

image rotation using the nearest neighbor and bilinear interpolation

image rotate by -45 degree(near)

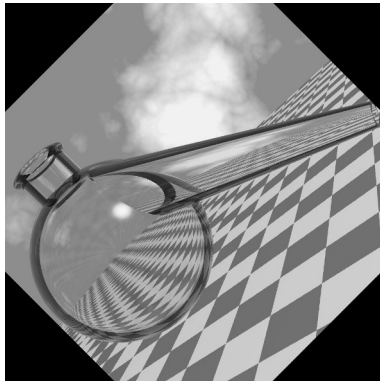


image rotate by 45 degree(near)

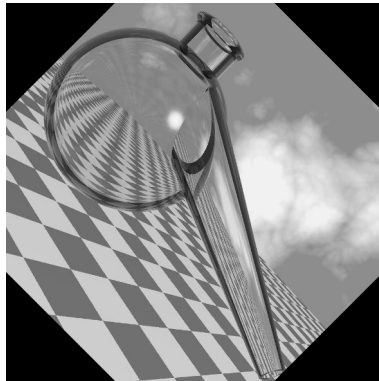


image rotate by 90 degree(near)

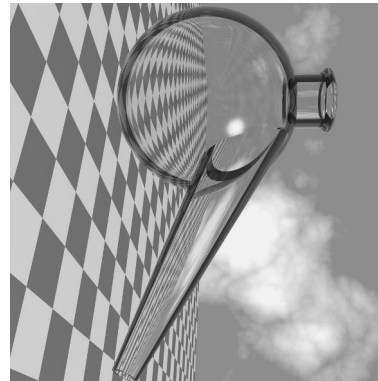


image rotate by 135 degree(near)

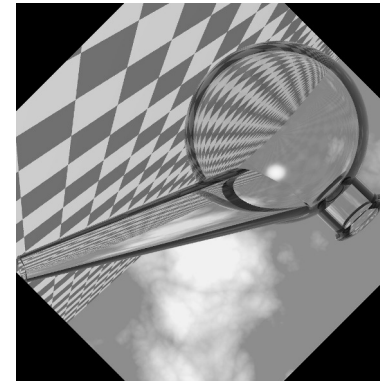


image rotate by -45 degree(bill)

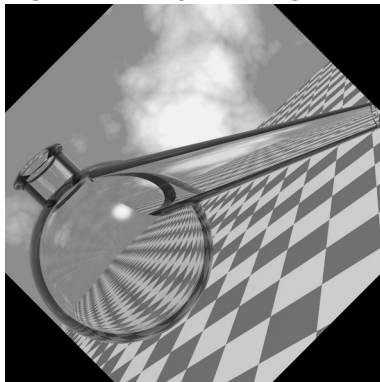


image rotate by 45 degree(bill)

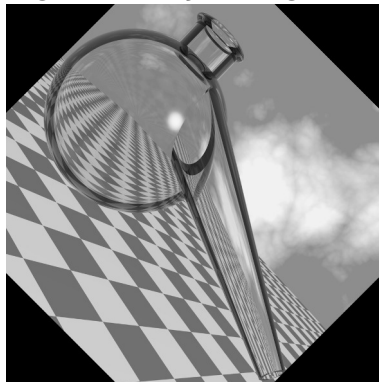


image rotate by 90 degree(bill)

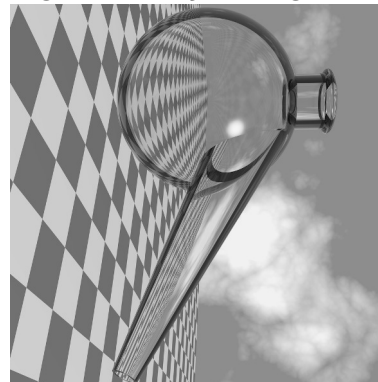


image rotate by 135 degree(bill)

