

translate (50, 50) rotate(-90)



skew x (45)



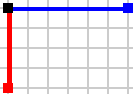
skew y (45)



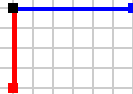
scale (2)



scale(25, 95) and translate(2, 2)



scale(25, 95) then translate(2, 2)



\$Revision: 1.6 \$