# Skip to content 2D Transform

The 2D Transform modifier applies two-dimensional scaling and/or rotation to the stroke backbone geometry. Scale is applied before rotation.

### **Pivot**

The center (pivot point) of these 2D transformations can be:

#### **Stroke Center:**

The median point of the stroke.

#### **Stroke Start:**

The beginning point of the stroke.

# Stroke End:

The end point of the stroke.

### **Stroke Point Parameter:**

The Stroke Point Parameter factor controls where along the stroke the pivot point is (start point if set to 0.0; end point if set to 1.0).

# **Absolute 2D Point:**

The *Pivot X* and *Y* values define the position of the pivot point in the final render (from the bottom left corner).

Important

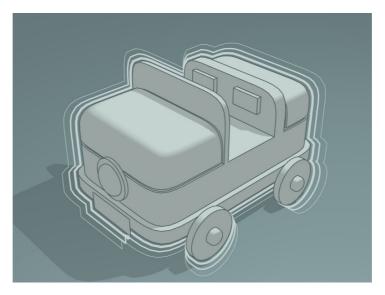
Currently, you have to take into account the *real* render size, i.e. resolution **and** resolution percentage.

## Scale X, Y

The scaling factors, in their respective axes.

## **Rotation Angle**

The rotation angle.



2D Transform modifier (blend-file).

Previous 2D Offset

Copyright  $\$  : This page is licensed under a CC-BY-SA 4.0 Int. License Made with Furo Last updated on 2025-05-10

Backbone Stretcl

View Source View Translation Report issue on this page