Transformations

But how do we deal with complex movement ?
Numerous different positions & orientations !

JavaFX provides various "transformations" to help:
  - Translation: Shift origin by specified distance

```
g.translate(100,100);
```

  - Rotation: Rotate coordinate system about origin

```
g.rotate(90);
```

Other transformations are also possible…
but the above are the most common and useful !