

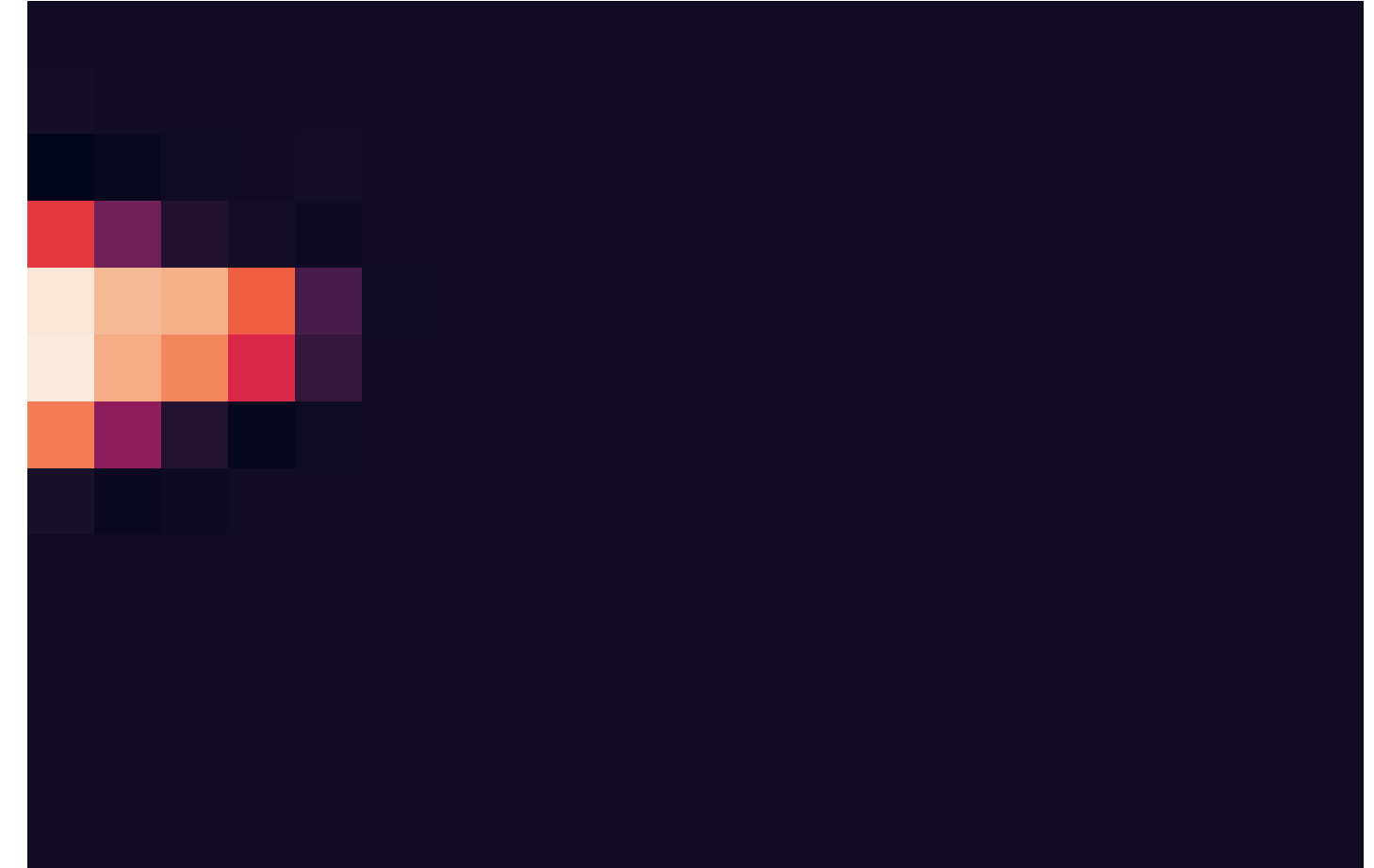
No rotation



