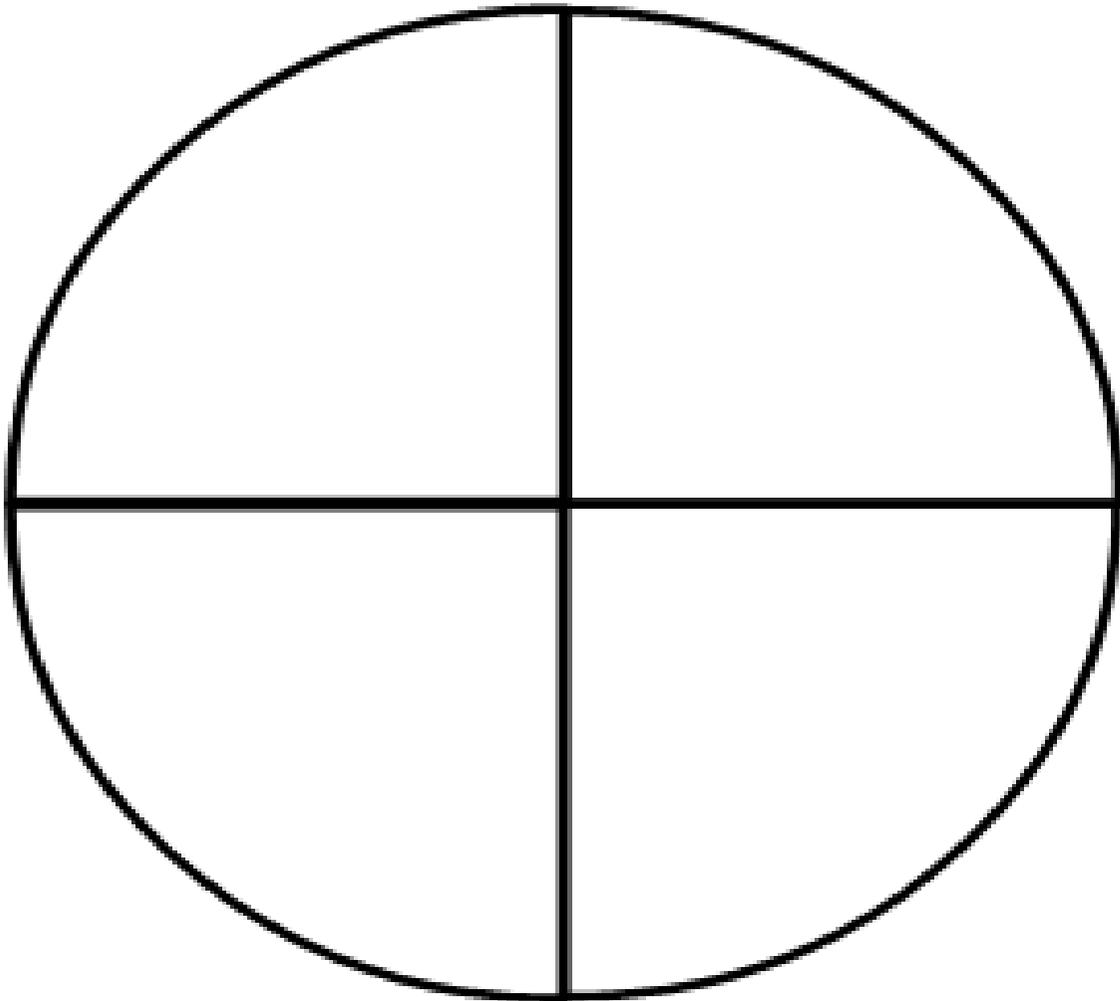
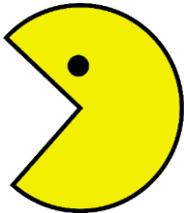


Transformations Mat

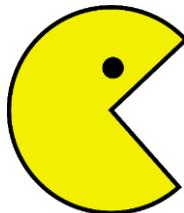


tranSLate
(SLide)

roTate
(Turn)



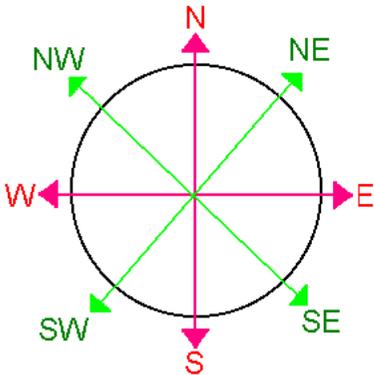
reFLect
(FLip)



tranSLate

roTate

reFLect



1 turn is 360°	$\frac{3}{4}$ turn is 270°	$\frac{1}{2}$ turn is 180°	$\frac{1}{4}$ turn is 90°

