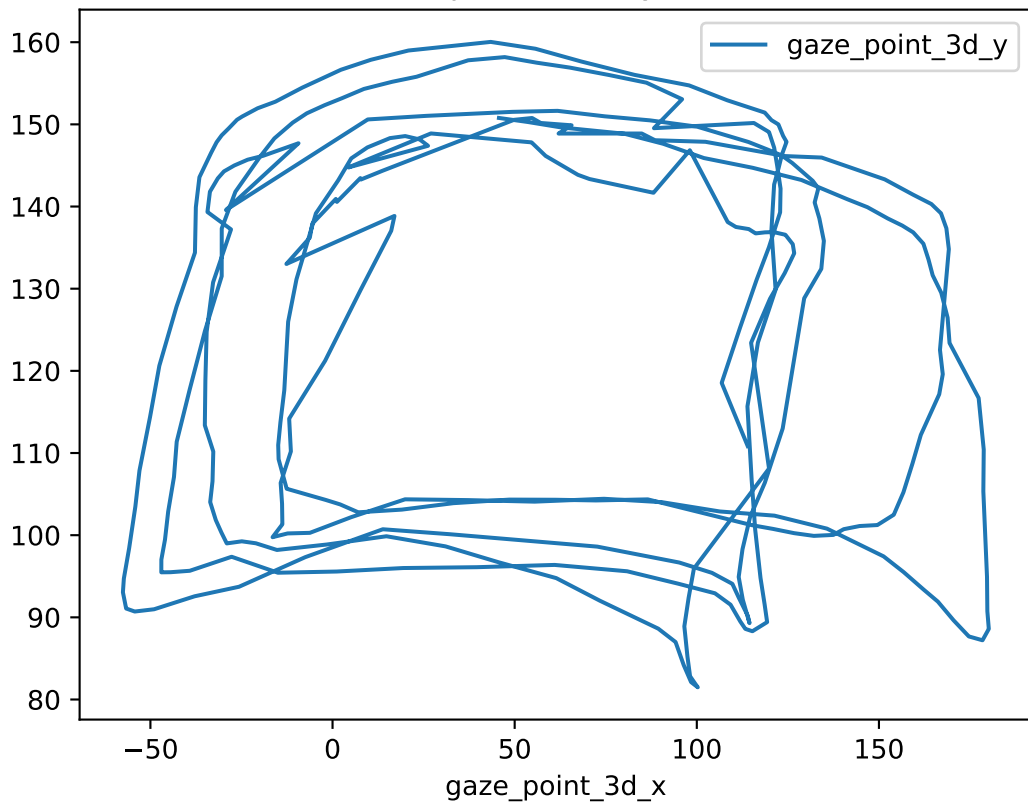
square fast x-y 2





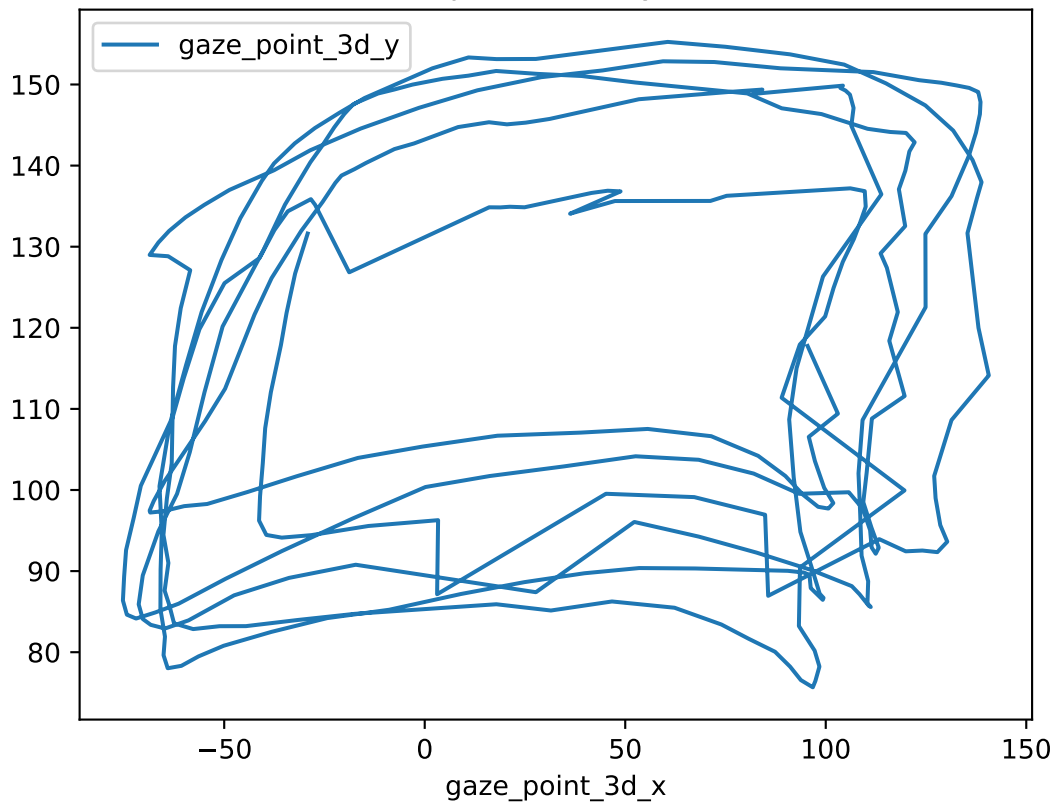


square fast x-y 3



