

# 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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