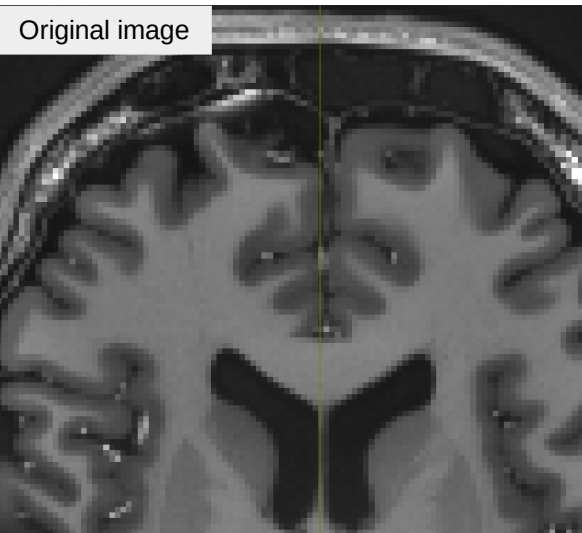
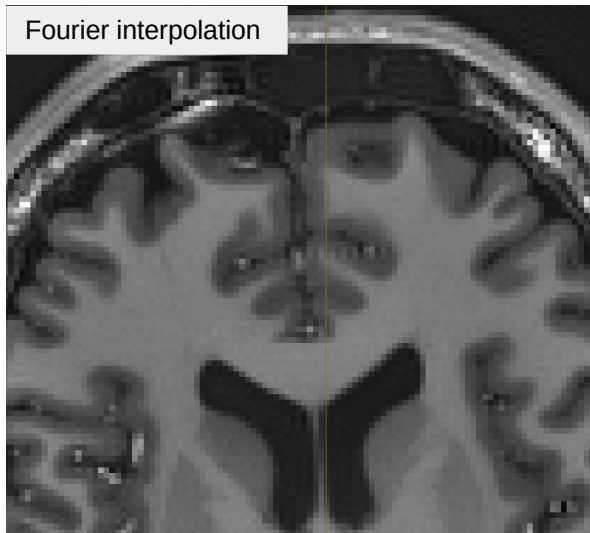


Applying recursively 6 rotations of 1°

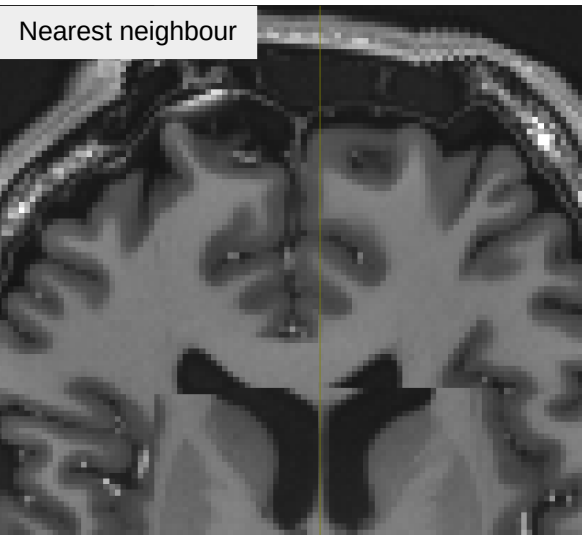
Original image



Fourier interpolation



Nearest neighbour



Linear interpolation

