Matrix Transform

<table>
<thead>
<tr>
<th>Transform Order</th>
<th>Translate</th>
<th>Rotation Type</th>
<th>Rotation Order</th>
<th>Rotation</th>
<th>Scale</th>
<th>Pivot</th>
</tr>
</thead>
<tbody>
<tr>
<td>Srt</td>
<td>0</td>
<td>Euler</td>
<td>Xyz</td>
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<td>1</td>
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</tr>
<tr>
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<td>Degrees</td>
<td></td>
<td>0</td>
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</tbody>
</table>

Creates a matrix using rotation, translation, scale and pivot settings.

**Transform Order**

Transform order of the Scale, Rotation and Translate can be modified.

**Translate**

The XYZ translation vector used to compose the transformation matrix.

**Rotation Type**

Rotation can be set using *Euler-Angles* or *Axis/Angle*.

**Units**

Rotation units, set to *Radians* or *Degrees*.

**Rotation Order**

The axes order in which the rotations are applied.

**Rotation**

The rotation angles about the X, Y and Z axes.

**Scale**

The XYZ scaling vector used to compose the transformation matrix.

**Pivot**

The XYZ controls that allow you to offset the pivot.
Noise shader → matrix shaders → displacement