

**NAME**

FcMatrixShear – Shear a matrix

**SYNOPSIS**

```
#include <fontconfig/fontconfig.h>
```

```
void FcMatrixShear (FcMatrix *matrix, double sh, double sv);
```

**DESCRIPTION**

**FcMatrixShare** shears *matrix* horizontally by *sh* and vertically by *sv*. This is done by multiplying by the matrix:

```
1 sh
sv 1
```