

# Block transformation

By using '[axf:transform](#)', block can be transformation. Specify the angle by 'rotate', 'skew', etc. Origin points of block transformation can be specified with 'axf:transform-origin'. Note that specifying 'axf:transform' does not transform the region: only the contents are transformed.

**rotate(-15deg)**

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**skewX(-45deg)**

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

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