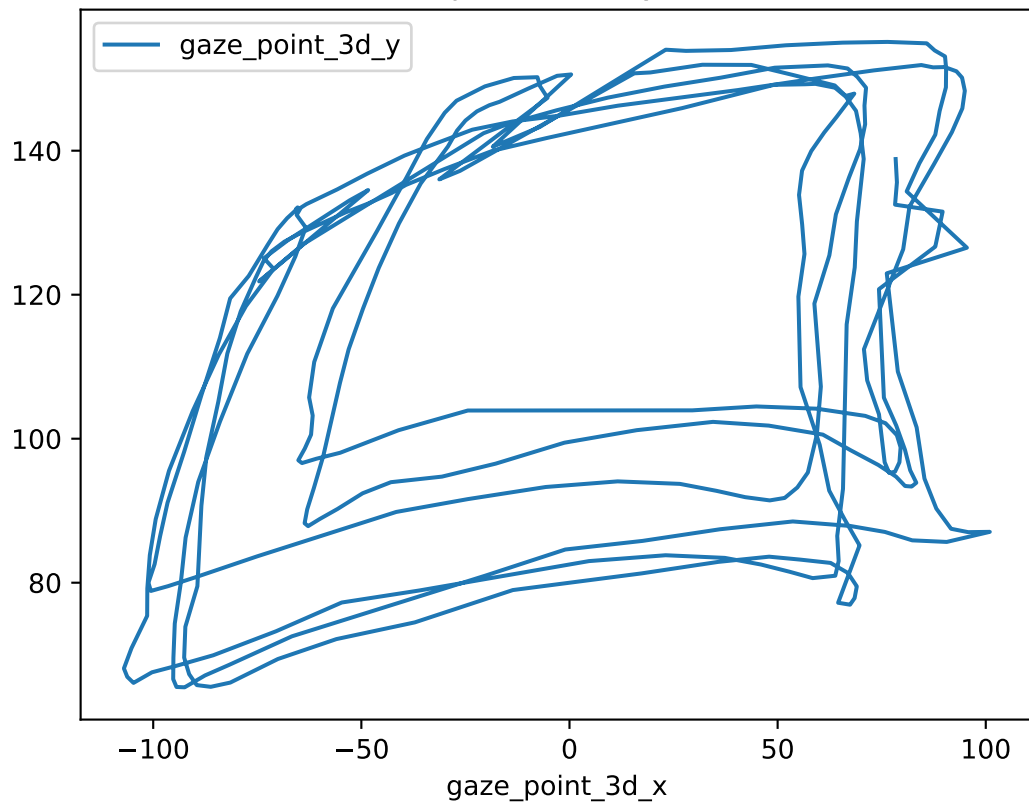


square fast x-y 4



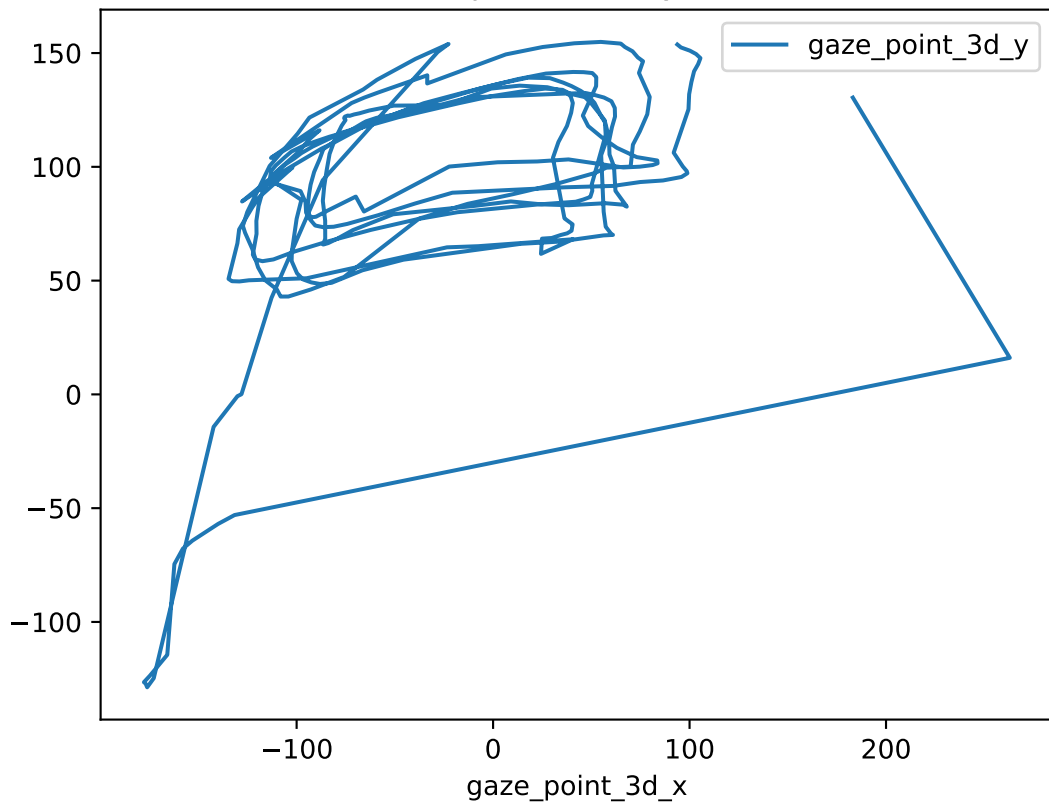


