

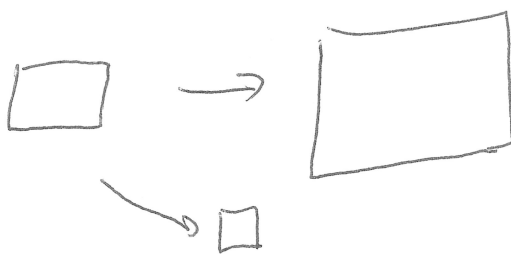
Transformations

get image size

`imagevar.get_width()`
`imagevar.get_height()`

old image
new width
new height

① `newimage = imagevar pygame.transform.scale(imagevar, (newW, newH))`



②

rotate

↓ degrees



`pygame.transform.rotate(img, angle)`

③

rotation via rotzoom

`pygame.transform.rotzoom(img, angle, zoomf)`

↓
scale factor

