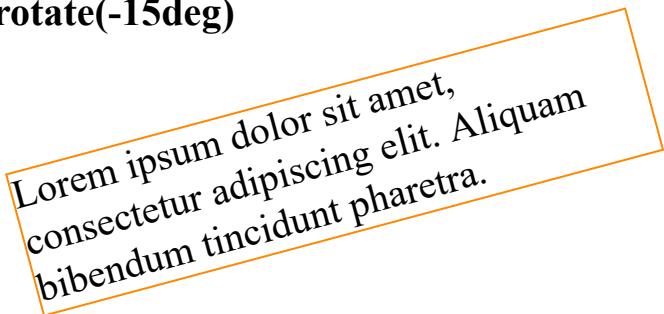


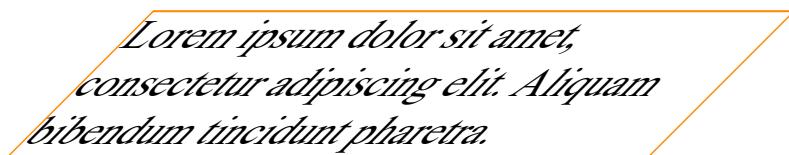
Block transformation

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)



skewX(-45deg)



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

