

# Graphic Transformations

Scale



Translate



Rotate



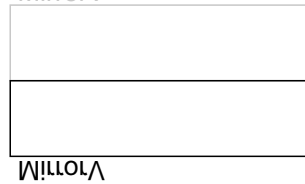
Skew



MirrorH



MirrorV



MirrorP



MirrorL