square fast x-y 5





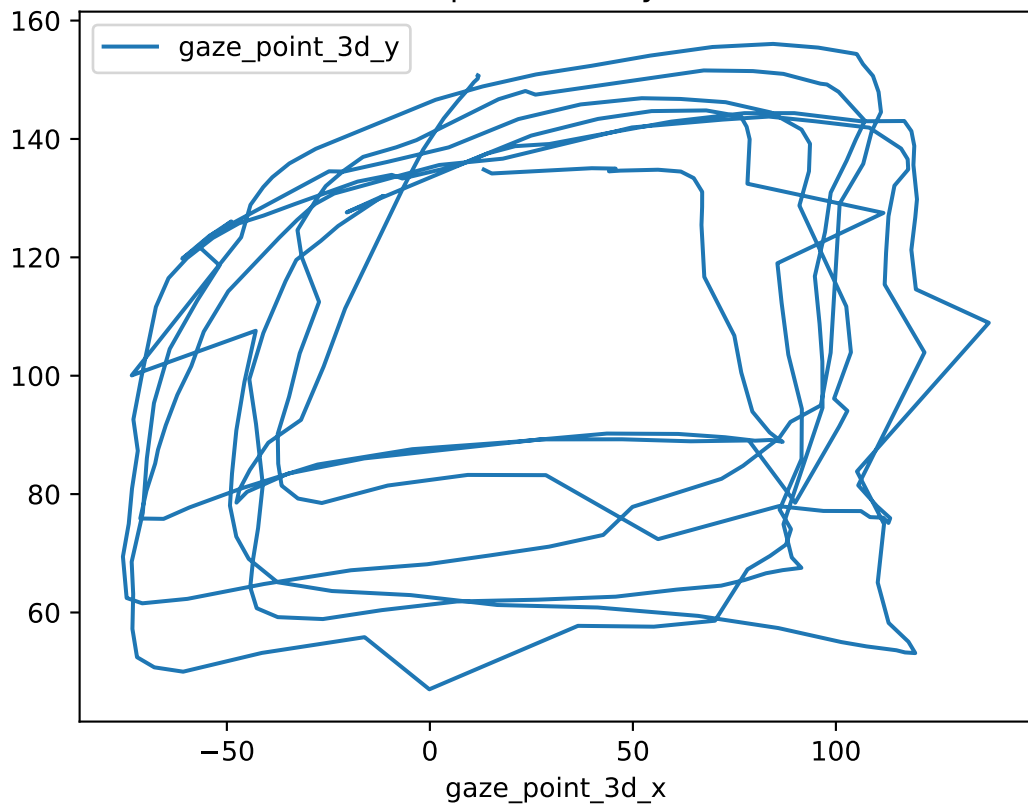
square fast x-y 6





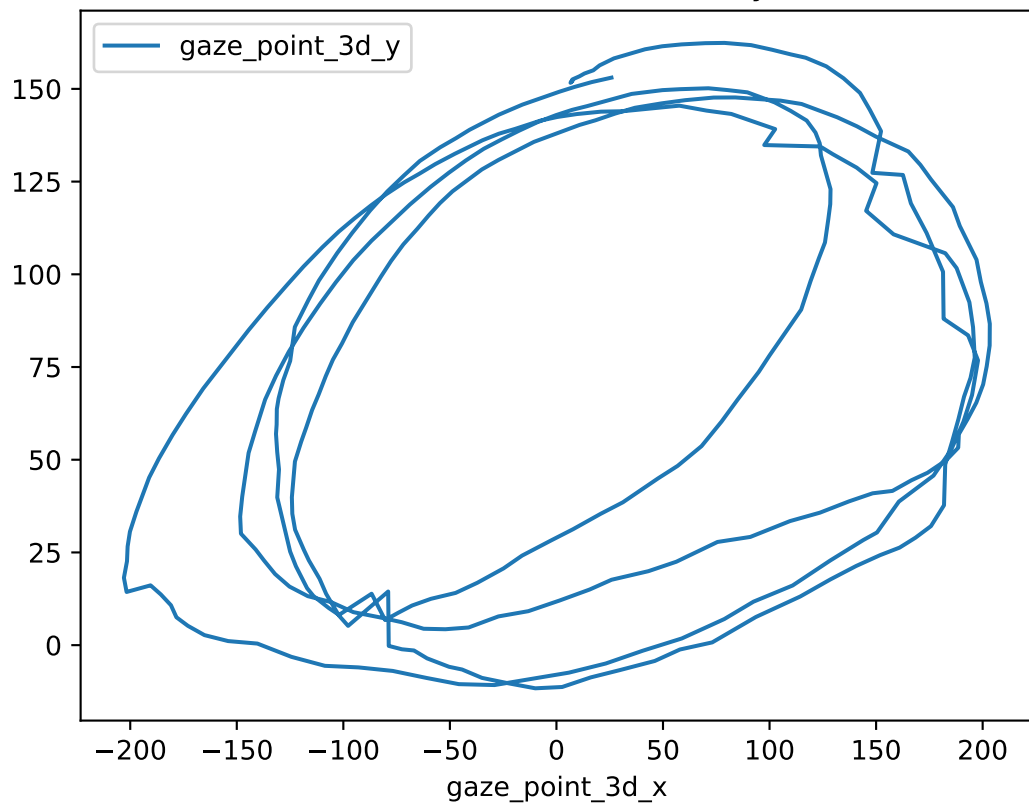


