**MOVE**
Move the brush forward by some amount of pixels.
The entire canvas is 500x500 pixels.

**MOVE TO**
Move the brush to a specific (x,y) coordinate.
(0,0) is the center of the canvas.

**ROTATE**
Rotate the brush by some amount of degrees between 0 and 360.

**SCALE**
Scale the drawn objects to a certain percentage.
100% is normal size, 200% is twice as big, etc.