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2D Matrix Transformations

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Execute Transform

Restore Initial Position

Scaling | Skew

Scale X: 1.00

Scale Y: 1.00

Skew X Angle: 0.00

Skew Y Angle: 0.00

I | L | ✛ | Invert

Flip Horz | Flip Vert

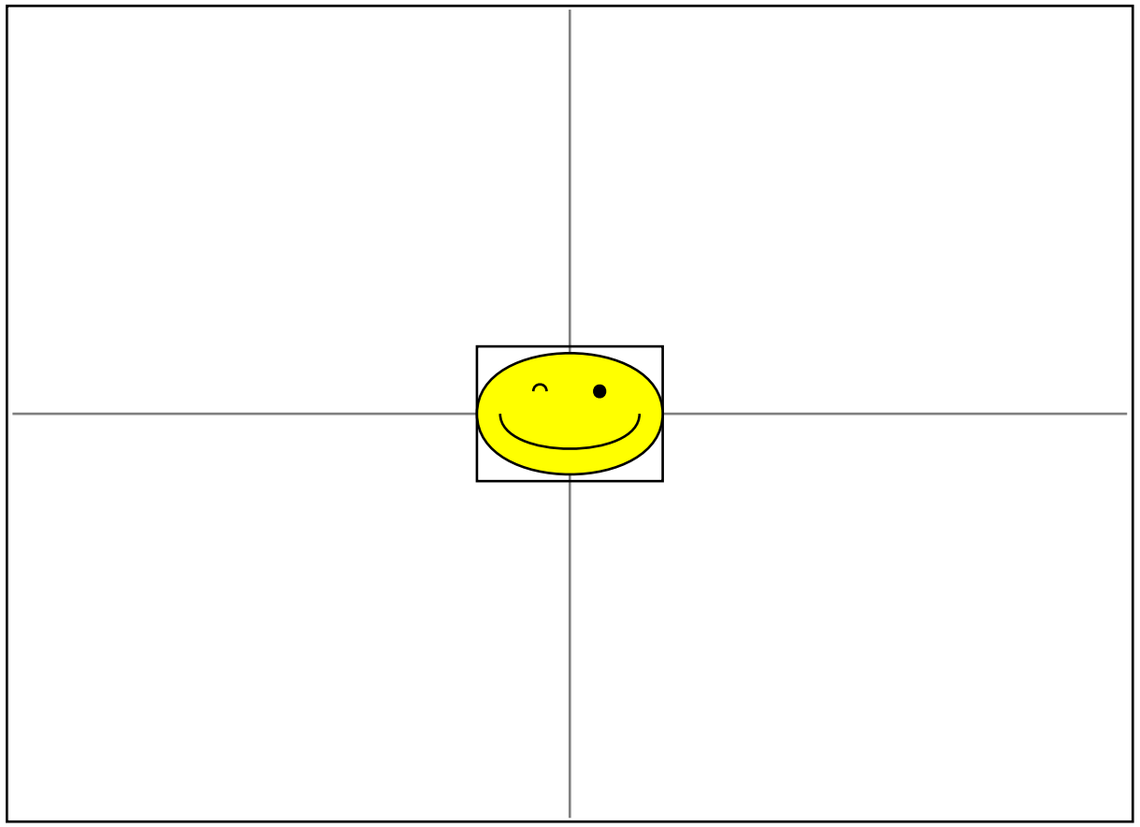
-90 | +90 | -45 | +45

Rotation: 45.00

Copy Result

Copy Initial Position

Invert Mx#1



Initial Size

Width: 75.41

Height: 54.67

After Transform

Width: 75.41

Height: 54.67

Initial Position:

I

1.0000	0.0000	0
0.0000	1.0000	0
0.00	0.00	1

Set Initial Position

1.000	0.0000	0
0.0000	1.0000	0
0.00	0.00	1

I ○ Matrix#1

X

1.0000	0.0000	0
0.0000	1.0000	0
0.00	0.00	1

I ○ Matrix#2

X

1.0000	0.0000	0
0.0000	1.0000	0
0.00	0.00	1

I ● Matrix#3

=

1.0000	0.0000	0
0.0000	1.0000	0
0.0000	0.0000	1

Transformation Matrix

Select a matrix and then use the controls on the left hand side to set matrix values. Or set the matrix values manually

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