square fast x-y 7



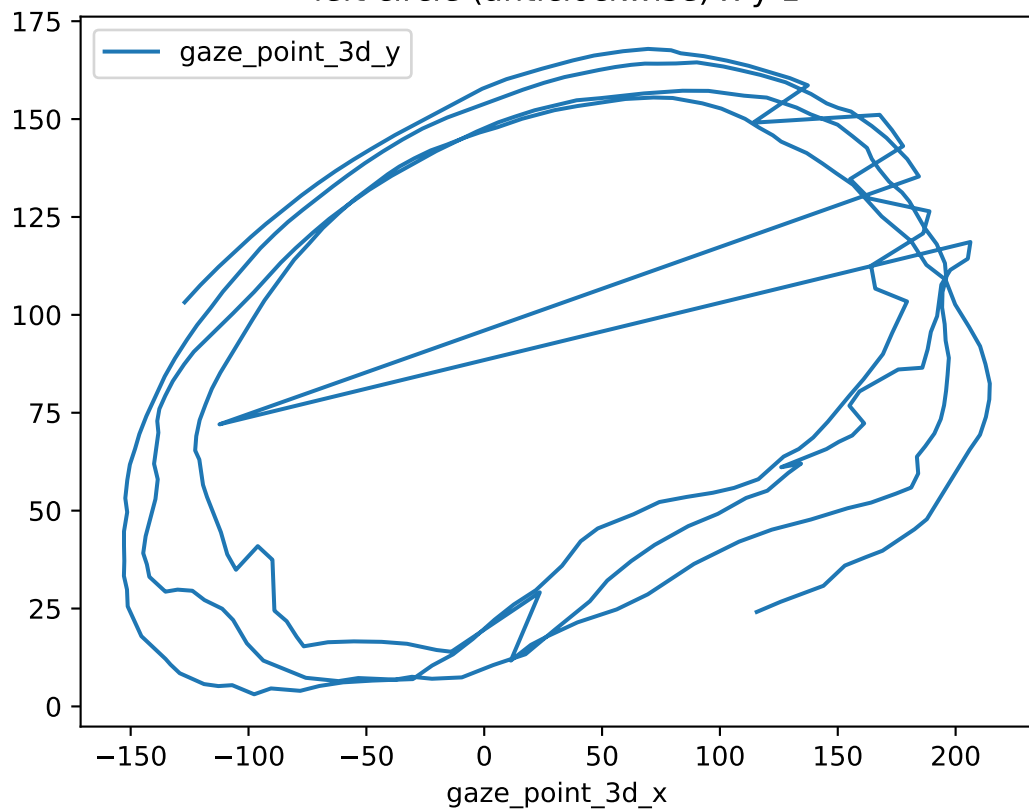


left circle (anticlockwise) x-y 0



