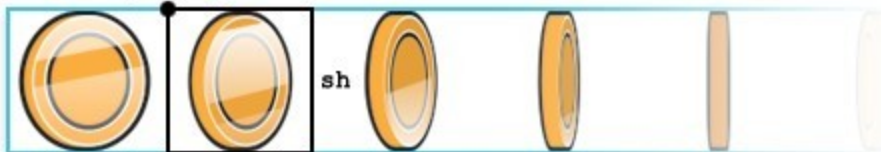


(sx, sy)



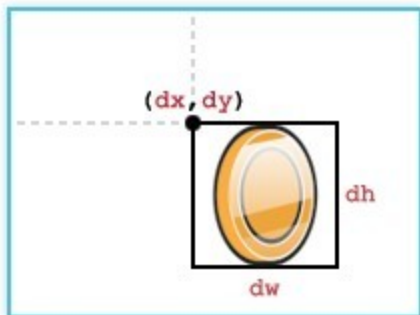
Source Image

`img`

sw

sh

(dx, dy)



Destination Canvas

dh

dw