/\*

2D transform

-matrix

Syntax-=>-matrix( scaleX(), skewY(), skewX(), scaleY(), translatex(), translateY() )

.shape > div {

transform: matrix(1.2, 0.2679, 0, 1.2, 20, 20);

do this

transform: scaleX(1.2), skew¥(15deg) , skewX(0deg),| scaleY(1.2), translatex(20px), translateY(20px) ;

you shouldn’t do this

}

\*/