



move



paint



pose



position



render



rotate



scale



simplify



simulate



sketch



skew



subdivide



sweep



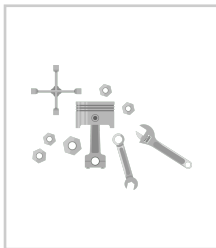
texture



trace



transform



rig