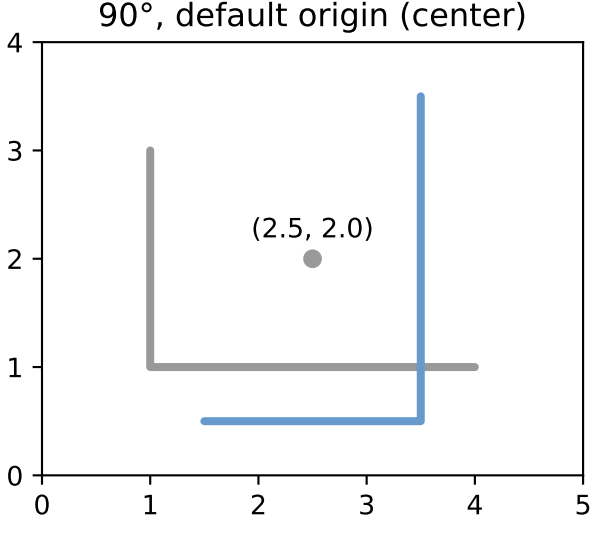
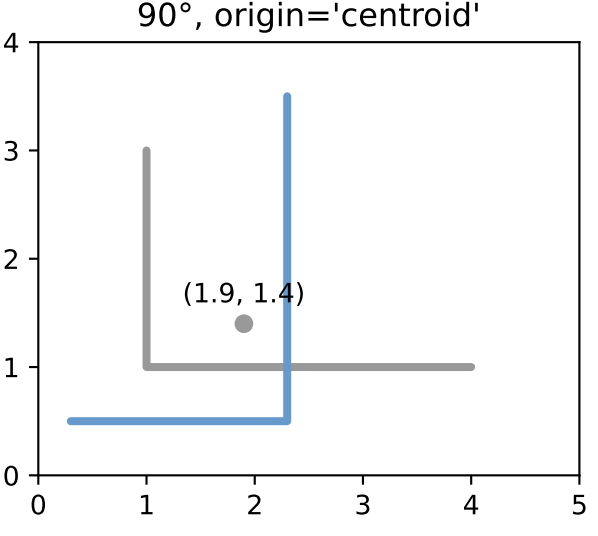

90°, default origin (center)
(2.5, 2.0)
0
1
2
3
4
0
1
2
3
4
5


90°, origin='centroid'
(1.9, 1.4)
0
1
2
3
4
0
1
2
3
4
5