

# Graphic Transformations

Scale



Translate



Rotate



Skew



MirrorH

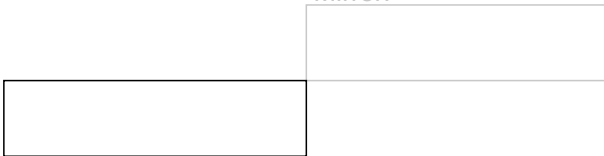


MirrorV



MirrorM

MirrorP



MirrorL

