Step 1: Rotation


```
<curve stroke="#FF0000" stroke−width="2.0" endHead="simpleHead">
 <listOfElements>
  <element xsi:type="RenderPoint" x="5%" y="95%" />
  <element xsi:type="RenderPoint" x="95%" y="5%" />
 </listOfElements>
</curve>
```

```
<lineEnding id="simpleHead" enableRotationalMapping="true">
 <boundingBox>
  <position x="−2" y="−2" />
  <dimensions width="4" height="4" />
 </boundingBox>
 <g>
  <polygon fill="#FF0000">
   <listOfElements>
    <element xsi:type="RenderPoint" x="100%" y="0%" />
    <element xsi:type="RenderPoint" x="0%" y="0%" />
    <element xsi:type="RenderPoint" x="0%" y="100%" />
   </listOfElements>
  </polygon>
 </g>
</lineEnding>
```