

# Graphic Transformations

Scale



Translate



Rotate



Skew



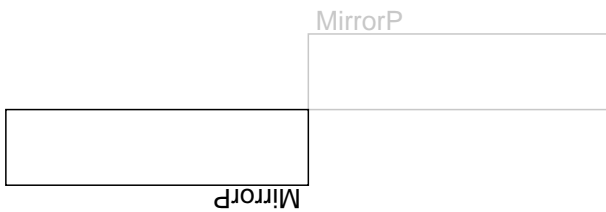
MirrorH



MirrorV



MirrorP



MirrorL

