

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:

$$\begin{pmatrix} 1 & sh \\ 0 & 1 \end{pmatrix}$$
$$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$