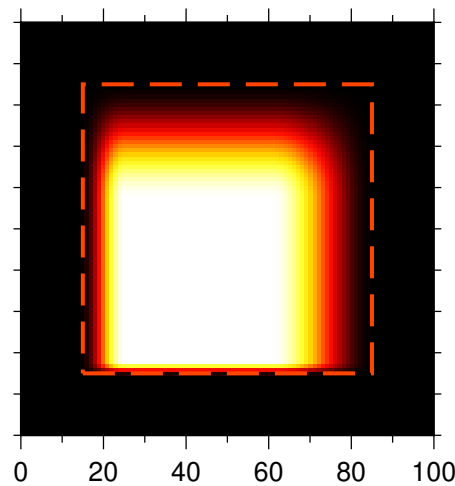
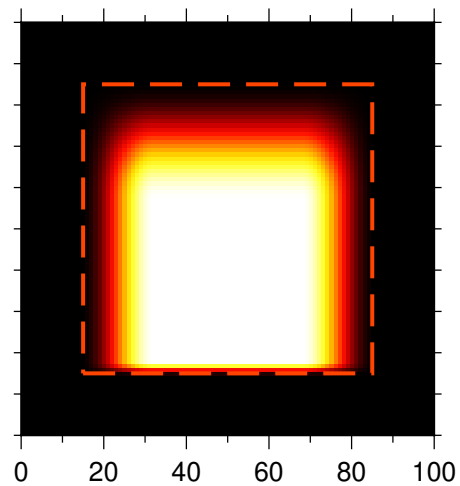
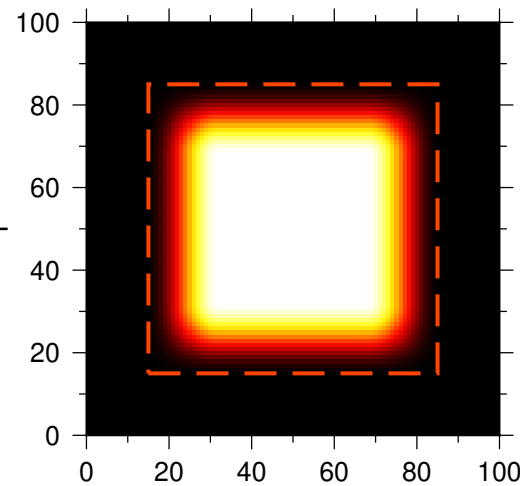


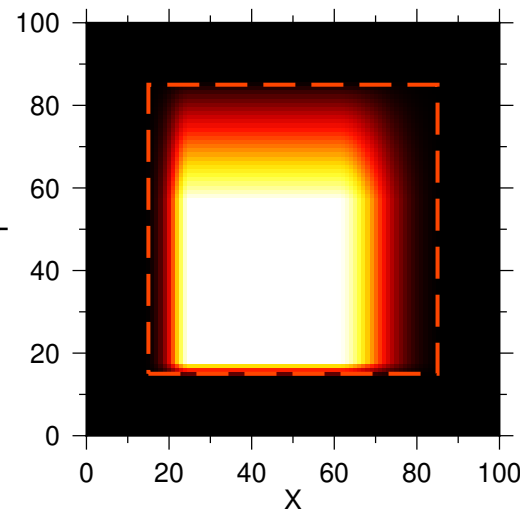
(a) Symmetric cosine

(b) Asymmetric x

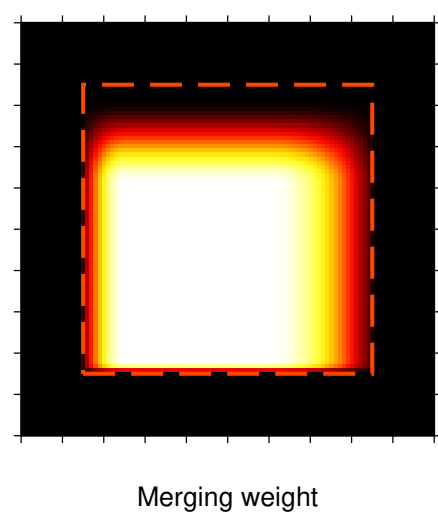
(c) Asymmetric x and y



(d) Trapezoid / Gaussian



(e) Planck taper / Welch



(f) Hamming / Logistic

