



move



paint



pose



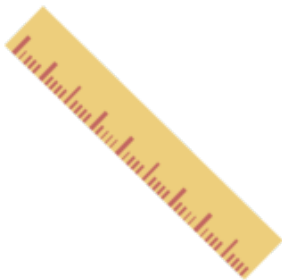
position



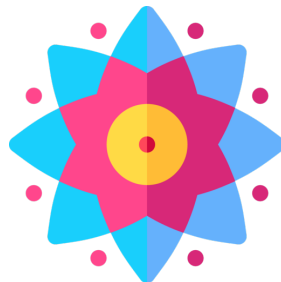
render



rotate



scale



simplify



simulate



sketch



skew



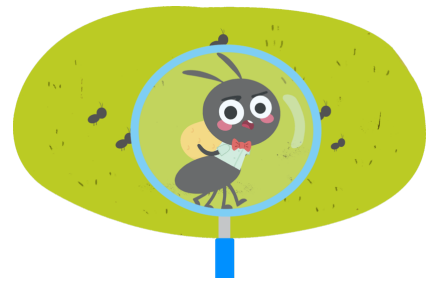
subdivide



sweep



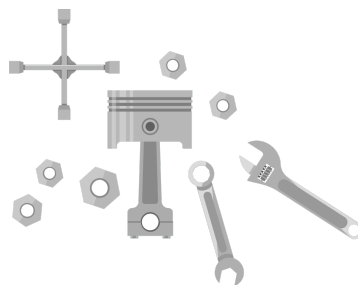
texture



trace



transform



rig