

# 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

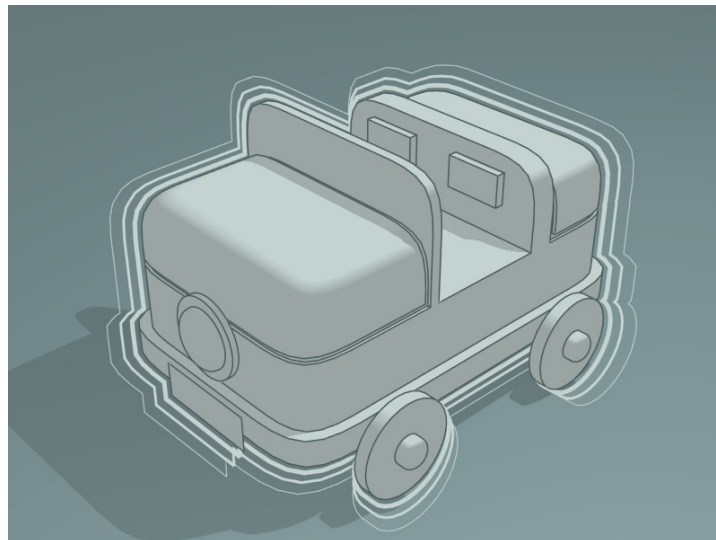
Currently, you have to take into account the *real* render size, i.e. resolution **and** resolution percentage.

## Scale X, Y

The scaling factors, in their respective axes.

## Rotation Angle

The rotation angle.



2D Transform modifier ([blend-file](#)).