

# Block transformation

By using `-ah-transform:`, block can be transformation. Specify the angle by `rotate`, `skew`, etc. Origin points of block transformation can be specified with `-ah-transform-origin`. Note that specifying transform, it does not transform the region. Only the contents are transformed.

## **rotate(-15deg)**

*Lorem ipsum dolor sit amet,  
consectetur adipiscing elit. Aliquam  
bibendum tincidunt pharetra.*

## **skewX(-45deg)**

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consectetur adipiscing elit. Aliquam  
bibendum tincidunt pharetra.*

## **rotate(-15deg) and skewX(-45deg)**

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consectetur adipiscing elit. Aliquam  
bibendum tincidunt pharetra.*