

Print at 100% / Actual size, SINGLE-sided. Crease along the grey line, fold so both printed faces are outward, glue, then cut. This bar must measure exactly 80 mm.

The diagram illustrates the sequence of operations for a 2D FFT. It starts with a 2D input array of size $2N \times 2N$, which is transformed into a 1D array of size $2N$. This 1D array is then transformed into a 2D array of size $2N \times 2N$, which is then transformed into a 1D array of size $2N$. Finally, the 1D array is transformed into a 2D array of size $2N \times 2N$. The diagram includes labels for each step, such as "1D FFT", "2D FFT", "1D FFT", and "2D FFT", and a legend for the input and output arrays.

Legend:

- $2N \times 2N$ input array
- $2N$ 1D array
- $2N \times 2N$ output array

Operations:

- 1D FFT: $2N \times 2N$ input array $\rightarrow$ $2N$ 1D array
- 2D FFT: $2N$ 1D array $\rightarrow$ $2N \times 2N$ output array
- 1D FFT: $2N \times 2N$ output array $\rightarrow$ $2N$ 1D array
- 2D FFT: $2N$ 1D array $\rightarrow$ $2N \times 2N$ output array

ONE-LOOK PLI

ADJACENT CORNER SWAP

exactly one face shows headlights



- T: I headlights; pairs R-left F-left
RUR'U' R'F R2ZUR'U' RUR'F'
- J: L solid; pairs R-right F-left R-front
x R2FR' R2D2 r'UR' U2
- Jb: L solid; pairs R-left F-right R-back
RUR'F' RUR'U' R'F R2UR'
- A: a I headlights; pairs F-right R-front
x L2D2 L'U'L D2 L'U'L'
- Ab: L headlights; pairs R-right R-back
x' L2D2 LUL' D2 LU'L
- F: L solid
R'U'F' RUR'U' R'F R2UR'U'

ADJACENT CORNER SWAP

continued



- Ra: L headlights; pairs F-left
RUR'U' RUR DR'URD' R'U2R'
- Rb: I headlights; pairs R-right
R2F RURUR' F'R U2R'U2R
- Ga: I headlights; pairs F-right
R2UR'U'U' RU'R2 U'D R'URD'
- Gb: I headlights; pairs R-back
R'U'R UD' R2UR'URU' RU'R2D
- Ge: L headlights; pairs R-right
RUR'RU'RUR R'UR2 UD' RU'R'D
- Gd: I headlights; pairs R-front
RUR' U'D R2UR'URU' UR'UR2D'

One face shows headlights: two corners of that face match. Hold as drawn, run, turn face top to finish.

RUR'U' sexy move **RUR'U2R'** **R'UR'F'** sledgehammer gap = change grip

[illegible]

ONE-LOOK PLI

ADJACENT CORNER SWAP

exactly one face shows headlights



• T1 headlights: pairs R-left F-left
RUR'U' R'F R2UR'U' RUR'F'



Ja L solid: pairs R-right F-left R-front
x R2RF' R2U2 r'UR U2



Jb L solid: pairs B-left F-right R-back
RUR'F' RUR'U' R'F R2UR'



Aa L headlights: pairs F-right R-front
x L2D2 L'U'L D2 L'U'L'



Ab L headlights: pairs R-right B-back
x' L2D2 LUL D2 LU'L



F L solid
R'U'F' RUR'U' R'F R2UR'U' RUR'UR

ADJACENT CORNER SWAP

continued



Ra L headlights: pairs F-left
RUR'U' RUR DR'UR'D' R'U2R'



Rb I headlights: pairs R-right
R2F RURUR' F'R U2R'U2R



Ga L headlights: pairs F-right
R2UR'UR'U' R'UR2 U'D R'UR'D'



Gb I headlights: pairs R-back
R'U'R UD' R2UR'URU' RU'R2D



Ge L headlights: pairs R-right
R2UR'RU R'UR2 UD' RU'R'D



Gd I headlights: pairs R-front
RUR' U'D R2UR'RU' UR'UR2D'

One face shows headlights: two corners of that face match. Hold as drawn, run, then turn the top to finish.