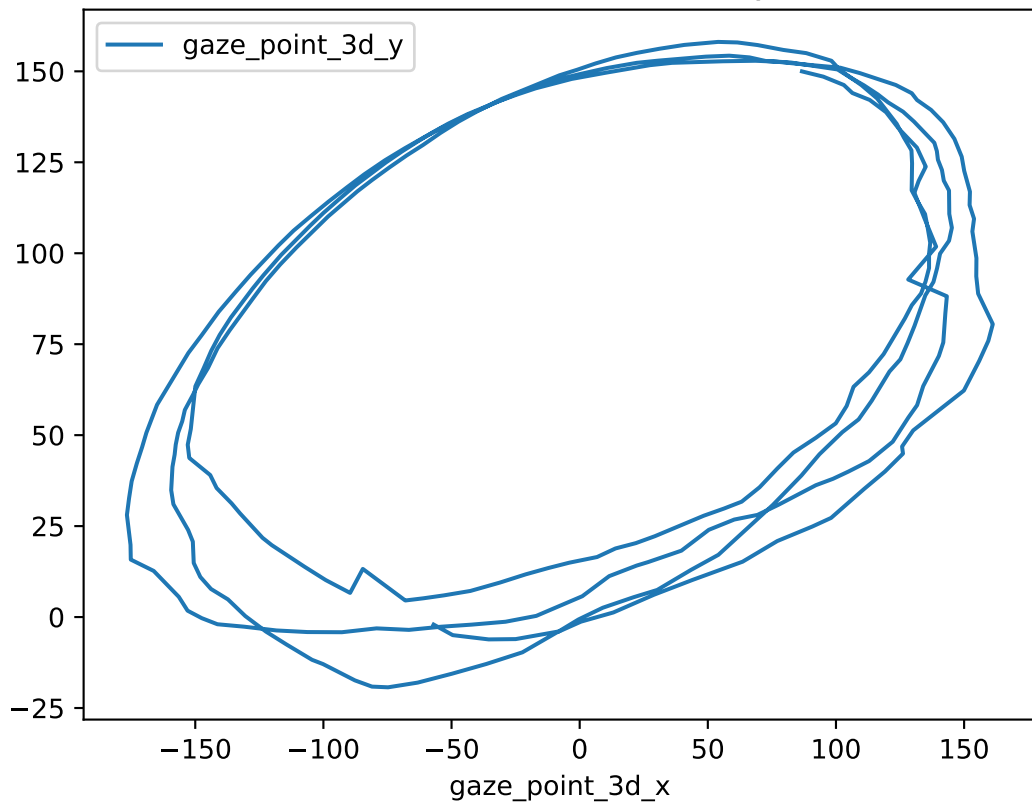


left circle (anticlockwise) x-y 1





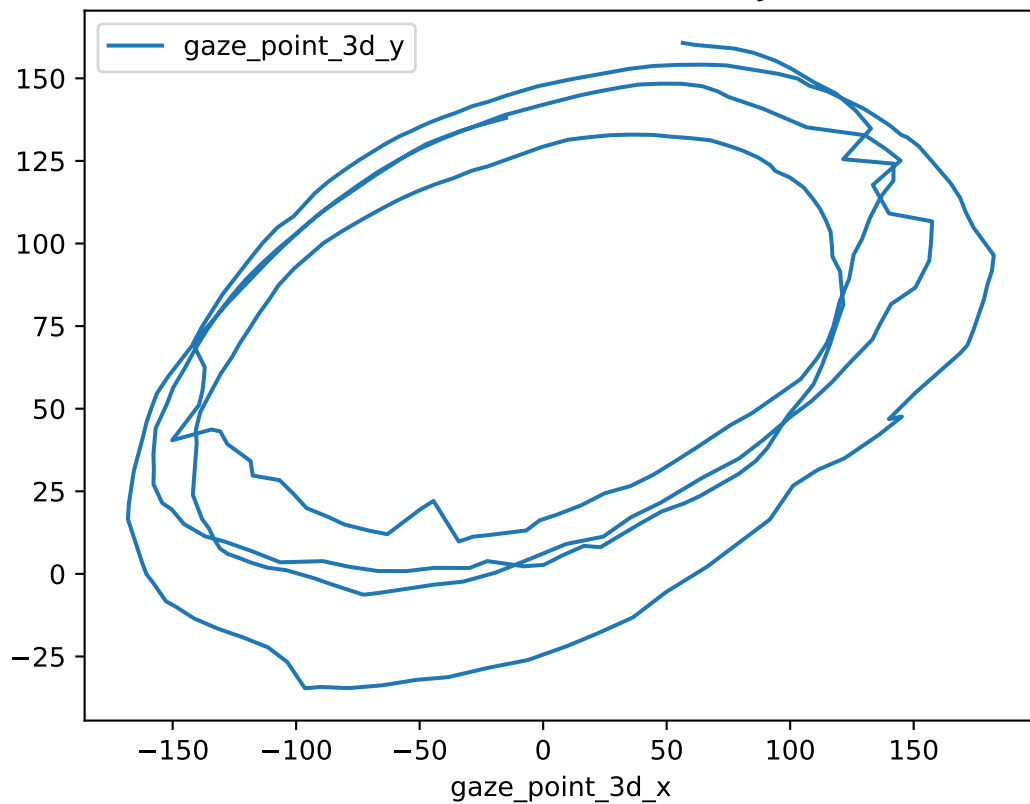
