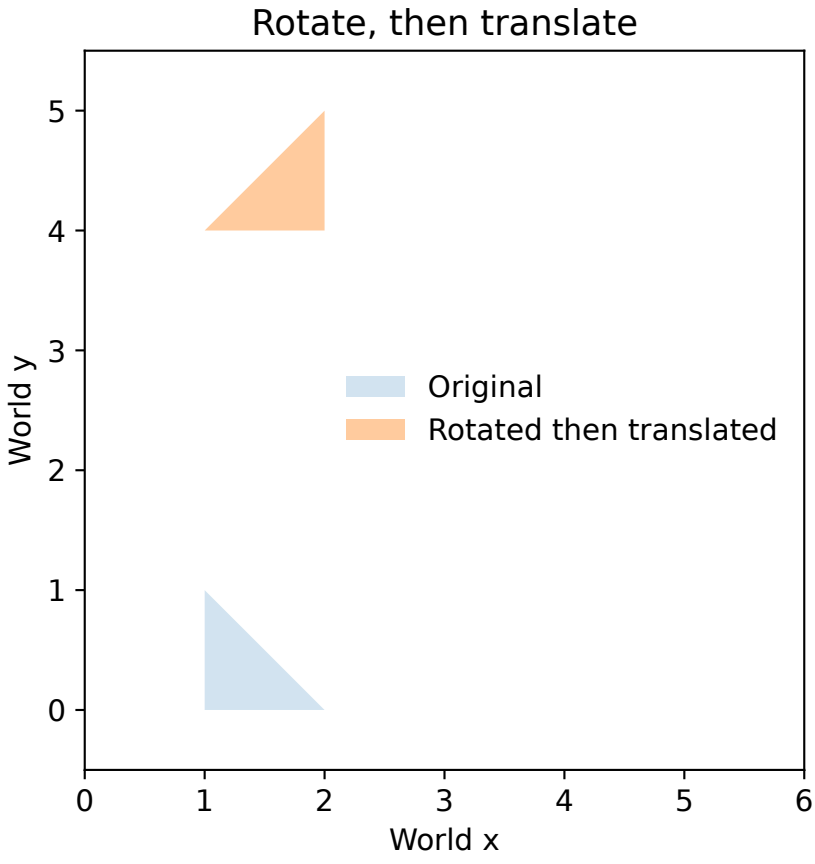
Rotate, then translate
Original
Rotated then translated
World x
World y
0
1
2
3
4
5
6