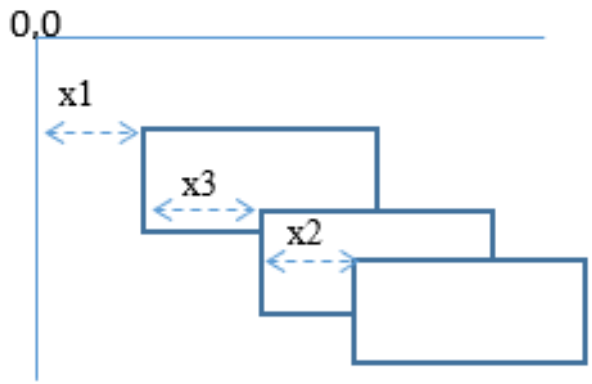
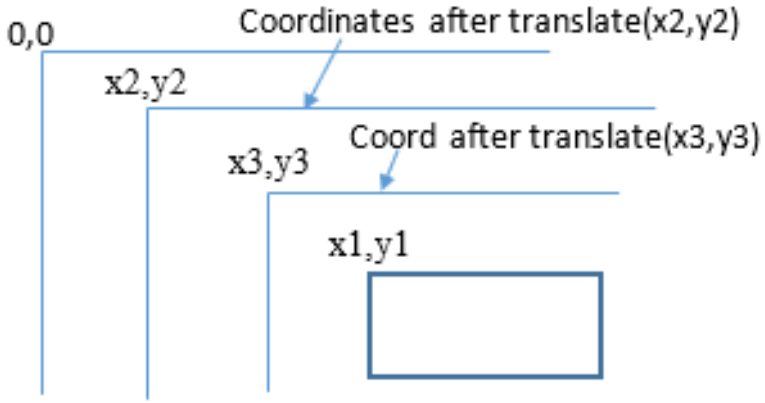
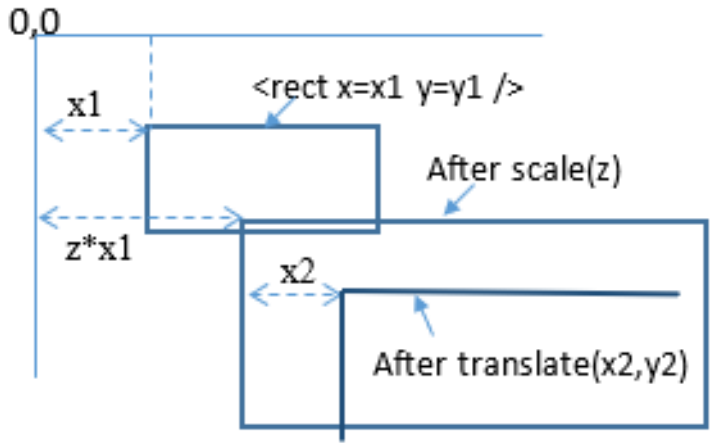
Moving objects vs Moving coordinates
<element transform="..." />
vs <g transform="...">

Translate -> Translate

<rect x=x1 y=y1 transform="translate(x2,y2)translate(x3,y3) />	<g transform="translate(x2,y2)"> <g transform="translate(x3,y3)"> <rect x=x1 y=y1 /> ... </g> </g>
	
The final rectangle: x=x1+x3+x2 y=y1+y3+y2	The final rectangle: x=x2+x3+x1 y=y2+y3+y1

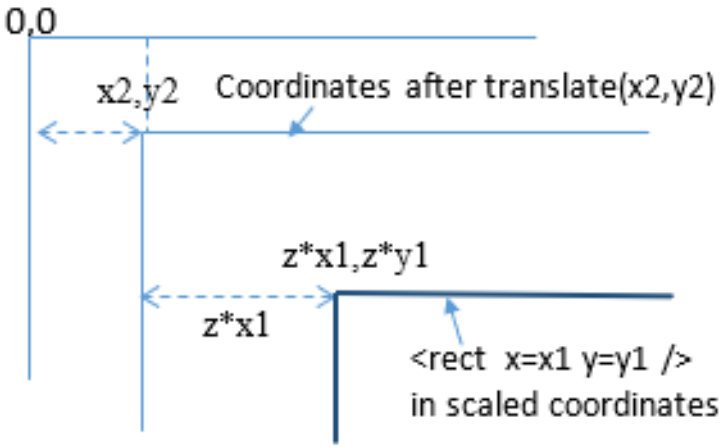
Translate -> Scale -> Translate

<rect x=x1 y=y1
transform="translate(x2,y2)scale(z) />



The final rectangle :
x=z*x1+x2
y=z*y1+y2

<g transform="translate(x2,y2)">
<g transform="scale(z)">
<rect x=x1 y=y1 /> ... </g> </g>



The final rectangle:
x=x2+z*x1
y=y2+z*y1