left circle (anticlockwise) x-y 2





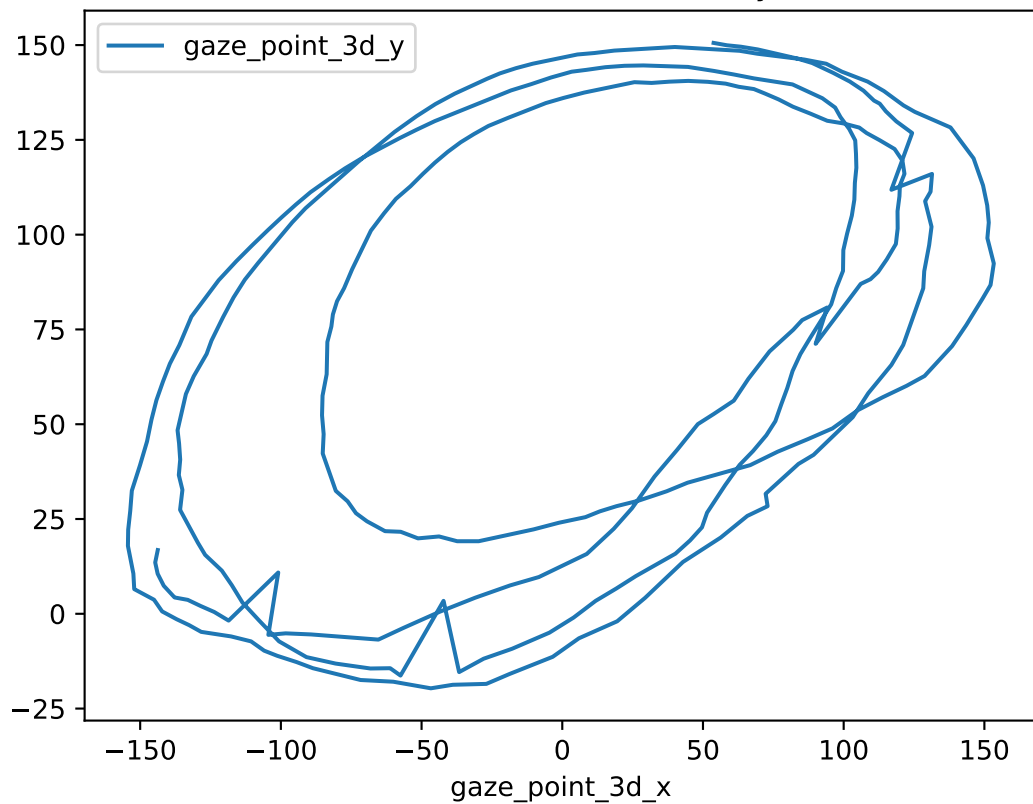


left circle (anticlockwise) x-y 3



