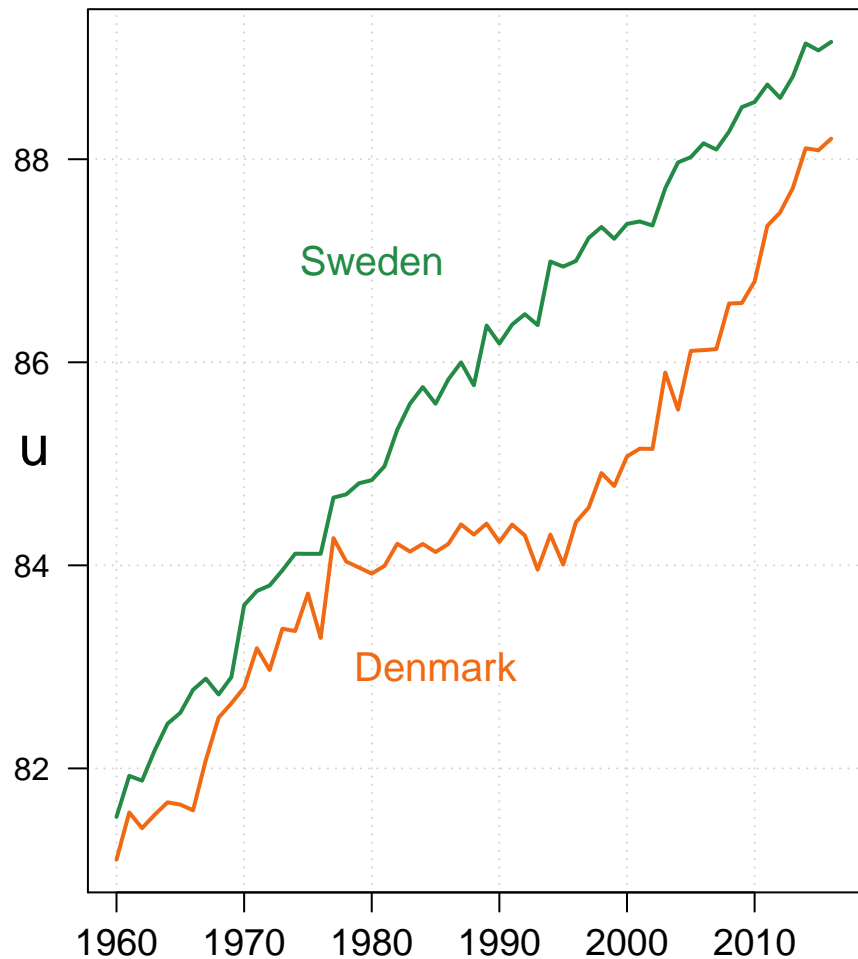


location (shifting)



scale (compression)

