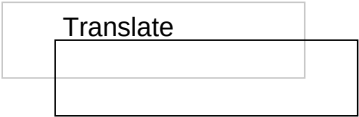


# Graphic Transformations

Scale



Translate



Rotate



Skew



MirrorH



MirrorV



MirrorP



MirrorL



MirrorP



MirrorL

