shearX()

Shears the x-axis so that shapes appear skewed.

By default, the x- and y-axes are perpendicular. The `shearX()` function transforms the coordinate system so that x-coordinates are translated while y-coordinates are fixed.

The first parameter, `angle`, is the amount to shear. For example, calling `shearX(1)` transforms all x-coordinates using the formula `x = x + y * tan(angle)`. `shearX()` interprets angle values using the current angleMode().

By default, transformations accumulate. For example, calling `shearX(1)` twice has the same effect as calling `shearX(2)` once. The push() and pop() functions can be used to isolate transformations within distinct drawing groups.

Note: Transformations are reset at the beginning of the draw loop. Calling `shearX(1)` inside the draw() function won't cause shapes to shear continuously.

Examples

```
function setup() {
  createCanvas(100, 100);

  describe('A white quadrilateral on a gray background.');
}

function draw() {
  background(200);

  // Shear the coordinate system along the x-axis.
  shearX(QUARTER_PI);

  // Draw the square.
  square(0, 0, 50);
}
```

```
function setup() {
  createCanvas(100, 100);

  // Use degrees.
  angleMode(DEGREES);

  describe('A white quadrilateral on a gray background.');
}

function draw() {
  background(200);

  // Shear the coordinate system along the x-axis.
  shearX(45);

  // Draw the square.
  square(0, 0, 50);
}
```

Syntax

```
shearX(angle)
```

Parameters

angle	Number: angle to shear by in the current angleMode().

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Related References

applyMatrix
Applies a transformation matrix to the coordinate system.

resetMatrix
Clears all transformations applied to the coordinate system.

rotate
Rotates the coordinate system.

rotateX
Rotates the coordinate system about the x-axis in WebGL mode.