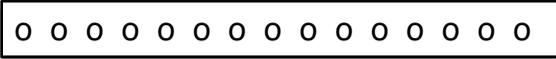
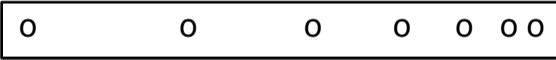


# BASIC DOT PATTERNS

start  constant speed (slow)

start  constant speed (fast)

start  speeding up

start  slowing down

dots close = slow  
dots far apart = fast  
dots getting farther apart = speeding up  
dots getting closer = slowing down