

● **start morph**

● **stop morph**

● **reset morph**

● **Kite**

● **Dart**

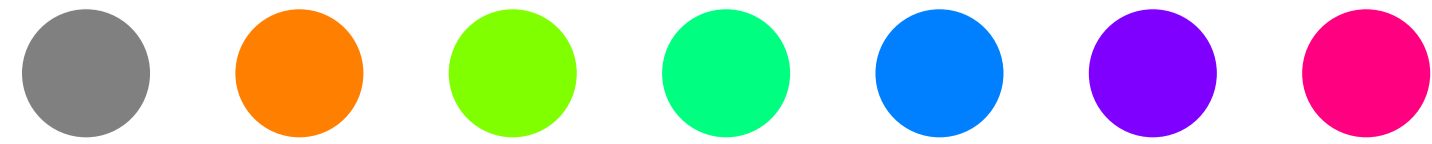
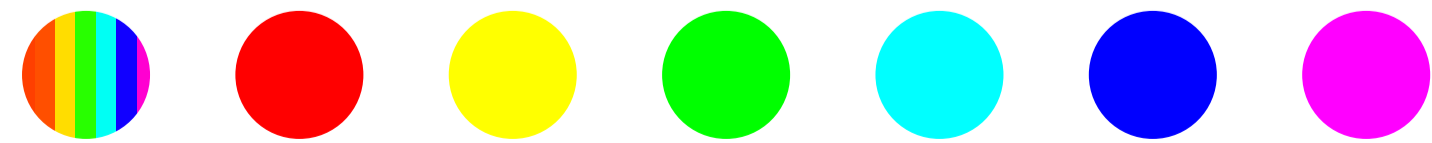
● **Thin Rhomb**

● **Thick Rhomb**

● **start rotation**

● **stop rotation**

● **reset rotation**



● **start skewing**

● **stop skewing**

● **reset skewing**

● **hide**

● **show**

● **fade out**

● **fade in**