• **RUR'U'** sexy move • **RUR'U** SUNE • **R'UF** sledgehammer gap = change grip

DIAGONAL CORNER SWAP

no half-swaps any where

1. rotate 90° clockwise

2. rotate 90° clockwise

3. rotate 90° clockwise

4. rotate 90° clockwise

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104. rotate 90° clockwise

105. rotate 90° clockwise

106. rotate 90° clockwise

107. rotate 90° clockwise

108. rotate 90° clockwise

[illegible]

ONE-1 JOCK PLI

ADJACENT CORNER SWAP

exactly one face shows headlights



- T 1. headlights: pairs B-left F-left
RUR'U' R'F R2UR'U' RUR'F'
- J a L solid: pairs B-right F-left B-front
x R2RF' RUX2 r'UR' U2
- Jb L solid: pairs B-left F-right B-back
RUR'F' RUR'U' R'F R2UR'U'
- Aa L. headlights: pairs F-right B-front
x L2D2 L'U'L D2 L'U'L'
- Ab L headlights: pairs B-right R-back
x' L2D2 LUL' D2 LU'L
- F L solid
RUR'F' RUR'U' R'F R2UR'U'

One face shows headlights: two corners of that face match. Hold as drawn, run, then turn the top to finish.

ONE-1 JOCK PLI

ADJACENT CORNER SWAP

continuum



- Ra L. headlights: pairs F-left R-right
RUR'U' RUR DR'UR'D' R'U2R'
- Rb L. headlights: pairs B-right R-front
R2F RURUR' F'R U2R'U2R
- Ga L. headlights: pairs F-right R-back
R2UR'UR'U' R'UR'2 U'D R'UR'D'
- Gb L. headlights: pairs B-back R-right
R'U'R UD' R2UR'URU' RU'R2D
- Ge L. headlights: pairs B-right R-back
R2UR'RU'R UR'R2 UD' RU'R'D
- Gd L. headlights: pairs B-front R-right
RUR' U'D R2UR'UR' UR'UR2D'

Learns in the printed order, three a week, about six weeks. Ja and Jb on the same day – one is the mirror of the other.

■ F face ■ B face ■ R face ■ R'F face ■ gap = change grip

ONE-LOOK PLI

ADJACENT CORNER SWAP

exactly one face shows headlights



- T 1. headlights; pairs B-left F-left
RUR'U' R'F R2UR'U' RUR'F'
- J a L solid; pairs B-right F-left front
x R2RF' RU2 r'UR U2
- Jb L solid; pairs B-left F-right B-back
RUR'F' RUR'U' R'F R2UR'
- Aa L. headlights; pairs F-right B-front
x L2D2 L'UL D2 L'UL'
- Ab L headlights; pairs B-right B-back
x' L2D2 LUL' D2 LU'L
- F L solid
RUR'F' RUR'U' R'F R2UR'U'

one face shows headlights: two corners of that face match. Hold as drawn, run, then turn the top to finish.

RUR'U' sexy move **RUR'U** Sune **R'RF** sledgehammer gap = change grip

ADJACENT CORNER SWAP

continued



- Ra L. headlights; pairs F-left F-right
RUR'U' RUR DR'URD' R'U2R'
- Rb L. headlights; pairs B-right B-front
R2F RURUR' F'R U2RU2R
- Ga L. headlights; pairs F-right F-left
R2UR'UR'U' RU'R2 U'D R'URD'
- Gb L. headlights; pairs B-back B-front
R'UR' UD' R2UR'URU' R'U2R2
- Gc L. headlights; pairs B-right B-left
R2UR'URUR' RU'R2 UD' RU'R'D
- Gd L. headlights; pairs B-front B-back
RUR' U'D R2UR'UR' UR'UR2D'

Learns in the printed order, three a week, about six weeks. Ja and Jb on the same day – one is the mirror of the other.