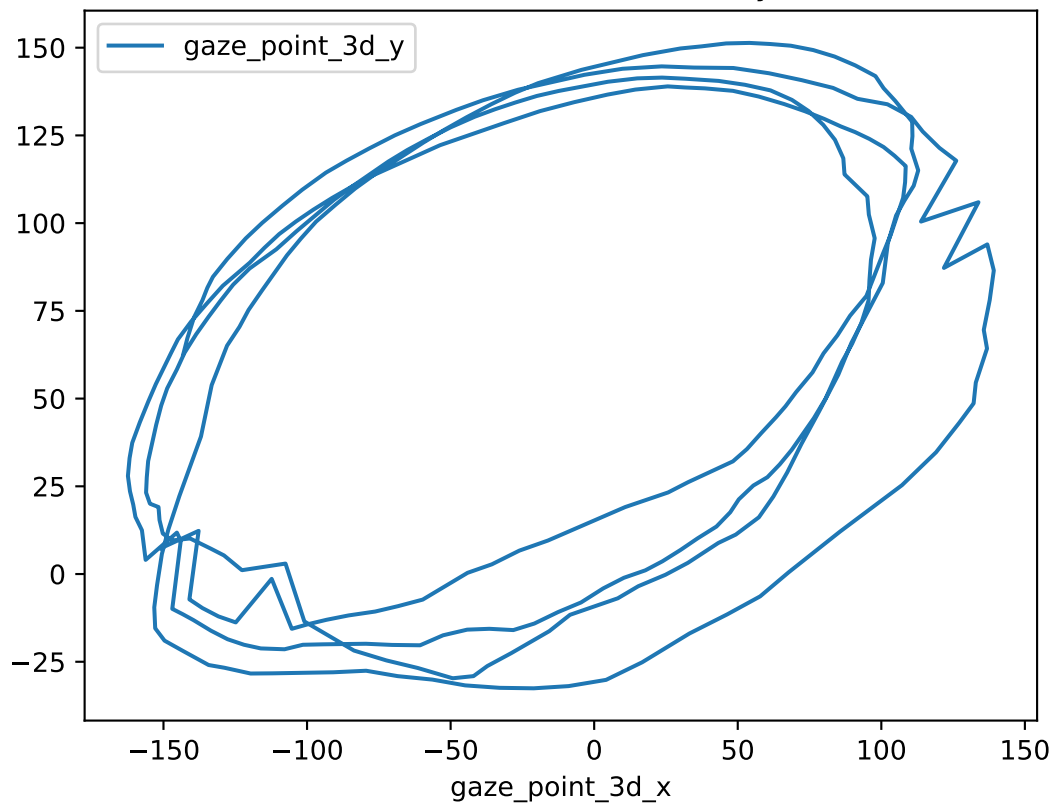


left circle (anticlockwise) x-y 4



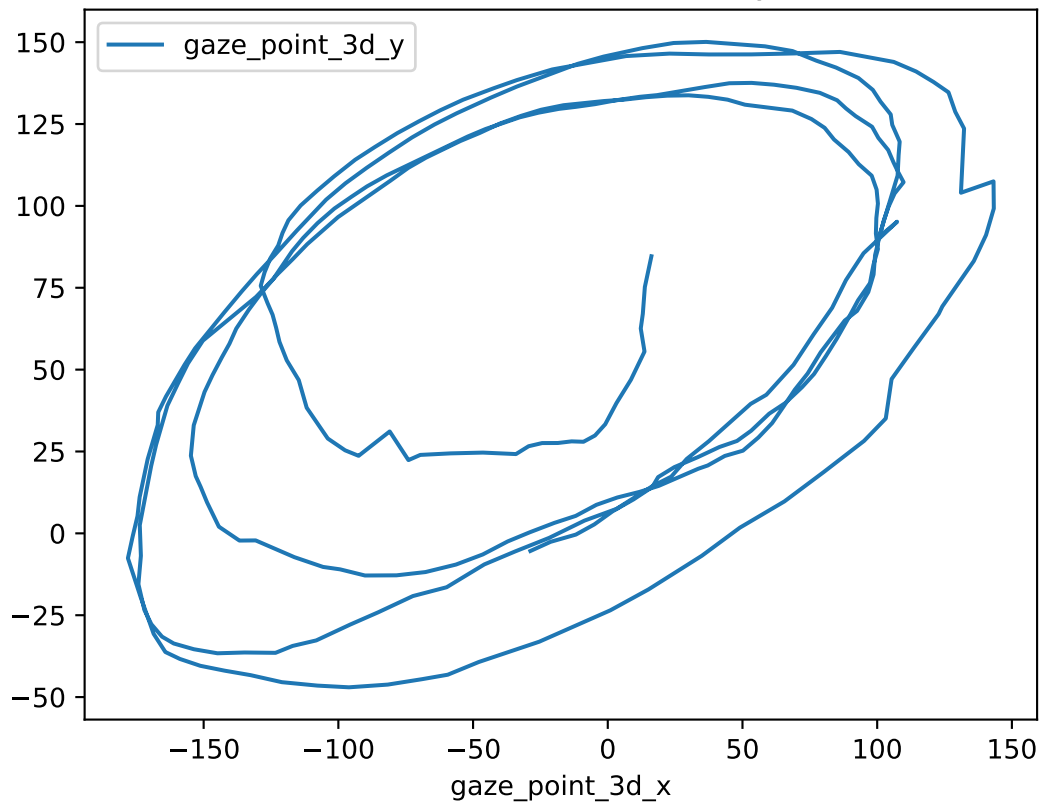


left circle (anticlockwise) x-y 5





left circle (anticlockwise) x-y 6







left circle (anticlockwise) x-y 7