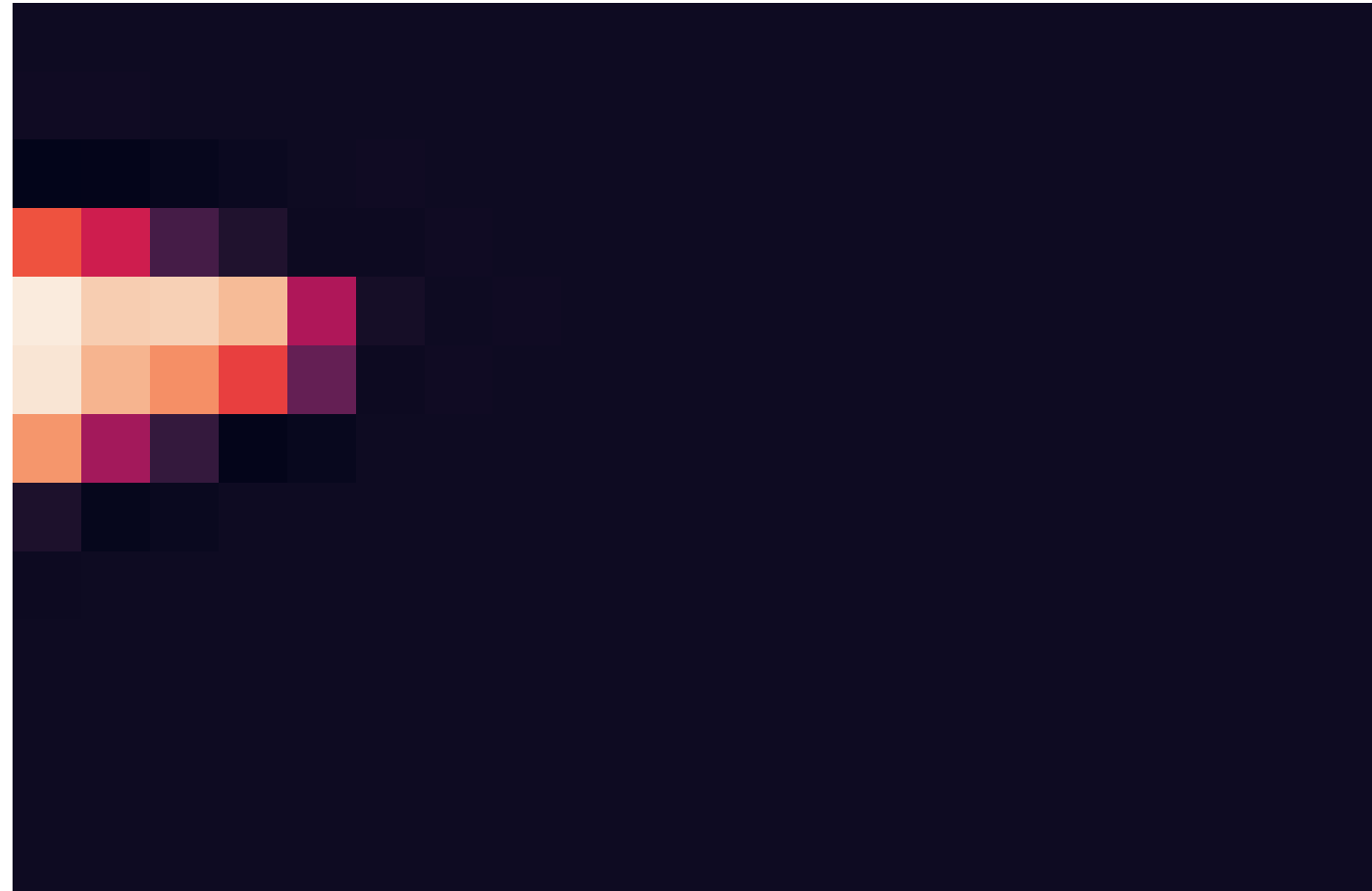
Nearest



Mirror



Reflect



Constant



Wrap

