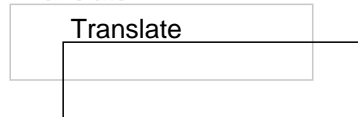


# Graphic Transformations

Scale



Translate



Rotate



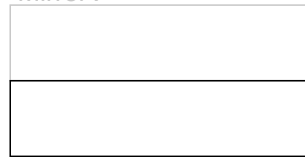
Skew



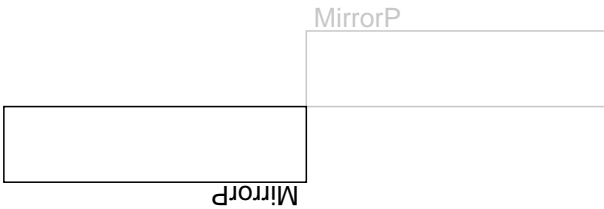
MirrorH



MirrorV



MirrorP



MirrorL

